

A detailed illustration of a Vanquish character, a silver and green armored figure, in a dynamic pose. The character is holding a large, complex weapon that is firing a bright orange and yellow energy blast. The background is a dramatic, cloudy sky with a blue and white color palette. The character's armor features green highlights and a blue visor. The overall style is high-tech and action-oriented.

VANQUISH™

USER MANUAL



CONTENTS

<i>GETTING STARTED</i>	2
<i>MAIN MENU</i>	2
<i>PAUSE MENU</i>	3
<i>MISSION FAILED MENU</i>	3
<i>INTRODUCTION</i>	4
<i>CONTROLLER</i>	8
<i>KEYBOARD & MOUSE</i>	10
<i>BASIC COMMANDS</i>	12
<i>GAMEPLAY</i>	16
<i>GAME SCREEN</i>	16
<i>AR MODE</i>	17
<i>ARMORY</i>	17
<i>CUSTOMER SUPPORT</i>	18
<i>WARRANTY</i>	19

PLEASE NOTE: The information in this manual was correct at time of publication, but some minor changes may have been made late in the product's development. All game art for this manual has been taken from the English version of this product.

MAIN MENU

At the Title Screen, the Main Menu will be displayed.

GAME

Play the game in the following modes:

- NEW GAME** Select a difficulty, and play a new game from the beginning. A Tutorial mode will activate enabling you to familiarise yourself with the basic commands before taking on more dangerous missions.
- CONTINUE** Continue the game in progress from the last Checkpoint (p.16).
- TUTORIAL** Practice the basic ARS commands. This is the same mode that activates when you select **NEW GAME**.
- MISSION** Retry cleared missions to improve your skills and gain higher scores.
- CHALLENGE** As you progress through the main game, the **CHALLENGE** mode will become available with a variety of difficult tactical challenges to tackle. New tactical challenges will be unlocked one by one as the story develops. Scores are uploaded to the online Ranking.

Note: Only one game can be saved. If there is a game in progress, then selecting **NEW GAME** will automatically overwrite your progress.

SYSTEM

Check the online rankings and make changes to game settings as follows:

- RANKING** See how your scores and times compare with those of your friends and other players from around the world.
- OPTIONS** Customise your game experience via the following option settings:
 - **DIFFICULTY** Set game difficulty to **CASUAL AUTO** (features automatic targeting), **CASUAL**, **NORMAL** or **HARD**. Note that this setting can be changed from the Pause Menu.
 - **CONTROLLER** Choose from two controller layouts; **Type A** or **Type B**. Explanations in this manual are for Type A (default) configuration.
 - **KEYBOARD & MOUSE** View or redefine keyboard and mouse controls.
 - **VIBRATION** Switch the controller's vibration function **ON** or **OFF**.
 - **AUDIO VOLUME** Set the volume for **MUSIC**, **EFFECTS** and **VOICE** from **0** to **10** (loudest).
 - **VERTICAL CONTROL** When set to **NORMAL**, pushing the right stick (or the mouse) up moves the camera up. Setting to **INVERTED** reverses this.
 - **HORIZONTAL CONTROL** When set to **NORMAL**, pushing the right stick (or mouse) left moves the camera left. Setting to **INVERTED** reverses this.

■ CAMERA SPEED

Set the speed of camera movement for **NORMAL**, **AIMING** (targeting mode) and **Zoom** (zoomed targeting mode with Sniper Rifle).

Note: These settings are for gamepad controllers only. Check the **KEYBOARD & MOUSE** section for mouse sensitivity settings.

■ SCORE

■ SUBTITLE

■ COM MESSAGES

■ BRIGHTNESS LEVEL

■ GRAPHICS

■ LANGUAGE SELECT

Set the on-screen score display **ON** or **OFF**.

Set subtitle display during movie scenes **ON** or **OFF**.

Set subtitle display for messages during gameplay to **ON** or **OFF**.

Set the screen's brightness from **-5** to **+5**.

Configure graphics settings for the game, such as resolution and graphics quality.

Choose a language for **VOICE** (character speech), **MESSAGES** (subtitles) and **INTERFACE** (menu explanations etc.).

CREDITS

View the PC version credits.

QUIT

Close the game and return to your desktop screen.

SAVED GAMES

This game uses an auto-save feature. Please do not turn off the PC or close the game while your progress is being saved.

PAUSE MENU

Press **START** (or the Esc key) at any time during gameplay to pause and open the Pause Menu. Here you can choose from the following options:

- RESUME GAME** Return to the game at the point you left off from (or press **START**/the Esc key).
- CHECKPOINT** Restart the game from the most recent Checkpoint (p.16).
- RESTART** Restart the game from the beginning of the current Mission (p.16).
- ARMORY** View technical data on acquired firearms (p.17).
- RANKING** See how your scores and times compare with those of your friends and other players from around the world.
- OPTIONS** Make changes to game settings (p.2).
- TITLE SCREEN** Quit the game and return to the Title Screen.

MISSION FAILED MENU

If you are unable to complete a Mission (p.16), the game will end and you will be presented with the following options:

- CHECKPOINT** Restart the game from the most recent Checkpoint (p.16).
- RESTART** Restart the game from the beginning of the last played Mission (p.16).
- TITLE SCREEN** Quit the game and return to the Title Screen.

Since the late 20th century, the precipitous pace of population rise on Earth pushed the total number of humans on the planet past 10 billion. The lack of consumable food and energy for this expanding population led to numerous wars over depleting natural resources. It was in this period of fear, uncertainty, and doubt that America placed her hopes in the skies with the SC-01 Providence space colony.

The colony was not immune to social evils that had become prevalent on earth.

The Order of the Russian Star, a faction of the Russian military who had taken power in their homeland via coup d'état, immediately launched a surprise invasion of the colony. They began work converting the microwave energy array into a powerful weapon in the skies, then unleashed this fearsome power upon the residents of San Francisco. The Order's declaration of war via weapon of mass destruction complete, they demanded the unconditional surrender of the United States within 10 hours, under penalty of the destruction of New York City.

In steadfast refusal to cooperate with aggressors, the President had no choice but to order a military strike to annihilate the invaders and recapture the colony. The strike was to be led by Lt. Col. Robert Burns.

DARPA operative Sam Gideon has also been assigned to the mission with an advanced weapons prototype.

LT. COL. ROBERT BURNS

Burns, a decorated war hero who received both the Silver Star and Navy Cross in two of his three military engagements, is the task force commanding officer in the effort to reclaim the space colony under occupation by The Order of the Russian Star. Burns is an endlessly driven commander, continuing to fight in hopes of honoring the soldiers he has lost under his stewardship with victory, despite losing his arm and replacing nearly half his body with bionics.



DARPA

The Defense Advanced Research Projects Agency, better known as DARPA, was established in 1958 to develop new technologies and battlefield applications for the Department of Defense. Consisting of less than 300 employees, DARPA reports directly to civilian leadership in the form of the Secretary of Defense and the President of the United States. DARPA operatives occasionally accompany military personnel to gather information on their research projects; however, their position outside of the military chain of command has led to frayed relationships, and many DARPA missions are viewed as an unneeded risk by military units.

SAM GIDEON

As a researcher at DARPA, Sam was in charge of designing the Augmented Reaction Suit (ARS) system. Officially, he accompanies the army to test his battle suit design, but secretly he has been drafted to rescue Professor Candide. Consequently, his hidden agenda leads to constant clashes with the mission's commanding officer, Marine Lt. Col. Robert Burns.



ARS BATTLE SUIT SYSTEM

The ARS (Augmented Reaction Suit) advanced battle suit system is crafted primarily from a carbon nanotube-based textile, an advanced material known for its stronger-than-steel toughness, and barely perceptible weight. The ARS project goals outline a desire to create an infantry unit whose firepower, mobility, and soldier-to-battle command situational awareness capabilities meet or exceed that of existing MBTs (Main Battle Tanks).



ELENA IVANOVA

Lauded as a prodigy, Elena received a special education as part of a DoD project, and was later assigned to DARPA at the request of Dr. Candide. Her role in the current operations is in providing logistical support to Sam. Her superior analytical abilities and hacking techniques could prove a deciding factor in the final outcome.

**DR. FRANCOIS CANDIDE**

As chief researcher at DARPA, Dr. Candide initially proposed the colony station as well as design the energy system that was later weaponised by the Russian Star. Feeling an overwhelming sense of responsibility for the annihilation of San Francisco, he left a video message for Sam warning him about a mole working from inside the government, before taking it upon himself to try to shut down the energy system personally.

**PRESIDENT ELIZABETH WINTERS**

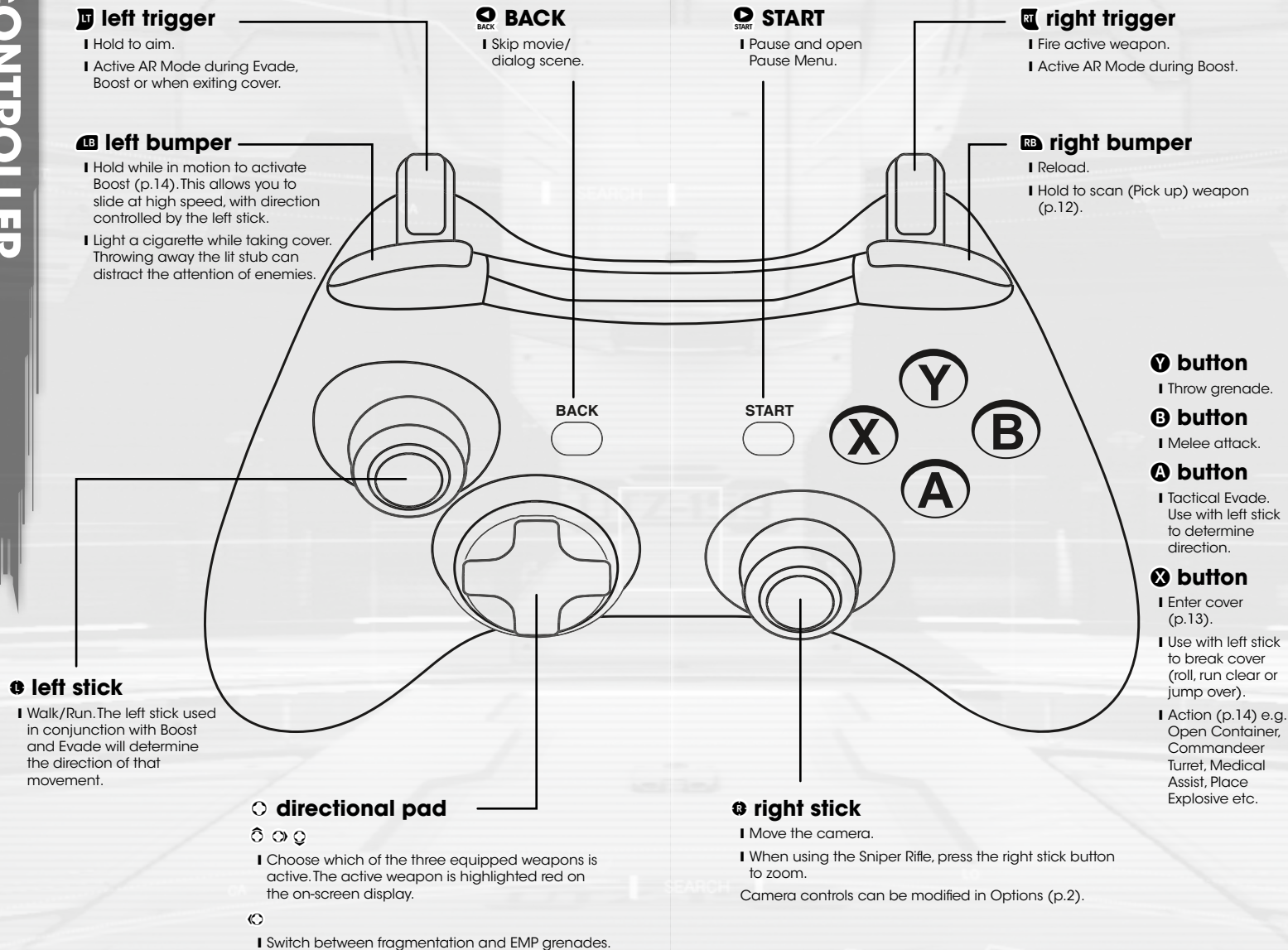
America's first female president. Already recognised in financial circles for her extraordinary abilities, expectations were high as Winters assumed the presidency in the midst of a severe global recession. In addition to her fierce obsession with authority, reputation and social status, she has proven time again that she is willing to use anyone or anything, stepping on the backs of rivals where need be, to further her political ascent.

**VICTOR ZAITSEV**

Principle of the Order of the Russian Star, the faction responsible for enacting a regime change in Russia by military coup d'état. He pilots his own battle suit which easily rivals that of the ARS in terms of abilities, and personally directed the assault on the Providence space colony resulting in the attack that devastated San Francisco. He has now demanded America's unconditional surrender, failing which his next target will be New York.

RUSSIAN STAR

The massive population explosion on Earth pushed many countries to the brink, but none more so than Russia, where death by starvation exceeded 8% of the population. Coupled with the deterioration of their government due to the breakdown in public order, the Russian state was ripe for coup d'état. Elements of the Russian Airborne were happy to capitalise upon the situation, inciting a military uprising that toppled the previous sovereign government. This hawkish faction took the name of the "Order of the Russian Star" and established a military regime.



ACTION	DEFAULT KEY
MOVE FORWARD	W
MOVE BACKWARD	S
STRAFE LEFT	A
STRAFE RIGHT	D
ENTER COVER	E
BOOST	Shift
MELEE ATTACK	F
RELOAD	R
THROW GRENADE	G
TACTICAL EVADE	Space
SELECT WEAPON 1	1
SELECT WEAPON 2	2
SELECT WEAPON 3	3
CHANGE GRENADE	4
OPEN MENU	Esc
SKIP EVENTS	Tab
ACTIVATE BOMB	T
LOOK LEFT	Delete
LOOK RIGHT	Page Down
LOOK UP	Home
LOOK RIGHT	End

LEFT CLICK

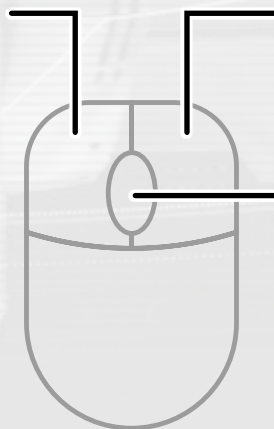
! Fire weapon.

RIGHT CLICK

! Aim.

WHEEL

! Click: weapon zoom.
! Up: previous weapon.
! Down: next weapon.



WEAPONS

The ARS is equipped with a BLADE (Battlefield Logic ADaptable Electronic) Weapons System capable of storing configurations for three weapons simultaneously. You can switch between these using the directional pad up, right or down (or the 1, 2 or 3 keys). Refer to the display at the lower right of the screen to see which weapon is active (highlighted red) and remaining ammunition. When the magazine is empty, it will automatically reload, but you may wish to do so manually before it runs out to avoid suddenly finding yourself defenseless under enemy fire. Press the right bumper (or the R key) at any time to manually reload.



On the battlefield you will often find placed or discarded weapons. Stand over a weapon and hold the right bumper (or the R key) to scan. If the weapon matches one of your current weapons, scanning it will increase your ammunition stock. If the weapon does not match, then scanning it will install its configuration as the active weapon.

The weapon active at the time of the

scan will be discarded in the process, but it will remain on the ground to be re-scanned if the magazine contains at least 1 round.

Note that if enemies remain after all available ammunition has been used, there are some instances where it won't be possible to continue the game. Please access the Pause Menu and select **CHECKPOINT** or **RESTART** to try again.

GRENADES

In addition to the BLADE Weapons System, you also have two types of grenades: Hand Grenades and EMP Emitters. The active grenade is toggled using the directional pad left as shown on the display at the lower right of the screen (or by pressing the 4 key). As with BLADE weapons, grenades can also be found on the battlefield and are picked up by pressing and holding the right bumper (or the R key).

Press the Y button (or the G key) to throw a grenade in the direction indicated by the reticle at the center of the screen.

WEAPON UPGRADES

While a weapon's ammunition is at full capacity, scanning or picking up the same weapon will upgrade the weapon, increasing its power and maximum ammunition capacity. Weapon upgrades which affect the active weapon can also be found on the field and scanned via the same process.

Note: When **DIFFICULTY** is set to **NORMAL** or higher, weapons are also downgraded if the player character dies.

BLADE WEAPONS SYSTEM

The BLADE (Battlefield Logic ADaptable Electronic) Weapons System is a product of DARPA's research into advanced programmable materials. Based upon a core programmable unit, the exterior of the weapon system can take various shapes; however, present solid state memory limitations permit the storage of only three configurations. The expansive nature of the programmable material employed in the BLADE system allows it to replicate weapons of various sizes, from handguns through heavy weapons such as rocket launchers.

TARGETING

Hold the left trigger (or the right mouse button) to aim. When aligned with an enemy the reticle turns red.

When **DIFFICULTY** is set to **CASUAL AUTO** (p.3), your weapon sight will automatically lock onto nearby targets while the left trigger (or the right mouse button) is held, making it a breeze to take out multiple enemies in close formation.

Targeting with a Sniper Rifle provides a much closer view. The reticle will turn red when it aligns with a target. Press the right stick button (or the middle mouse button) to zoom even further.



COVER

As you approach certain obstacles and walls, the option to enter cover will be displayed as an action icon (p.15). Press the X button (or the E key) to hide behind the obstacle using it as a shield. You can move left and right along the obstacle without breaking cover. However, aiming at enemies will leave you partially exposed so it's recommended that you wait until you have a clear shot.

Move directly away from the obstacle to exit cover, or press the X button together with the left stick (or press the E key together with the WASD keys) to roll clear, run away, or jump over smaller obstacles depending on the direction of tilt.

When exiting cover using the X button (or the E key), you can also press the left trigger (or the right mouse button) to engage Active AR Mode (p.17). Your senses will sharpen, and perception of time will slow giving you a survival advantage as you become exposed to enemy fire.



PANGLOSS STATUES

Hidden around the gamefield are small golden figures called Pangloss Statues. If you find one, be sure to attack it. The number of Pangloss Statues found will be shown in the results screen.

BOOST

The ARS is equipped with a booster that allows you to slide forwards at high speed and pass through low clearance areas. Press the left bumper (or the Shift key) to boost and control direction with the left stick (or the WASD keys). Keep an eye on the temperature gauge, as the Boost will automatically shut off when the suit starts to overheat. Other functions will also become unavailable as the suit cools.

During Boost, you can press the left trigger (or the right mouse button) to engage Active AR Mode (p.17). This can help you accurately navigate your way through concentrated enemy formations.



EXPLOSIVE CHARGES

On occasion, you will be faced by an obstacle that needs to be blasted through with more force than a regular weapon will allow. When the Place Explosive action icon (p.15) is displayed, press the X button (or the E key) to position a charge and set the remote fuse.



To trigger the remote fuse, press down the left stick and right stick buttons together (or press the T key). Make sure you're outside the blast radius or you will suffer significant damage in the explosion.

ACTION SEQUENCES

Occasionally when fighting against stronger enemies, you may have the opportunity to perform a special action sequence in the form of an attack or counter-attack. Such sequences are automated and are often more powerful than regular attacks, but require you to initially input the controls displayed on-screen correctly in the time available.



Typical controls include rotating the left or right stick (or the mouse) quickly in the direction indicated, or tapping a button repeatedly until the on-screen gauge is full. Time available is not shown, so it's better to assume there is none to waste.

CONTEXTUAL ACTIONS

Many varieties of actions and effects are available depending on circumstances. When an action becomes available, the action type can be identified by the icon shown alongside the X button (or the E key) display. Press the X button (or the E key) to perform the action.



Common contextual action icons are identified as follows:



Cover (p.13)

Take cover behind an obstacle or wall.



Exit Cover

Climb across, roll away, or run away from the obstacle.




Place Explosive (p.14)

Prepare a powerful explosive charge.



Medical Assist

Provide an emergency aid injection to an injured ally. Allies requiring help are identified by the  icon.



Open Container

Kick open a container to reveal its contents.



Operate Terminal

Used for opening doors and controlling machinery.



Commandeer Turret/Exit Turret

Enemy weapon turrets can be used once the operator is out of the way.



Climb Up/Down

Higher or lower areas are sometimes only accessible by ladders or other makeshift means.

When you select **NEW GAME** from the Title Screen, you will be presented with a basic command tutorial. On completion of the tutorial, you will see an introductory movie which takes you straight into Act 1 where you'll receive your first mission.

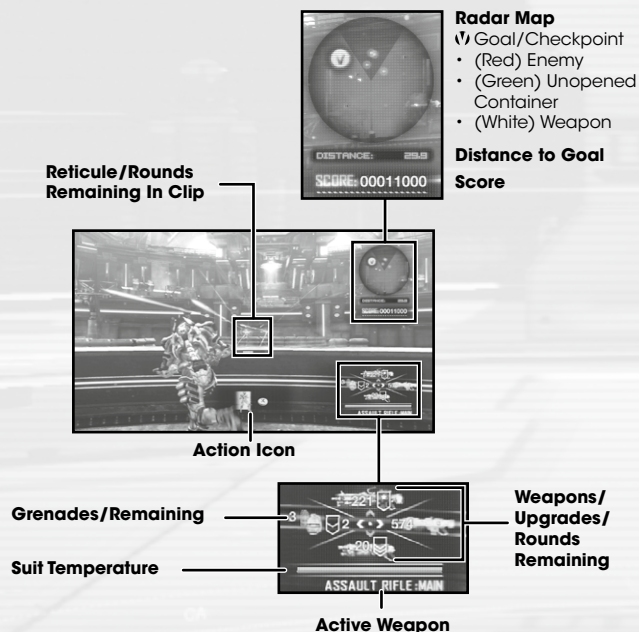
GAME STRUCTURE

The game is broken down into a number of Acts, each comprised of a series of Missions that must be cleared for you to progress through the story. A typical Mission will involve making your way through gamefields heavy with enemy fighters, before taking on a considerably stronger "boss" enemy at the end, after which your scores for that Mission together with your game totals will be displayed.

CHECKPOINTS

Missions are additionally broken down into a number of smaller segments. At the end of each segment is a Checkpoint where your progress is automatically saved. In the event that you are incapacitated or otherwise fail the Mission, you can restart the game from the last Checkpoint reached.

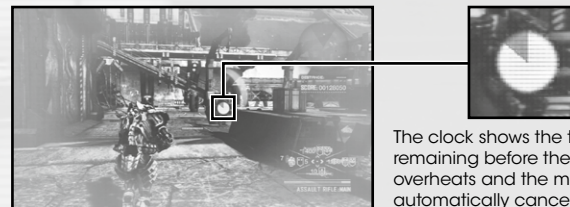
GAME SCREEN



AR MODE

The ARS advanced battle suit system is designed to trace, anticipate and enhance the movements of its user by monitoring physical joints, myogenic potential and brainwave activity. Among its key functions is AR Mode, which engages automatically upon detecting elevated synaptic activity during fight or flight situations, augmenting the user's basic survival instinct. When life is in imminent danger, high levels of noradrenaline and dopamine are released heightening awareness, reaction time, and pain resistance, giving the user the greatest odds of immediate short-term survival.

When AR Mode is triggered, the screen will appear red, and perception of time will be slowed sufficiently that you can either deal devastating blows to more powerful or multiple aggressors, or make your way clear to a safer position.



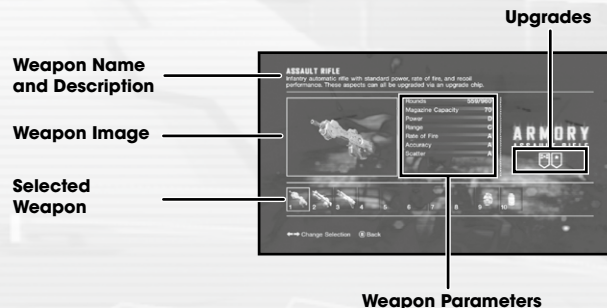
Do keep in mind that you are not invulnerable to damage during AR Mode. A life threatening situation will prove fatal unless you can nullify it, or reposition yourself out of immediate danger.

ACTIVE AR MODE

When Boosting, Evading, or when exiting cover, AR Mode can be triggered manually (Active AR Mode) by pushing the left trigger (or the right mouse button). The mode will cancel automatically when the action is complete, the suit overheats, or when the left trigger/right mouse button is released.

ARMORY

Accessed via the Pause Menu, the Armory allows you to view technical data on acquired firearms.



Please check **www.sega.com/support** for details of product support in your region.

Register online at **www.sega.com** for exclusive news, competitions, email updates and more.

+44 (0)845 301 5502* (UK)

*International call rate. Call charges may vary, please consult your phone provider.

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction, which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period (including a problem with the activation of the Game, using key-codes or otherwise), you should contact the retailer from where you bought the Game. Please ensure that you have a copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the Game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the Game. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Additional information if you are based in Australia: The benefits under this warranty are in addition to other rights and remedies under a law in relation to the goods. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

WARRANTOR: This warranty is provided by SEGA Europe Limited. You can contact SEGA to discuss your warranty claim as follows:

1. Post

For UK/Europe: SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, England

For Australia: Five Star Games, Suite 111, 55 Miller Street, Pyrmont NSW 2009, Australia

For US: SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618

2. Email: Please check <http://www.sega.com/support> for more details.

3. Phone: 00 44 845 301 5502 (UK)
1-800-613-162 (Australia)

International call rates apply if calling from outside of these locations. Please consult your phone provider for further details.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

