UNIVIOLUSE WILL DIE DIEGITICASI CUISUIE. DE SUIE TO TEGO UNS HISTOCHOT HIGHUAT HICHOUGHIV before you start playing.

# contents

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Confidential Mission is a memory card (sold separately) compatible game. With this game, 3 blocks of memory are needed to save game files. A save file will be created when you start this game for the first time, and will be saved

automatically when:

• You finish changing the OPTIONS settings.

PROLOGUE

- The game is over.

  You finish AGENT ACADEMY mode.

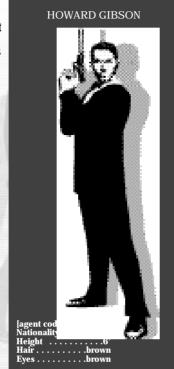
Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller while the game data is being saved.

s the end of the 20th century.

e Cold War has been over for years, yet example ambition of those who wish to rule the orld through power and autocracy does it disappear. CMF (Confidential Mission rce) is a secret force established to event terrorism and wars between tions, and to keep world peace and der

ol, calm, and always dressed in a suit without nkles, he is a man who accomplishes his missions h style. Surprisingly, he is also a man of humor, cause in times of imminent danger he always s time for a joke.





## JEAN CLIFFORD

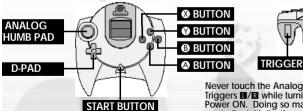


With the figure of a supermodel, she is truly a cool beauty. Of course, she is also an agent with Super-A rank in other fields. Recently she's had romantic thoughts about Howard, but she also feels that her relationship with him won't advance beyond being good partners.



The world is again in crisis. Someone has seized control of the World Coalition's spy satellite. There is no doubt that a huge conspiracy is in progress. This mission has been assigned to CMF's top two agents. For them, this will be the biggest and last confidential mission of the 20th century...

# DREAMCAST CONTROLLER



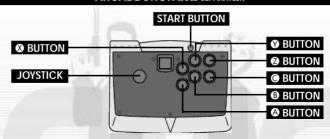


Never touch the Analog Thumb Pad or the Triggers M/M while turning the Dreamcast Power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

BUTTON	MENU/OPTIONS SCREEN	DURING THE GAME
D-PAD/ ANALOG THUMB PAD	◆ ▼: SELECT MENU ITEM ◆ ► : CHANGE SETTING	MOVE GUNSIGHT
START BUTTON	ENTER	PAUSE THE GAME (OPENS PAUSE MENU)
BUTTON	ENTER	SHOOT
BUTTON	CANCEL	RELOAD/SKIP MOVIE
BUTTON	NOT USED	NOT USED
<b>♥</b> BUTTON	NOT USED	NOT USED
TRIGGER <b>I</b>	NOT USED	BRING THE GUNSIGHT TO CENTER
TRIGGER R	NOT USED	ACCELERATE THE GUNSIGHT

To soft reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the ຝ, ⊕, ຝ, ♦ and Start Buttons.

# ARCADE STICK (SOLD SEPARATELY)



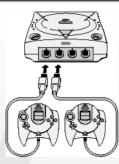
BUTTON	MENU/OPTIONS SCREEN	DURING THE GAME
JOYSTICK	◆▼: SELECT MENU ITEM ◆■: CHANGE SETTING	MOVE GUNSIGHT
START BUTTON	ENTER	PAUSE THE GAME (OPENS PAUSE MENU)
BUTTON	ENTER	SHOOT
BUTTON	CANCEL	RELOAD/SKIP MOVIE
BUTTON	NOT USED	ACCELERATE THE GUNSIGHT
BUTTON	NOT USED	NOT USED
BUTTON	NOT USED	NOT USED
BUTTON	NOT USED	BRING THE GUNSIGHT TO CENTER

<sup>★</sup> To soft reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the ②, ③, ②, ② and Start Buttons.

Please note that all button assignments shown are in the default setting. You can customize the button assignment of the Dreamcast Controller and the Arcade Stick by selecting "CONTROLLER SETTING" in the OPTIONS screen (p.18).

# TTING HP

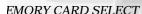
nfidential Mission is a one to two player game. Connect the samcast Controller to be used to Control Port A (one player) Control Ports A and B (two players). You may, however, save load game data from Control Port C or D.



# $JMP PACK^{TM}$

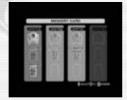
nfidential Mission is compatible for use with the Jump Pack Id separately). Insert the Jump Pack into Expansion Socket of the Dreamcast Controller. The Jump Pack will not function serted into Expansion Socket 1.

te: The Jump Pack cannot be connected to the Arcade  $\operatorname{ck}$ .



en the Dreamcast Power is turned ON, a Memory Card ect screen will appear. Select the memory card to be used, d a sa ve file will be created. From there on, scores and me settings will be saved or loaded automatically. Never n OFF the power, remove the memory card or disconnect controller during game play.





## MAIN MENU SCREEN

Press the Start Button while at the Title screen, and the Main Menu will be displayed. Use the D-Pad/Analog Thumb Pad to select the mode you wish to play, and press 🌢 to enter.



MISSION (P.10)

Conversion of the Arcade version.

AGENT ACADEMY (P.15)

Use this mode to practice the techniques necessary for accurate shooting. For 1 player only.

PARTNER (P. 16)

Use this mode to evaluate how well you cooperate with your partner.

For 2 players only.

OPTIONS (P.17)

Adjust settings, aim of the gun, and display position.

ANOTHER WORLD (P.20)

Same as MISSION mode, except that the enemies' patterns are different. Cannot be selected at first.

MISSION SELECT (P.20)

You can select the stage to play. Cannot be selected at first.

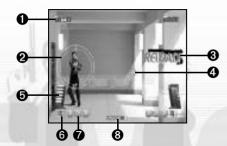
DISPLAY OFF (P.20)

All targeting and guidance features are not displayed.

Cannot be selected at first.

TOP AGENTS (P.21)

View score rankings from each mode.



#### SCORE

Displays the total points you have earned o far in the game.

 $\Gamma ARGET$ 

As the time runs, the color of the target urns from blue to green to yellow to red. When the two gauges shown on the target cross, the enemy will attack and you will uffer damage.

RELOAD MARK

Vill be displayed when you are out of ammunition GUNSIGHT

Displays where you are aiming at.

MAGAZINE Displays the number of bullets left.

#### OC/M/F MARKS

Displays the number of C/M/F Marks you have. For more, please see p.13.

O LIFE MARKS

Displays the remaining life of the player. You will lose a mark for receiving damage from the enemy or shooting a civilian accidentally. You will gain a mark when you find special items. You may have up to 8 life marks

#### @ CREDITS

Displays the number of continues left. When you lose all your life marks, this number will decrease by one. When you lose all your credits, the game will be over.

yer 1's Score, Magazine and Life Marks are displayed at the left side of the screen; yer 2's at the right side. Also, Number of Credits left is for both players.

ou feel that it is hard to see the edges of the screen, adjust the display with SCREEN TING in the OPTIONS menu (p.18).

# JUSTICE SHOT

Shoot an enemy's hands to knock off his weapon and make him lose the will to fight. You will be awarded bonus points for a Justice Shot

Instead of just shooting at the enemies, true agents should accomplish their missions with style.



# COMBO SHOT

Shoot a multiple number of shots into the same enemy (max: 3). You will be awarded bonus points for a Combo Shot

True agents ought to totally punish those who threaten the world peace.



# PAUSE MENU

During the game, press the Start Button to bring up the Pause Menu. Use ▲▼ to select the menu item, and press ② to enter.

PLAY ..... Continue the game.

Restart from the beginning. RETRY .....

Return to the Training/Stage Select screen (available only in AGENT SELECT .....

ACADEMY and MISSION SELECT modes).

RESET ... Return to the Main Menu screen.



conversion of the Arcade version.

d Jean face a conspiracy that threatens the world peace. Defeat each Stage's Boss to ear the stage. There are 3 stages in all.

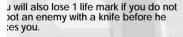
# OW TO PLAY

arget will be displayed on normal enemies cluding enemies with grenades, a missile incher or a knife). You will lose 1 life mark en the target turns red.





u will lose 1 life mark if you do not shoot wn a grenade or a missile before it hits ...





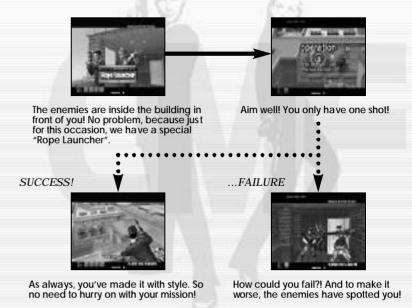


u will lose 1 life mark if you accidentally not a civilian. You will also lose 50000 ints from your score total.



# OPERATION BRANCHING

During the special operations in the game, if you successfully clear the operation, bonus points will be awarded, the game path will branch and the situation will become more advantageous for you. If you fail to clear an operation, the resulting situation is more difficult (such as the enemies' attacks become more frantic).



# FARING THE STAGE

estage will be over if you successfully defeat the stage boss. The MISSION COMPLETE een will appear.



normal hits . The number of successful normal hits. special hits . The sum of Combo and Justice Shots. combo . . . . The number of Combo Shots made. justice . . . . The number of Justice Shots made. accuracy . . . Your shooting accuracy (in %).

total Your current total score

# ONTINUE/GAME OVER

ou lose all of your life marks, a Continue Screen will be played. Press the Start Button before the timer reaches zero continue the game. If you lose all your life marks and you ve no continues (Credits) left, the game will be over.

ery time you continue, your total score will decrease by 5%.



#### ITFMS

You can pick up various items that appear on the screen by shooting them. Picking up items has various effects, such as improving your firepower, regaining life, or adding to your score.







C/M/F Marks
Gaining 3 marks (one of each) earns you an extra life. Earns 3000 points.



Shoots continuously as long as the trigger is pressed. The gun has 45 bullets. After you fire all 45 bullets, the weapon returns



Body Armor
Nullifies one enemy attack (disappears after taking one attack). Earns 3000 points.



Grenade
Shoot, and it will explode, damaging a wide area. Earns 3000 points.

to your normal gun. Earns 3000 points.



Attaché Case Earns 3000 points. When shot, 3 Magnetic Disks appear.



Magnetic Disk
Appears when Attaché Case is shot.
Earns 5000 points each.

# **FAGE INTRODUCTION**

# ISSION 1

espy satellite has been seized. CMF sources have traced satellite to an Archaeological Museum. Infiltrate the seum, and investigate who is responsible for stealing the ellite!



# ISSION 2

u have found who is responsible for stealing the satellite. w, they have kidnapped Irina, the satellite programmer, d forced her to re-program the satellite. Rescue Irina from train, where she is held captive!



# IISSION 3

h the help of Irina, you have located the terrorists' adquarters. The intelligence has informed you that the ellite control system is being transported to a submarine. ak into their headquarters, and retrieve the satellite control tem!



WE WISH YOU GOOD LUCK.

Use this mode to practice the techniques necessary for accurate shooting. For 1 player only.

# TRAINING SELECT SCREEN

Use ♠ to select the training course, and ♠ to select the level (In the beginning, you can only select "TRAINING LEVEL 1"). Press ♠ or the Start Button to advance to the Training Explanation Screen.

Press ♠ to return to the Main Menu Screen.



# TRAINING EXPLANATION SCREEN

Displays the explanation of the training you are about to begin, and the points required to clear the training. Press ② or the Start Button to begin the training.



# TRAINING RESULT SCREEN

After the training, a Success or Failure mark will be given and comments will be displayed according to the total number of points you earned.

You will be asked whether to retry or quit the training. Use ★▼ to select, and press ♠ or the Start Button to enter.

RETRY ..... Try the training again.

EXIT ..... Quit training and return to the Training Select Screen.



#### TIP

To become an excellent agent, you need to train well and often. If you can show off your ability, you may be given a new mission. There are trainings fit for any shrewd agent. After several missions, it is a good idea to come here to tighten up your skills.

this mode to evaluate how well you cooperate with your partner. 2 players only.

### ISTRIBUTION SCREEN

u will first distribute the amount of Life and Bullets. Use ★▼ to ect the menu item to distribute, and ◆➡ to change the amount. u cannot set either of the amounts to zero.

ss A or the Start Button to start the game.



his mode, red enemies and blue enemies appear. Each can only be defeated by the signed player, as shown on the chart below. Shooting at the enemy you cannot defeat I halt the completion of the target momentarily. Support your partner well to advance.

	RED ENEMY	BLUE ENEMY
HEN THE ENEMY ATTACKS	DAMAGE IS GIVEN TO 1P	DAMAGE IS GIVEN TO 2P
HEN HIT BY 1P'S BULLET	DEFEATED	CANNOT GIVE DAMAGE THE TARGET STOPS
/HEN HIT BY 2P'S BULLET	CANNOT GIVE DAMAGE THE TARGET STOPS	DEFEATED

After the enemy attacks, that enemy can be defeated by either player.

# ESULT SCREEN

len the game is over, the degree of cooperation between the players will be displayed along with the comments.



Adjust settings, aim of the gun and display position.
Use ♣ ▼ to select the menu item, and ◀ ▼ to change settings.
For "CONTROLLER SETTING", "GUN ADJUSTMENT", and "SCREEN SETTING", press ③ or the Start Button to advance to the respective setting screen.

# GAME DIFFICULTY

Change the game difficulty to one of 5 levels. (very easy/easy/normal/hard/very hard)

#### HIT ZONE

Change the difficulty of hitting the target to one of 5 levels. (very small/small/normal/large/very large)

#### LIFE

Change the number of life points at the beginning of the game. (from 3 to 8)

# CREDIT(S)

Change the number of continues.

(Cannot be selected unless certain criteria are met.)

### **AUDIO**

Change the audio output. (stereo/monaural)

#### VIBRATION

Toggles the Jump Pack setting. (on/off)

CONTROLLER SETTING (p.18)
Displays the Controller Setting Screen.

GUN ADJUSTMENT (p.19)
Displays the Gun Adjustment Screen.

SCREEN SETTING (p. 18)
Adjusts the game screen to your TV set.

# DEFAULT

Return all settings to the default value.

#### EXIT

Save the settings and return to the Menu Screen.



STATE OF THE PARTY.

Note: To select "DEFAULT", move the cursor to "EXIT" and press ♣, then press ♣.

# ONTROLLER SETTING

u can customize the button assignment of the amcast Controller and the Arcade Stick

• ★▼ to select the button to edit, and ◆■ to change setting.

EED Adjust the speed of your crosshairs to one of 10 levels. Press **a** to verify the

speed

FAULT Return all button assignments to the

default setting.
Return to the OPTIONS screen.



#### CREEN SETTING

just the game screen to your TV set.

• ★▼ to select the menu item, and ◆■ to change setting.

Increase or decrease the width of the DTH game screen.

Increase or decrease the height of the IGHT game screen.

Adjust the vertical position of the RTICAL . . . .

game screen. ORIZONTAL. Adjust the horizontal position of the

game screen.

Return the size and location of the FAULT .... game screen to the default setting.

Return to the OPTIONS screen.



# GUN AD JUSTMENT

Confidential Mission can also be played with a Dreamcast light gun sold from a third party vendor. Be sure to adjust the gunsight before you play with the light gun. If you do not adjust first, you may not be able to aim correctly.

Select "GUN AD ILISTMENT" in the OPTIONS and press the Trigger -CHILDREN or the Start Button to display the Gun Adjustment Screen Aim and shoot at the mark displayed in the



Next aim and shoot at the mark displayed in the lower right corner

Finally, aim and shoot at the mark displayed in the center

upper left corner.



The game will now check the aun's siaht. To adjust the aim again, press the Trigger and select "RFTRY" To return to the

Main Menu, highlight "OK" with the D-Pad and press the trigger.



The second second

# WHEN YOU HAVE LIGHT GUNS IN BOTH CONTROL PORTS A & B

Each light gun will be adjusted separately. Select "GUN ADJUSTMENT" with the light gun you are going to adjust, and press the Trigger or the Start Button.

- \* Please aim and shoot from directly in front of (and close to) your TV screen. Shooting diagonally or from afar may decrease the accuracy of your aim.
- \* Play from the same location where the Gun Adjustment was made.

e following modes cannot be selected unless certain criteria are met.

# NOTHER WORLD

s mode is the same as the Arcade version, except for the pattern the enemies. The flow of the game is the same as the MISSION de (p.10).



# ISSION SELECT

ect the stage to play.

€ ★ to select the mission, and press ② or the Start Button to rt the game. Press ③ to return to the Main Menu Screen.



## ISPLAY OFF

targeting and guidance features are not displayed.



you can prove that you're an excellent agent, you will be given a new mission. Of purse, you need to hone your technique to accomplish missions. To be recognized as Super-A agent, you will need not only the techniques, but also years of experiences. It taking your time would be a good idea.

View the score ranking from each mode.

a feet should dimension office of conjugate and other electric

In each mode, if your score is within the top 5 when the game is over, you can enter your name

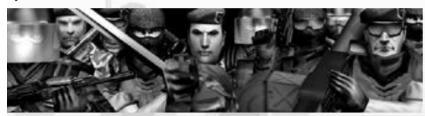
Use ★▼ to select the mode to view, and press ② or the Start Button to view the ranking. Press ③ or select "EXIT" to return to the Menu Screen



While the list of highest scores are shown, you may change the mode to view with . Press • to return to the previous screen.



re is a summary of information regarding the members of the enemy terrorist organization. well as the civilian involved in this case. Use this as a reference. We wish you good luck h your missions.



se are the members of the terrorist organization. With their willingness to sacrifice their stoward achieving their ultimate goal, they are a formidable force to reckon with.

# Irina Mikhailova

She is one of the programmers of the spy satellite which has been seized. Currently she has been kidnapped and is being forced to re-program the satellite control system. Although still young, she is an elite scientist, who's working at the core of the satellite project. You must hurry and rescue her.







He is the fake director of the museum which has been pinned as the origin of the organization that is trying to take over the military satellite. He's a shabby fat man, who's controlling secret weapons from inside the museum.



He is the General who commands all military forces in this secret organization. A man of few words, he is known for his persistent attacks. He has yet to lose his ability to operate tanks. He's usually found on the frontlines of a battle in his favorite tank.



secret organization. His precise data is still unknown, but intelligence believes he's involved in the recent buildup of military arms around the world. With his believed military ability combined with his political ties, he will be a formidable enemy...

We wish you good luck.



2 following credits list the staff responsible for the localization, marketing and manual velopment for the U.S. version of Confidential Mission. Credits for the original velopment staff of the game are listed in the credits of the game itself. ODUCT DEVELOPMENT MARKETING Director of Product Marketing alization Producer John Golden Howard Gipson calization Manager Product Manager Osamu Shibamiya Rich Brigas of Localization Associate Product Manager lin Shimazaki Cord Smith ad Tester CREATIVE SERVICES **Brent Fillmore** Director of Creative Services sistant Lead Testers **Bob Schonfisch** Dave Talag Package Design Antonio Eco Miles Steuding ters Project Coordinator August Guadamuz Arianne Pitts Alex Goldberg MANUAL PRODUCTION (Sega of Japan) Curtis Chiu Writer Demetrius Griffin Masaru Kobayashi Daniel Chang Editor/Translator/DTP Ed Brady Makoto Nishino Joe Amper Designer Joe Mora Kenny "Quick" Robinson Satoru Ishigami Supervisor Mike Schmidt Yoshihiro Sakuta **Nestor Protacio** Paul Proner SPECIAL THANKS Tor Unsworth Peter Moore Gabrielle Brown Chris Gilbert Steve Peck Jane Thompson Sandy Castagnola Beniie Galvez Robert Hernandez Arnold Feener

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