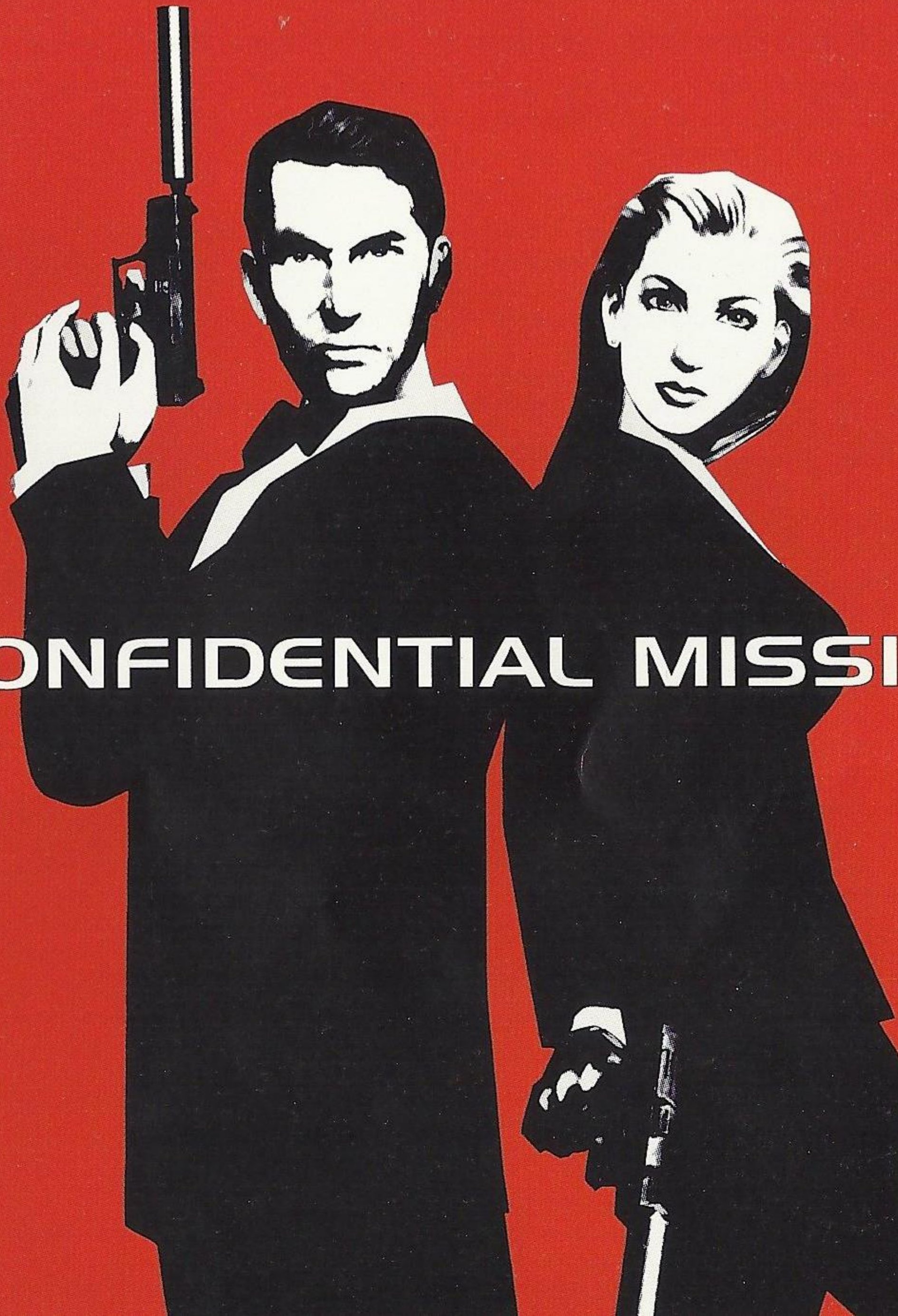


Dreamcast™



SEGA®

# CONFIDENTIAL MISSION™



TEEN  
T  
CONTENT RATED BY  
ESRB  
51160



# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the 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 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 Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player 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 these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing 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 any thing other than a 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 lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean 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**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



Thank you for purchasing Confidential Mission. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

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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.
- 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.

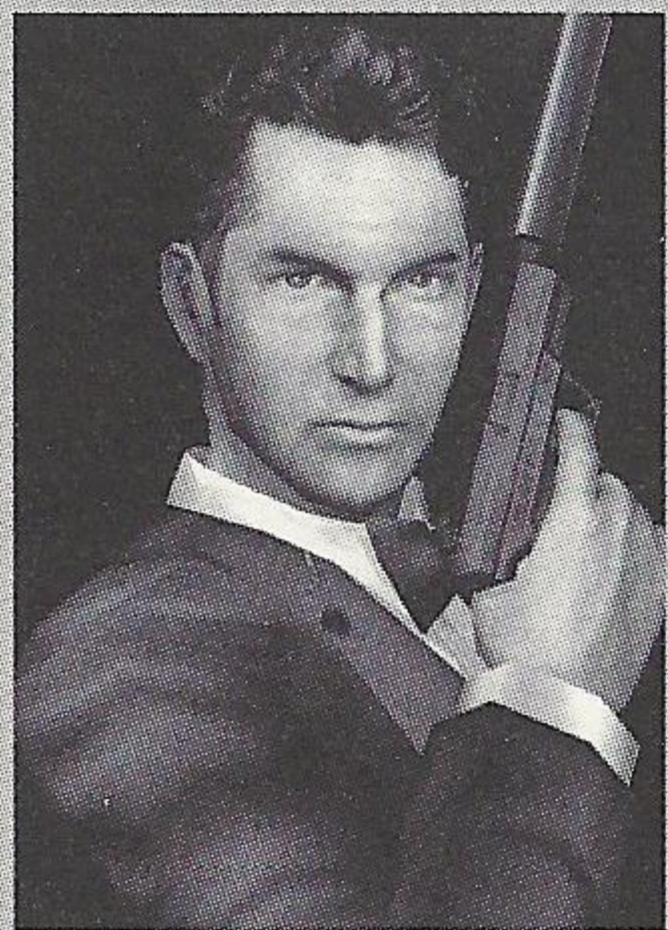


# PROLOGUE

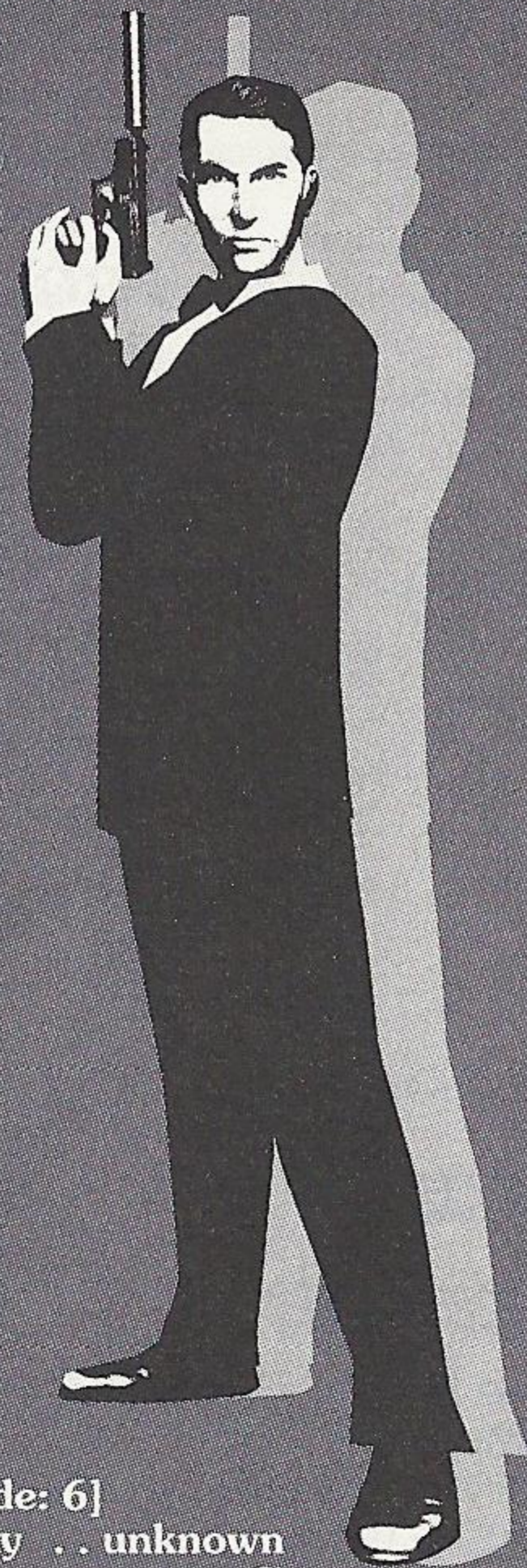
It is the end of the 20th century.

The Cold War has been over for years, yet the ambition of those who wish to rule the world through power and autocracy does not disappear. CMF (Confidential Mission Force) is a secret force established to prevent terrorism and wars between nations, and to keep world peace and order.

Cool, calm, and always dressed in a suit without wrinkles, he is a man who accomplishes his missions with style. Surprisingly, he is also a man of humor, because in times of imminent danger he always has time for a joke.



## HOWARD GIBSON



[agent code: 6]  
Nationality .. unknown  
Height ..... 6'  
Hair ..... brown  
Eyes ..... brown

*The last trump for the peace of the world.*

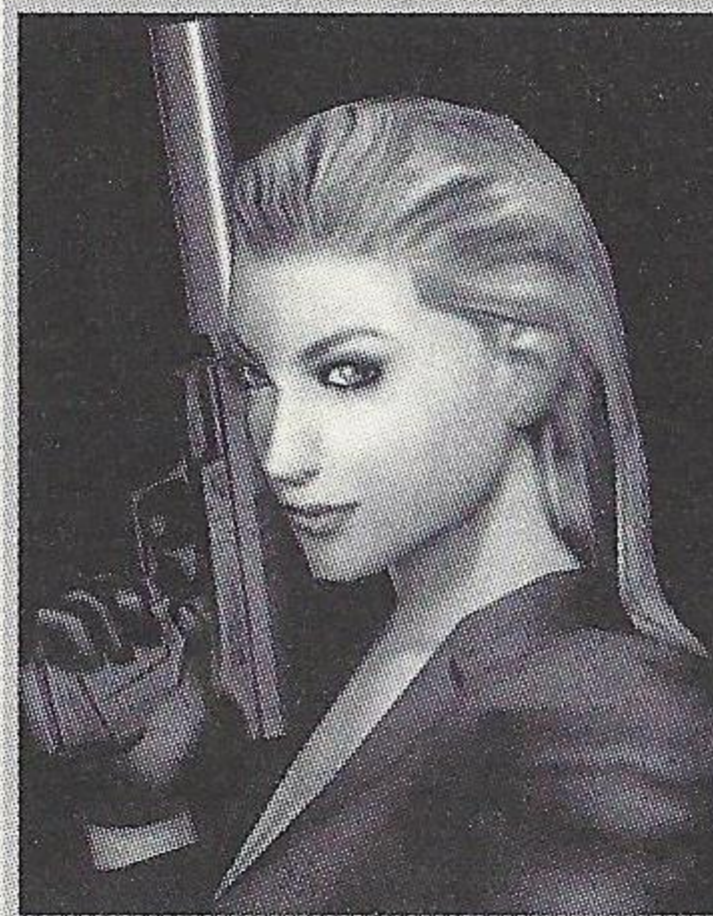


## JEAN CLIFFORD



[agent code: 15]  
Nationality . . . unknown  
Height . . . . . 5' 6"  
Hair . . . . . blonde  
Eyes . . . . . blue

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.

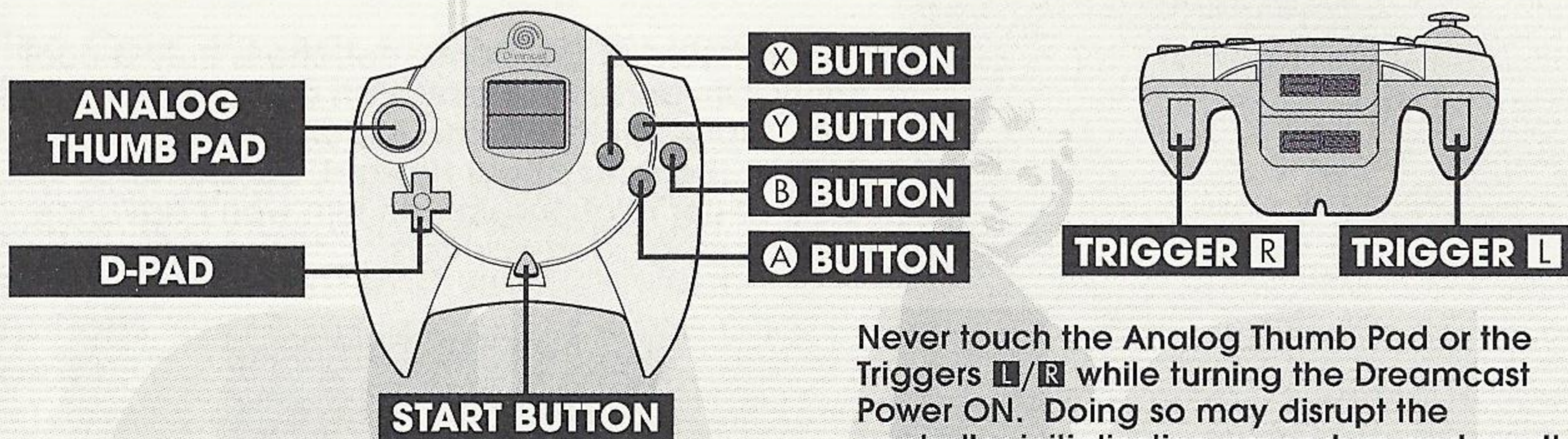


The world is again in crisis. Someone has seized control of the World Coalition's spy satellite. There is no doubt that a huge conspiracy is in progress. This mission has been assigned to CMF's top two agents. For them, this will be the biggest and last confidential mission of the 20th century...



# BASIC CONTROLS

## DREAMCAST CONTROLLER



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

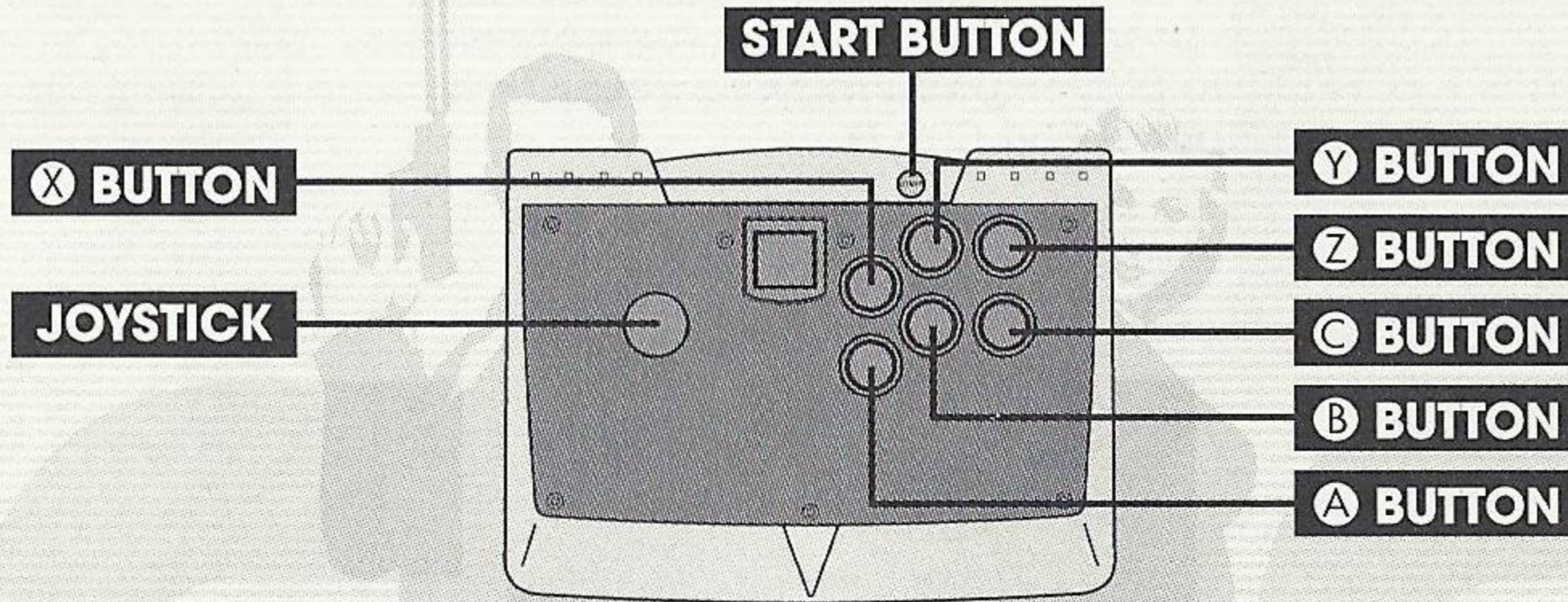
BUTTON	MENU/OPTIONS SCREEN	DURING THE GAME
D-PAD/ ANALOG THUMB PAD	↑↓: SELECT MENU ITEM ←→: CHANGE SETTING	MOVE GUNSIGHT
START BUTTON	ENTER	PAUSE THE GAME (OPENS PAUSE MENU)
<b>A</b> BUTTON	ENTER	SHOOT
<b>B</b> BUTTON	CANCEL	RELOAD/SKIP MOVIE
<b>X</b> BUTTON	NOT USED	NOT USED
<b>Y</b> BUTTON	NOT USED	NOT USED
TRIGGER <b>L</b>	NOT USED	BRING THE GUNSIGHT TO CENTER
TRIGGER <b>R</b>	NOT USED	ACCELERATE THE GUNSIGHT

☆ To soft reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons.



# BASIC CONTROLS

## 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)
A BUTTON	ENTER	SHOOT
B BUTTON	CANCEL	RELOAD/SKIP MOVIE
C BUTTON	NOT USED	ACCELERATE THE GUNSIGHT
X BUTTON	NOT USED	NOT USED
Y BUTTON	NOT USED	NOT USED
Z BUTTON	NOT USED	BRING THE GUNSIGHT TO CENTER

☆ To soft reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the A, B, X, Y and Start Buttons.

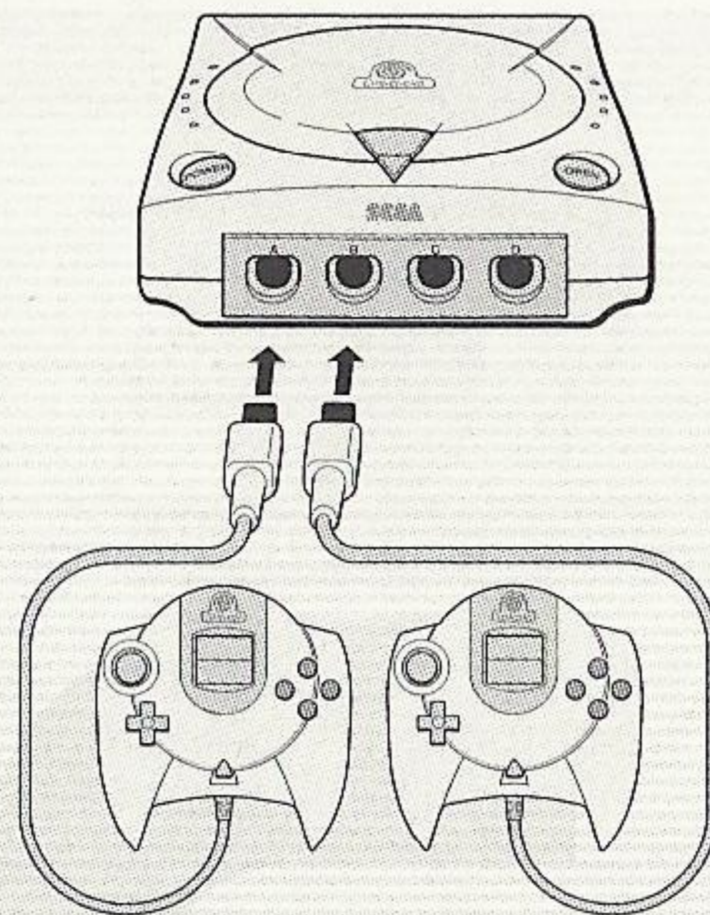
Please note that all button assignments shown are in the default setting. You can customize the button assignment of the Dreamcast Controller and the Arcade Stick by selecting "CONTROLLER SETTING" in the OPTIONS screen (p.18).



# STARTING THE GAME

## SETTING UP

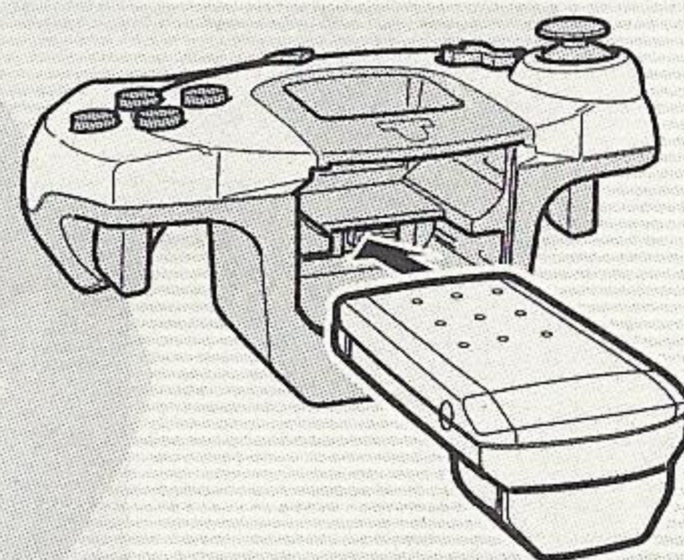
Confidential Mission is a one to two player game. Connect the Dreamcast Controller to be used to Control Port A (one player) or Control Ports A and B (two players). You may, however, save or load game data from Control Port C or D.



## JUMP PACK™

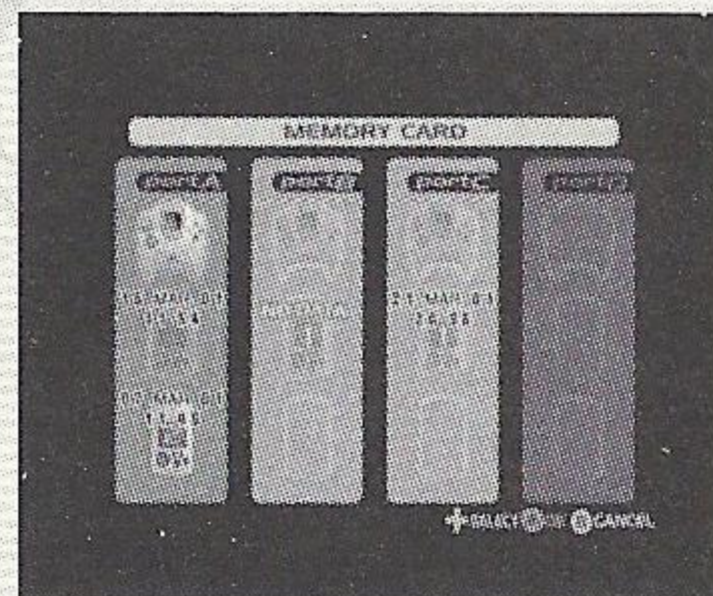
Confidential Mission is compatible for use with the Jump Pack (sold separately). Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller. The Jump Pack will not function if inserted into Expansion Socket 1.

Note: The Jump Pack cannot be connected to the Arcade Stick.



## MEMORY CARD SELECT

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

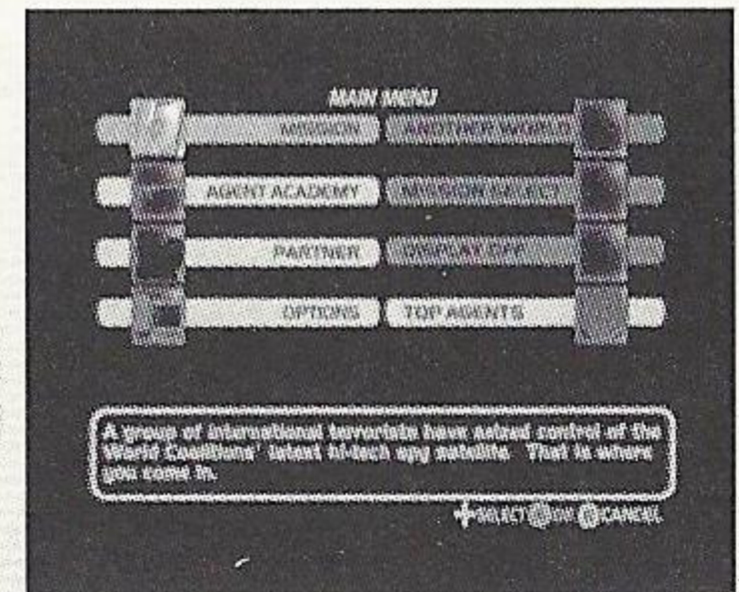




# STARTING THE GAME

## 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 **A** 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.



# GAME DISPLAY



## ① SCORE

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

## ② TARGET

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

## ③ RELOAD MARK

Will be displayed when you are out of ammunition.

## ④ GUNSIGHT

Displays where you are aiming at.

## ⑤ MAGAZINE

Displays the number of bullets left.

## ⑥ C/M/F MARKS

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

## ⑦ 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.

## ⑧ 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.

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

If you feel that it is hard to see the edges of the screen, adjust the display with SCREEN SETTING 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.

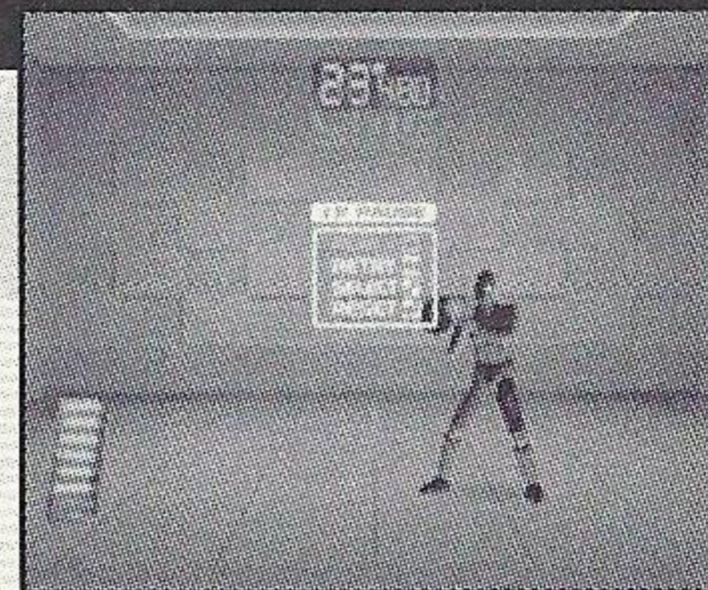
True agents ought to totally punish those who threaten the world peace.



## PAUSE MENU

During the game, press the Start Button to bring up the Pause Menu. Use **↑****↓** to select the menu item, and press **A** to enter.

- PLAY** . . . . . Continue the game.
- RETRY** . . . . . Restart from the beginning.
- SELECT** . . . . . Return to the Training/Stage Select screen (available only in AGENT ACADEMY and MISSION SELECT modes).
- RESET** . . . . . Return to the Main Menu screen.





# MISSION

A conversion of the Arcade version. Investigating the mysterious organization which seized control of the spy satellite, Howard and Jean face a conspiracy that threatens the world peace. Defeat each Stage's Boss to clear the stage. There are 3 stages in all.

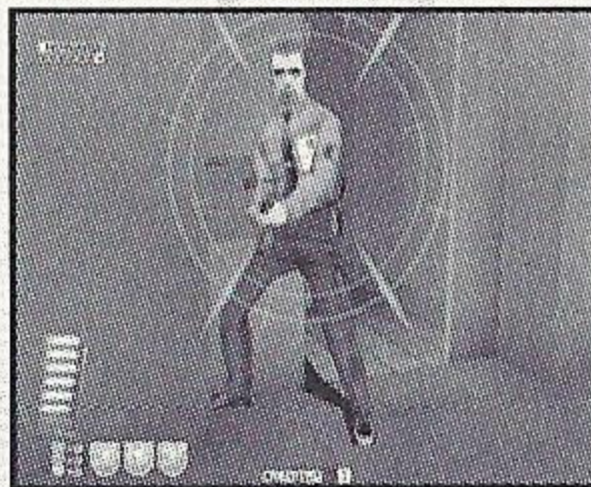
## HOW TO PLAY

A target will be displayed on normal enemies (excluding enemies with grenades, a missile launcher or a knife). You will lose 1 life mark when the target turns red.

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

You will also lose 1 life mark if you do not shoot an enemy with a knife before he slices you.

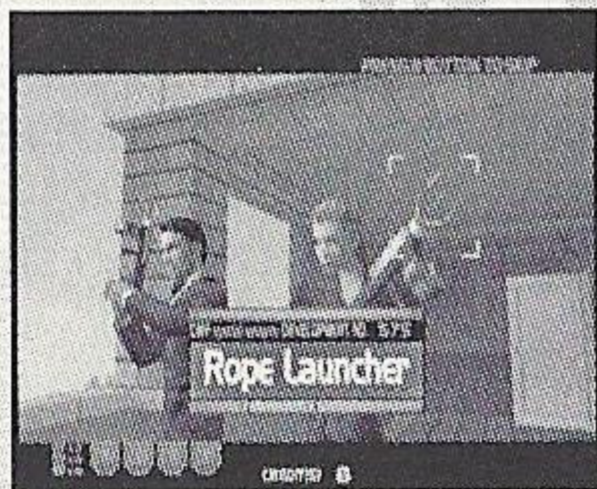
You will lose 1 life mark if you accidentally shoot a civilian. You will also lose 50000 points from your score total.





## 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).

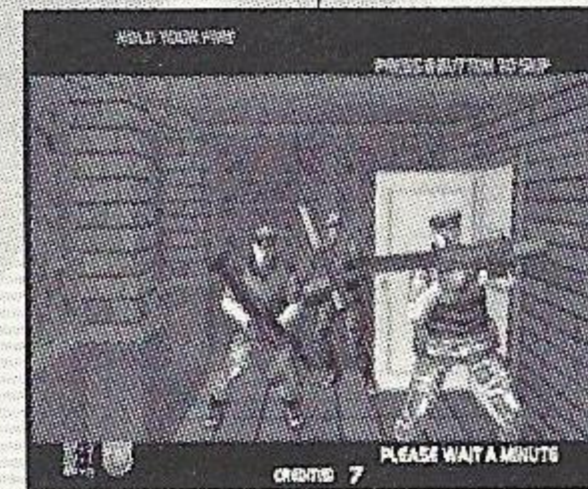


The enemies are inside the building in front of you! No problem, because just for this occasion, we have a special "Rope Launcher".

Aim well! You only have one shot!

**SUCCESS!**

**...FAILURE**



As always, you've made it with style. So no need to hurry on with your mission!

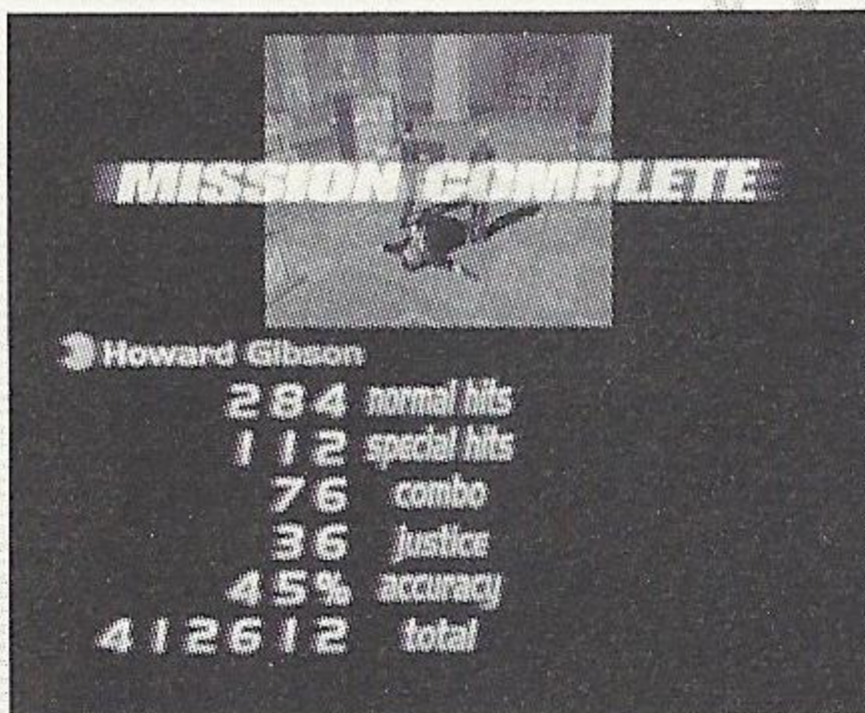
How could you fail?! And to make it worse, the enemies have spotted you!



# MISSION

## CLEARING THE STAGE

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

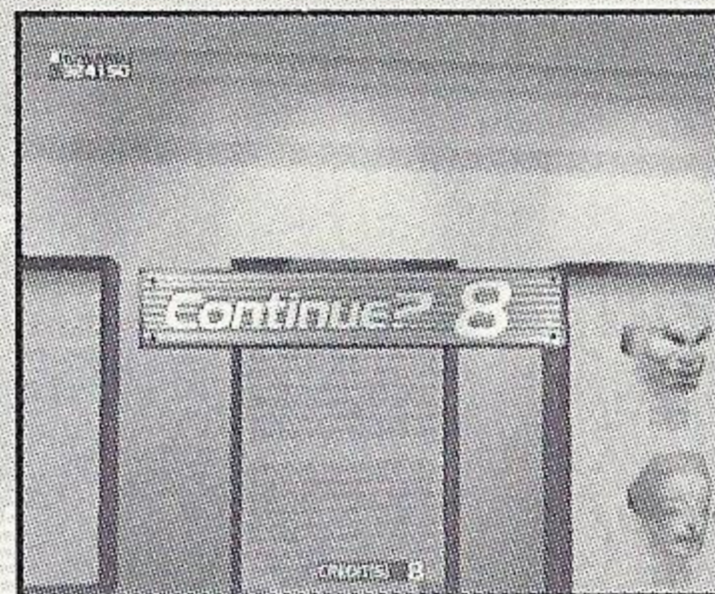


- normal hits** . The number of successful normal hits.
- special hits** . The sum of Combo and Justice Shots.
- combo** . . . . . The number of Combo Shots made.
- justice** . . . . . The number of Justice Shots made.
- accuracy** . . . . Your shooting accuracy (in %).
- total** . . . . . Your current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

## CONTINUE/GAME OVER

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

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





## ITEMS

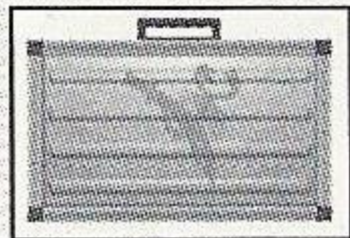
You can pick up various items that appear on the screen by shooting them. Picking up items has various effects, such as improving your firepower, regaining life, or adding to your score.

**C/M/F Marks**

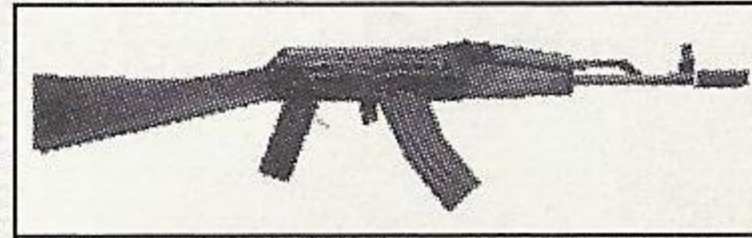
Gaining 3 marks (one of each) earns you an extra life. Earns 3000 points.

**Body Armor**

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

**Attaché Case**

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

**Assault Rifle**

Shoots continuously as long as the trigger is pressed. The gun has 45 bullets. After you fire all 45 bullets, the weapon returns to your normal gun. Earns 3000 points.

**Grenade**

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

**Magnetic Disk**

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



# MISSION

## STAGE INTRODUCTION

### MISSION 1

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



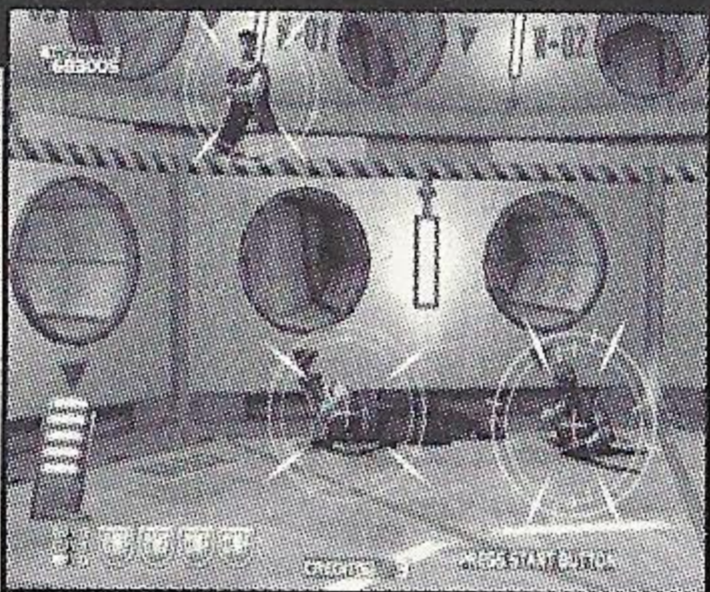
### MISSION 2

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



### MISSION 3

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



**WE WISH YOU GOOD LUCK.**

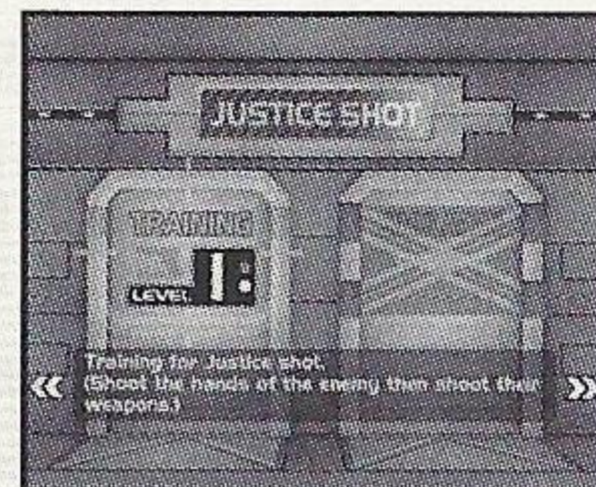


# AGENT ACADEMY

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

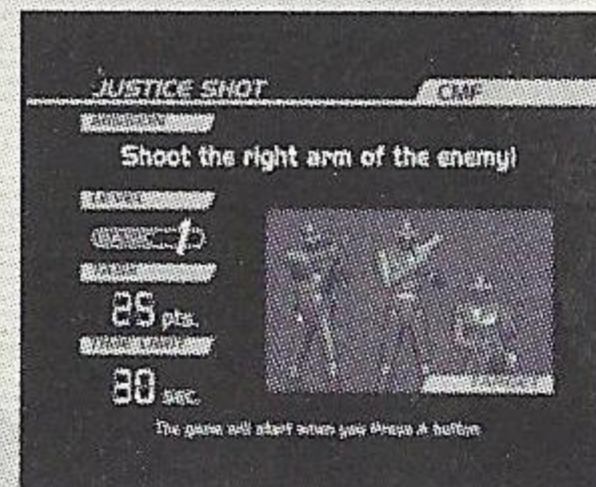
## TRAINING SELECT SCREEN

Use **←→** to select the training course, and **↑↓** to select the level (In the beginning, you can only select "TRAINING LEVEL 1"). Press **A** or the Start Button to advance to the Training Explanation Screen. Press **B** 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 **A** or the Start Button to begin the training.



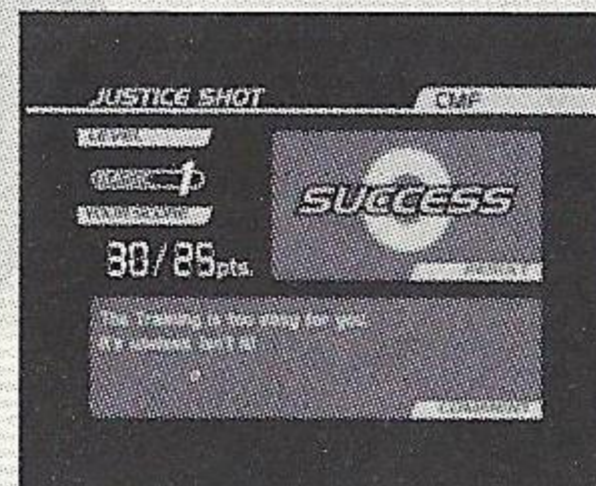
## TRAINING RESULT SCREEN

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 **A** 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.



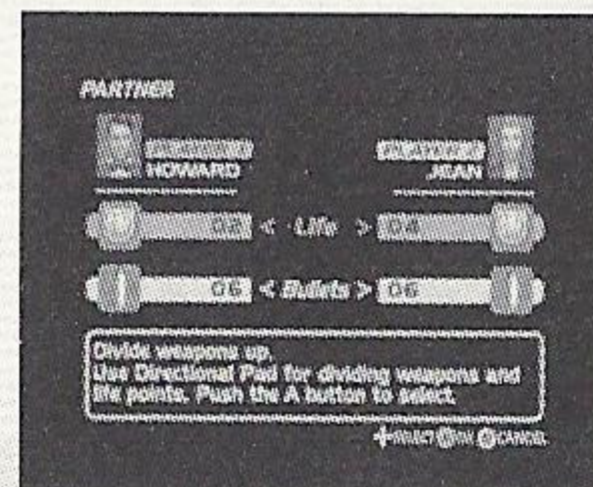
# PARTNER

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

## DISTRIBUTION SCREEN

You will first distribute the amount of Life and Bullets. Use  $\uparrow$  $\downarrow$  to select the menu item to distribute, and  $\leftarrow$  $\rightarrow$  to change the amount. You cannot set either of the amounts to zero.

Press  $\text{A}$  or the Start Button to start the game.



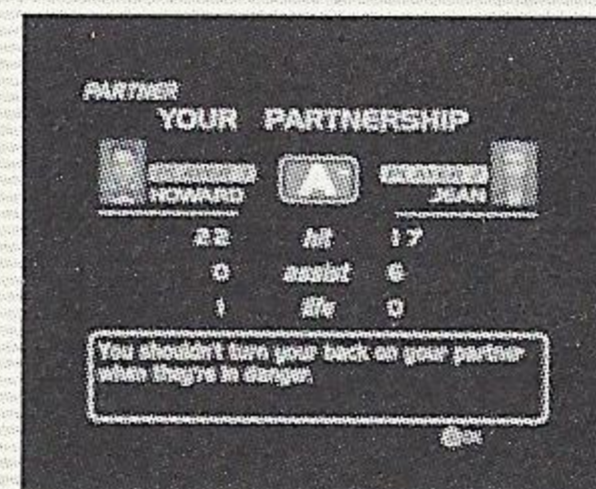
In this mode, red enemies and blue enemies appear. Each can only be defeated by the assigned player, as shown on the chart below. Shooting at the enemy you cannot defeat will halt the completion of the target momentarily. Support your partner well to advance.

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

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

## RESULT SCREEN

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





# OPTIONS

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 **A** 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)

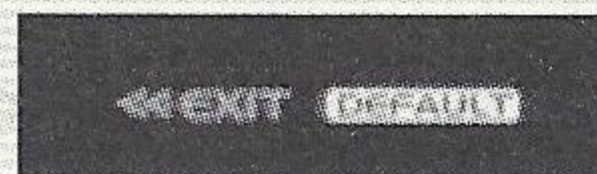
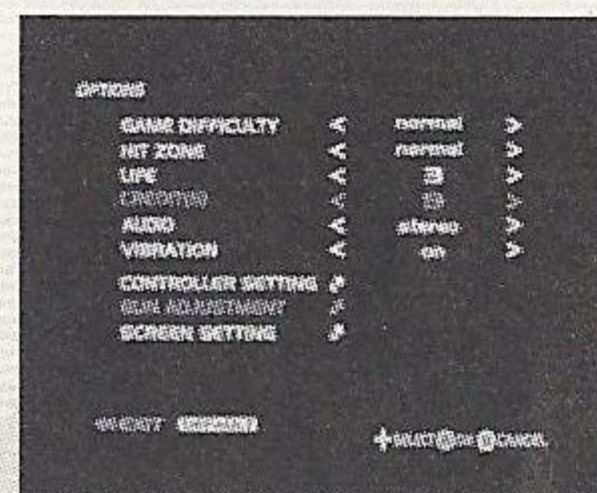
Adjusts the game screen to your TV set.

## DEFAULT

Return all settings to the default value.

## EXIT

Save the settings and return to the Menu Screen.



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



# OPTIONS

## CONTROLLER SETTING

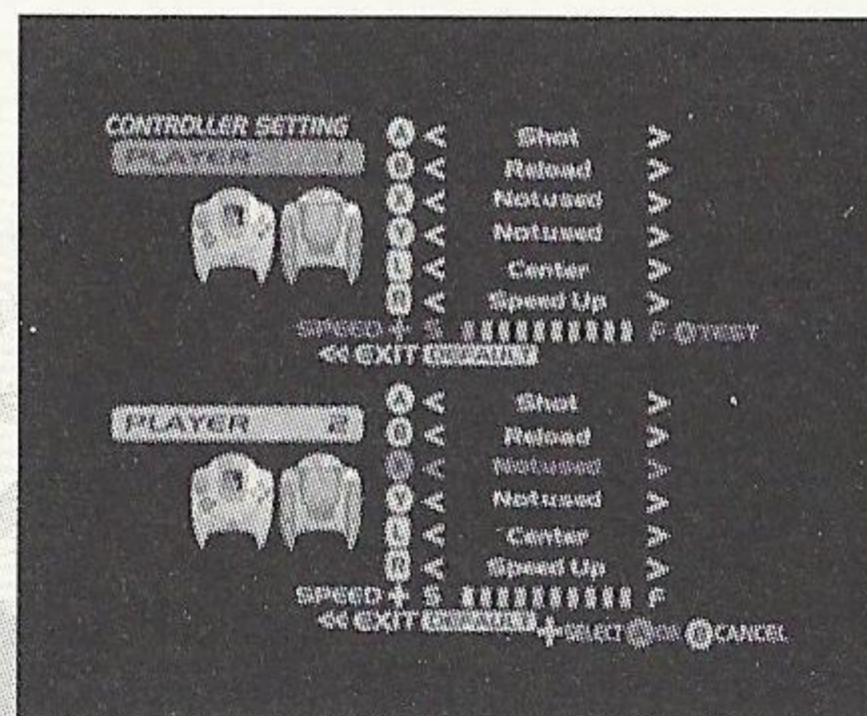
You can customize the button assignment of the Dreamcast Controller and the Arcade Stick.

Use **↑↓** to select the button to edit, and **←→** to change the setting.

**SPEED** ..... Adjust the speed of your crosshairs to one of 10 levels. Press **A** to verify the speed.

**DEFAULT** ..... Return all button assignments to the default setting.

**EXIT** ..... Return to the OPTIONS screen.



## SCREEN SETTING

Adjust the game screen to your TV set.

Use **↑↓** to select the menu item, and **←→** to change the setting.

**WIDTH** ..... Increase or decrease the width of the game screen.

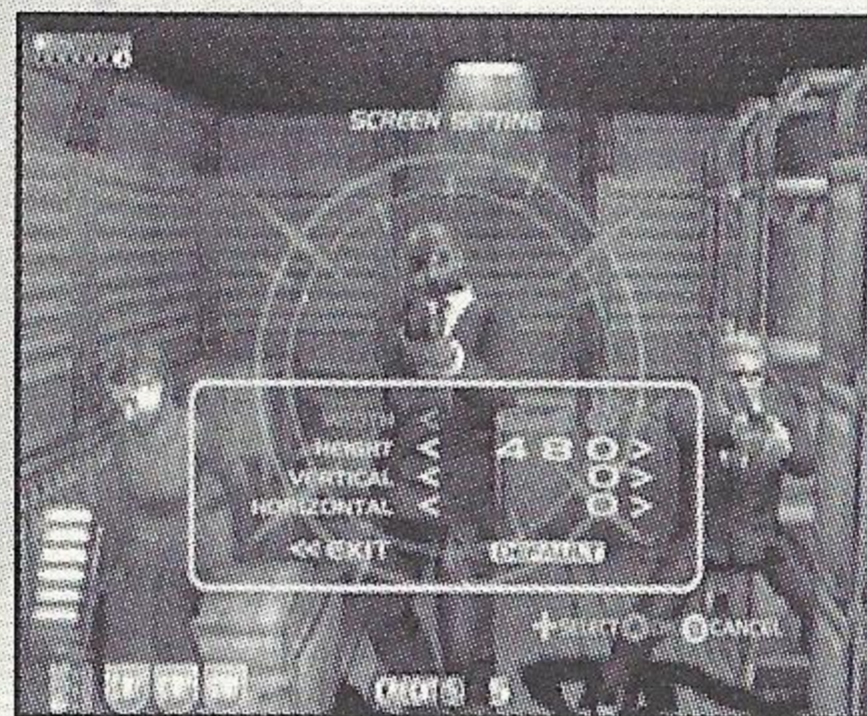
**HEIGHT** ..... Increase or decrease the height of the game screen.

**VERTICAL** .... Adjust the vertical position of the game screen.

**HORIZONTAL** . Adjust the horizontal position of the game screen.

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

**EXIT** ..... Return to the OPTIONS screen.

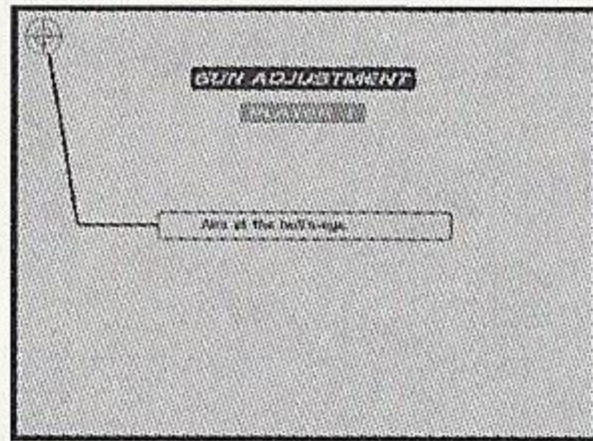




## GUN ADJUSTMENT

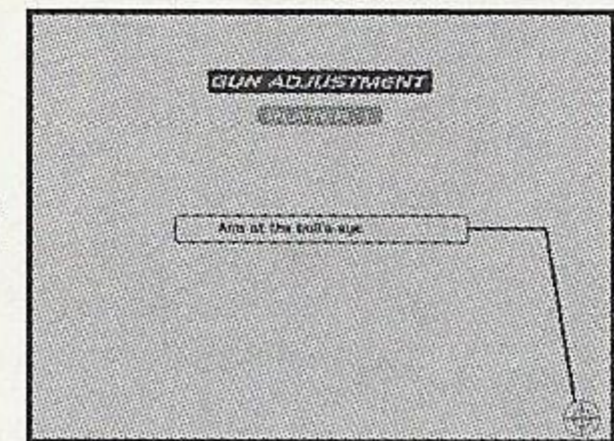
Confidential Mission can also be played with a Dreamcast light gun sold from a third party vendor. Be sure to adjust the gunsight before you play with the light gun. If you do not adjust first, you may not be able to aim correctly.

Select "GUN ADJUSTMENT" in the OPTIONS and press the Trigger or the Start Button to display the Gun Adjustment Screen. Aim and shoot at the mark displayed in the upper left corner.



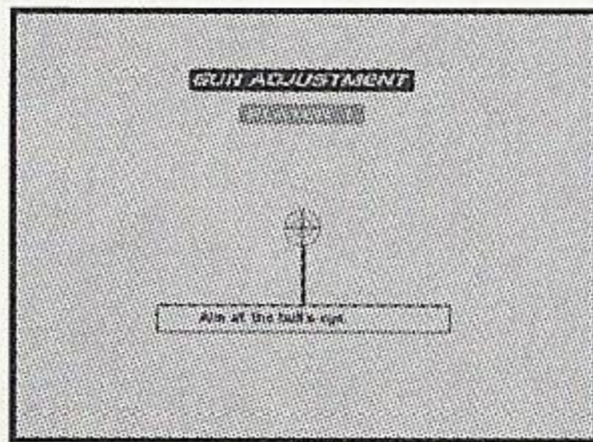
①

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



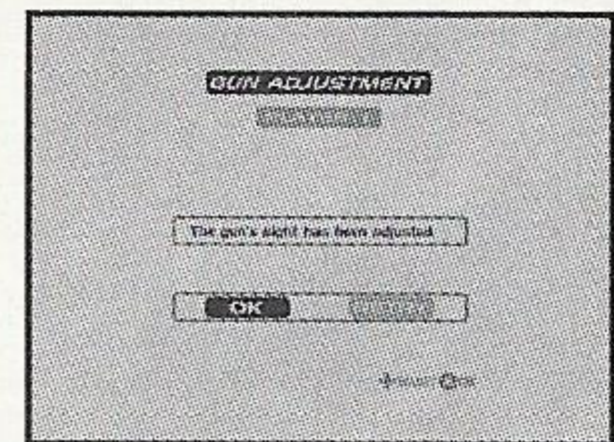
②

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



③

The game will now check the gun's sight. To adjust the aim again, press the Trigger and select "RETRY". To return to the Main Menu, highlight "OK" with the D-Pad and press the trigger.



④

### 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.



# SPECIAL MODES

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

## ANOTHER WORLD

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



## MISSION SELECT

Select the stage to play.

Use **←→** to select the mission, and press **A** or the Start Button to start the game. Press **B** to return to the Main Menu Screen.



## DISPLAY OFF

All targeting and guidance features are not displayed.



### TIP

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



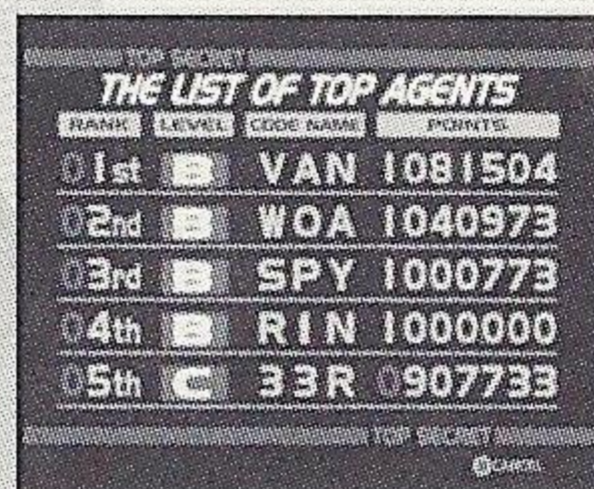
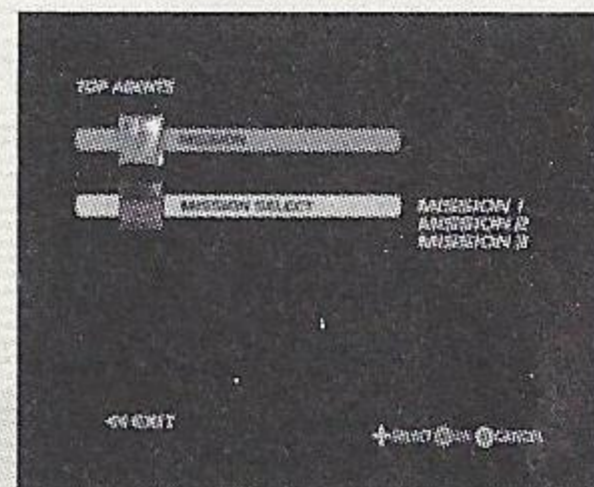
# TOP AGENTS

View the score ranking from each mode.

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 **A** or the Start Button to view the ranking. Press **B** or select "EXIT" to return to the Menu Screen.

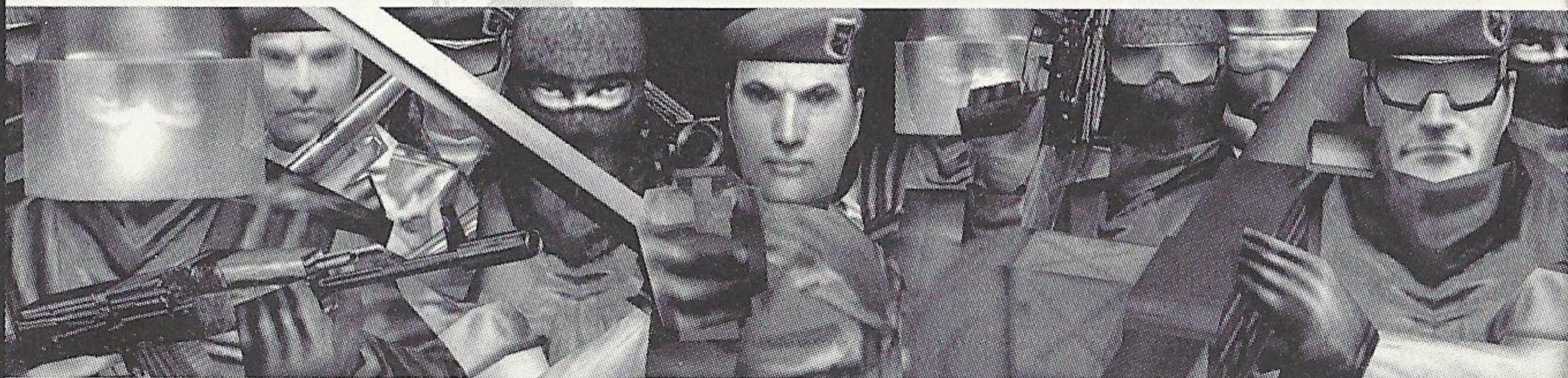
While the list of highest scores are shown, you may change the mode to view with **←****→**. Press **B** to return to the previous screen.





# CMF TOP SECRET FILE

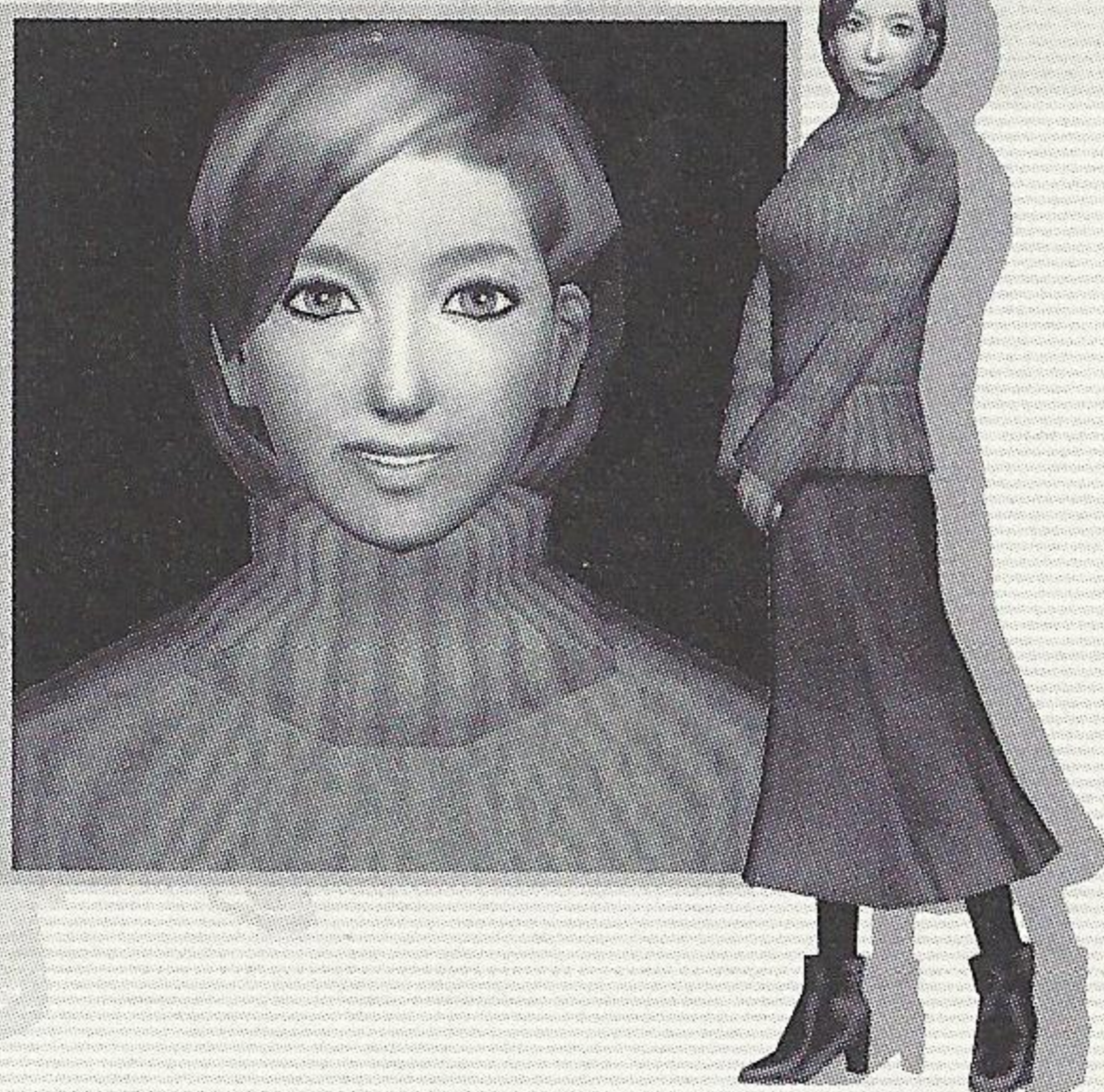
Here is a summary of information regarding the members of the enemy terrorist organization, as well as the civilian involved in this case. Use this as a reference. We wish you good luck with your missions.



These are the members of the terrorist organization. With their willingness to sacrifice their lives toward 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.







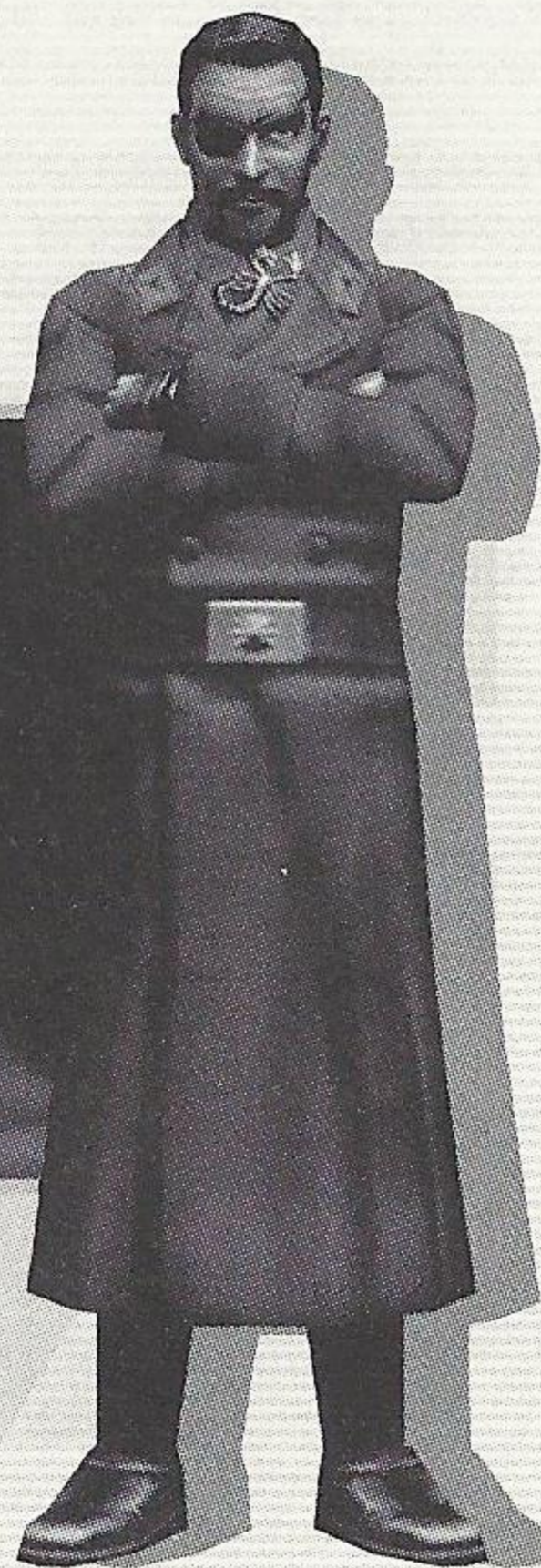
He is the fake director of the museum, which has been pinned as the origin of the organization that is trying to take over the military satellite. He's a shabby fat man, who's controlling secret weapons from inside the museum.



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.



He is the head of the 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.





# CREDITS

The following credits list the staff responsible for the localization, marketing and manual development for the U.S. version of Confidential Mission. Credits for the original development staff of the game are listed in the credits of the game itself.

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