

FUR FIGHTERS

VIGGO'S REVENGE

INSTRUCTION
MANUAL



AKKlaim

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FUR FIGHTERS

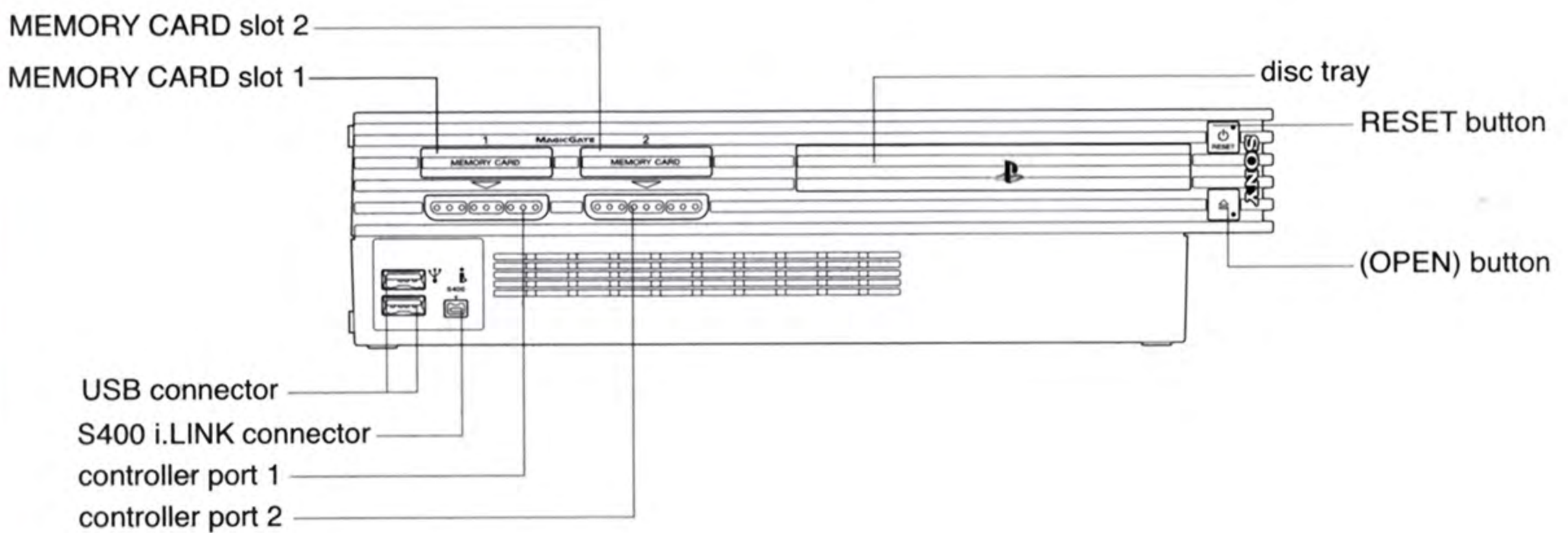


VIGGO'S REVENGE

CONTENTS

LOADING	2
INTRODUCTION	3
GETTING STARTED	4
BIOS	10
LET THE FUR FLY!	17
WEAPONS	21
FLUFFMATCH	22
HINTS & TIPS	23

LOADING



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Fur Fighters™: Viggo's Revenge* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

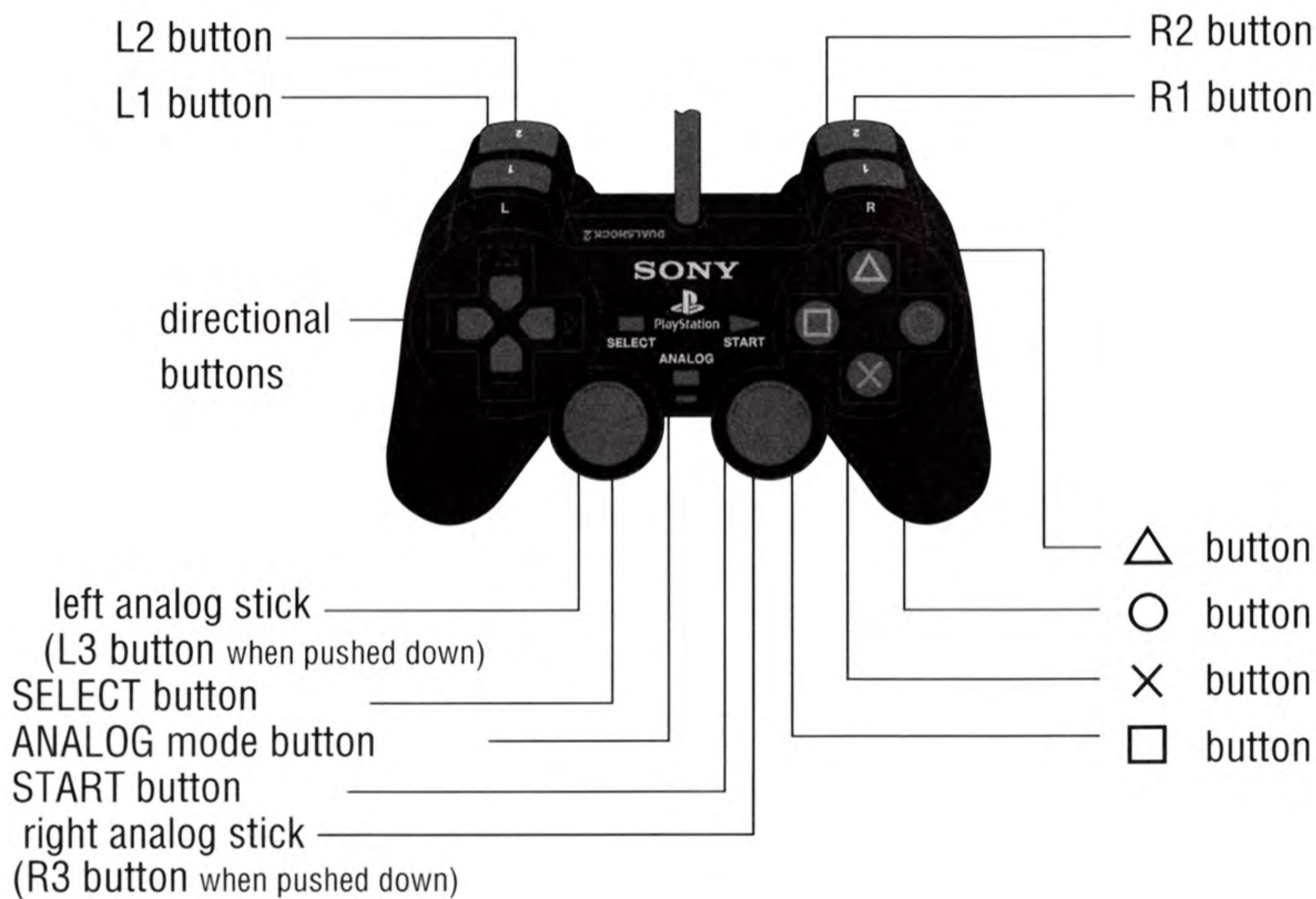
If you wish to save your game, insert a Memory Card (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD slot 1.

Note: FUR FIGHTERS™: VIGGO'S REVENGE is for up to 4 players. In order to play with 4 players, you must connect a Multitap (for PlayStation®2) (sold separately) to Controller port 1.



STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

The story begins years in the past, when the Fur Fighters, an elite squad of highly trained Special Force cuddly animals, brought the Evil General Viggo to justice. Viggo, a giant, sinister white cat with global domination in his eye, was dispatched to jail for his crimes. With their greatest foe behind bars the Fur Fighters retired to a peaceful seaside village and put their battling days behind them.

Now General Viggo has returned, and with the mighty resources of Viggo Industries behind him, is once again planning conquest. In order to stop the Fur Fighters from getting in his way, he has ordered his army of stupid bears to kidnap the hero's families. Follow Roofus, Juliette, Bungalow, Rico, Chang and Tweek (and their semi-functional teleport device) in their brave, cunning and almost co-ordinated attempt to save their families and defeat General Viggo for good!

GETTING STARTED

MENUS

All the menus can be navigated using the **left analog stick** or **directional buttons** to scroll between menu items and the **X button** (confirm) and **△ button** (back).

OPTIONS

Prior to starting your **Fur Fighters™: Viggo's Revenge** adventure, you can adjust the following options to your liking.

VISUAL OPTIONS

Options gives you **widescreen OFF/ON** and **subtitles OFF/ON** settings. **Fur Fighters™: Viggo's Revenge** can be played in widescreen, letter-boxed mode. Choose **OFF** for a normal view.

Screen Offset Choose this option to re-position the Fur Fighter action to best fit your TV.

View Credits Select this to view the list of people that brought you this game.

CHEAT MENU

Go here to use any cheats you've gained during gameplay!

SOUND OPTIONS

SFX Volume Use the slider to adjust/turn off the sound effects volume.

Music Volume Use the slider to adjust/turn off the music volume.

Speech Use the slider to adjust/turn off the speech volume.

Stereo/Mono Toggle between Stereo/Mono sound options.

4

Note: adjusting the volume settings will not change the volumes in the game Cutscenes.

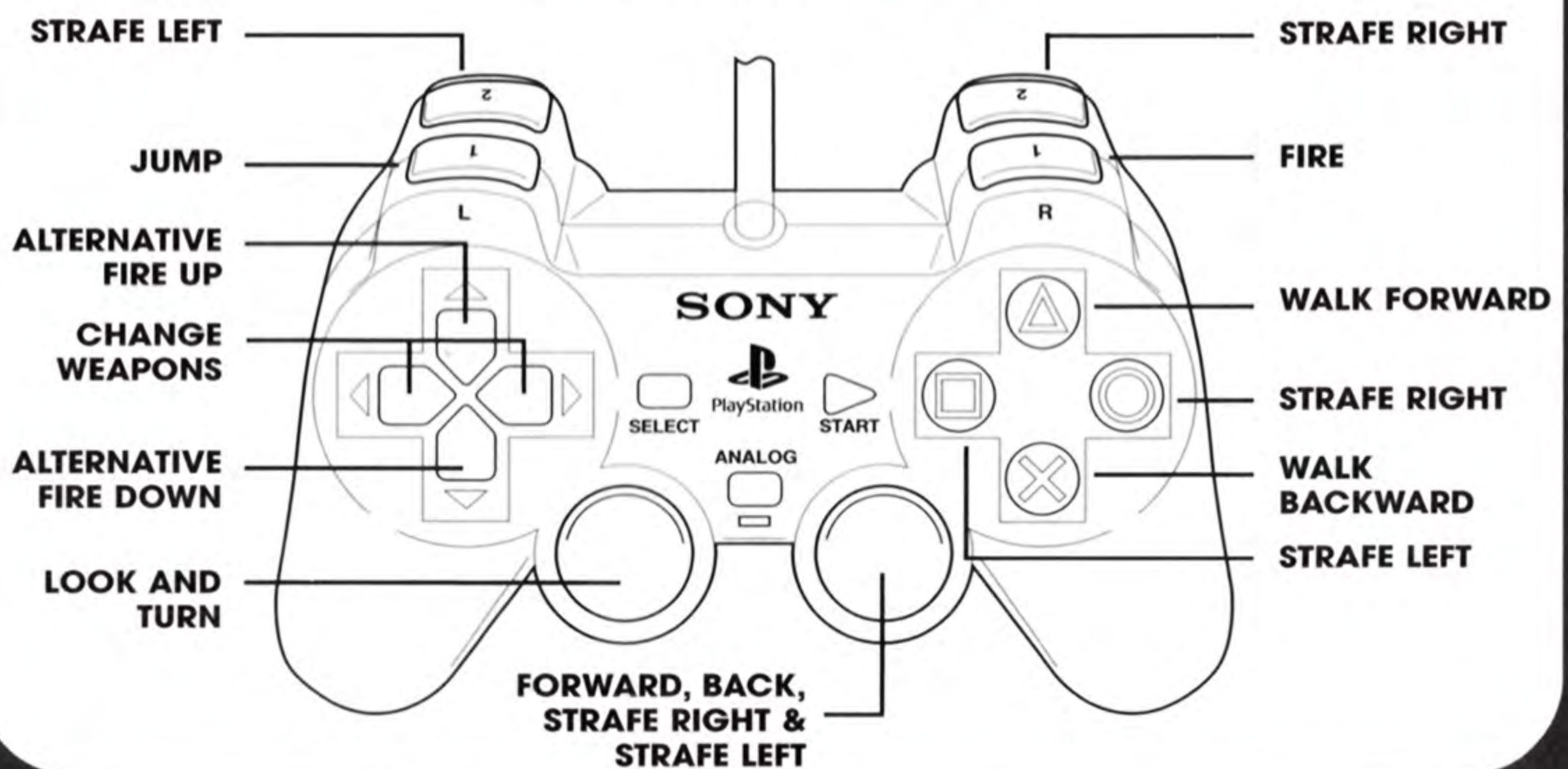
CONTROLLER OPTIONS

Options Gives you the chance to turn Vibration **ON** or **OFF** when using the **DUALSHOCK™2 analog controller**.

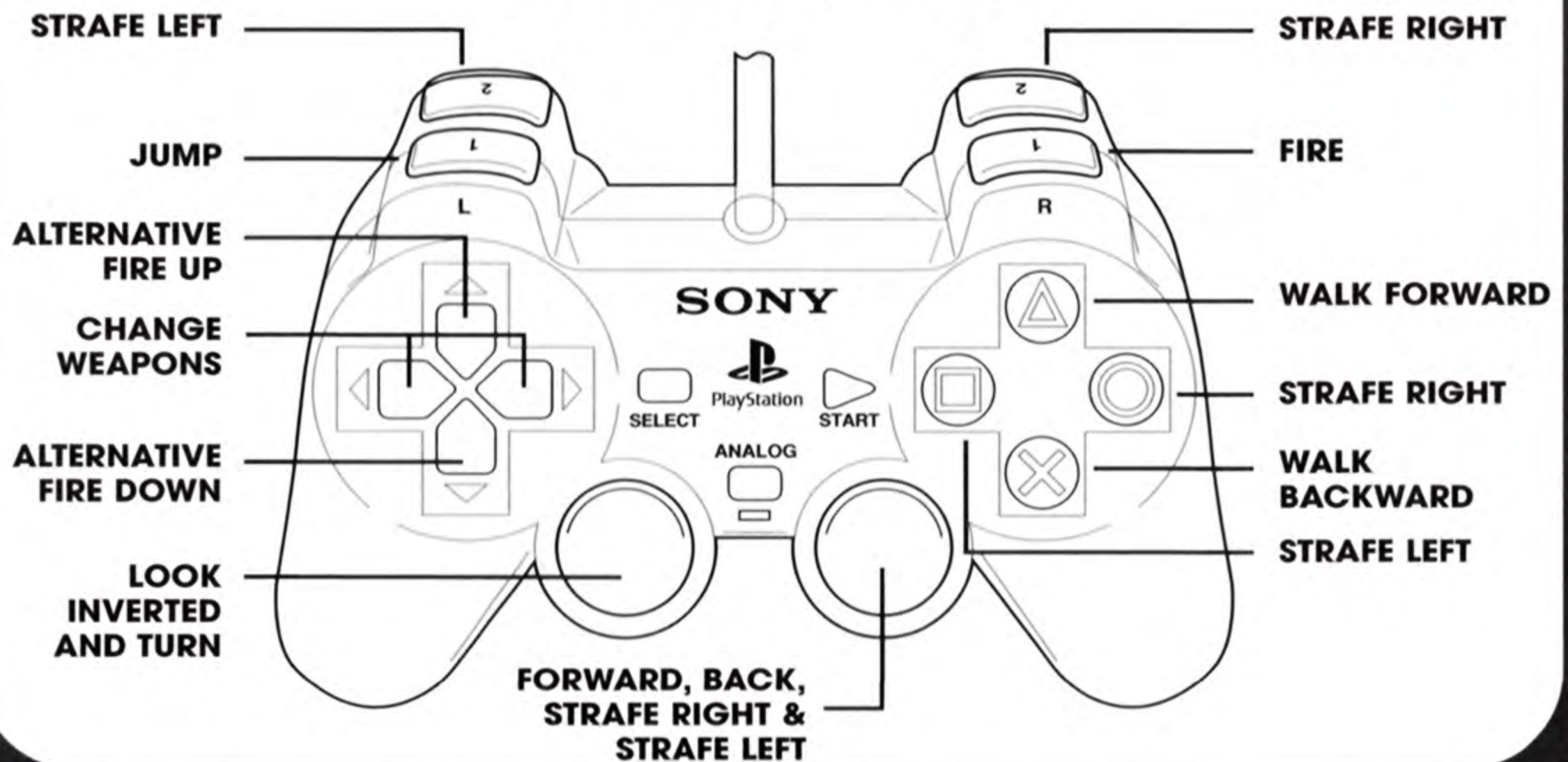
Configuration Select from the following 8 preset controller configurations:

NOTE: ADVANCED 1 is the default configuration for Fur Fighters™: Viggo's Revenge.

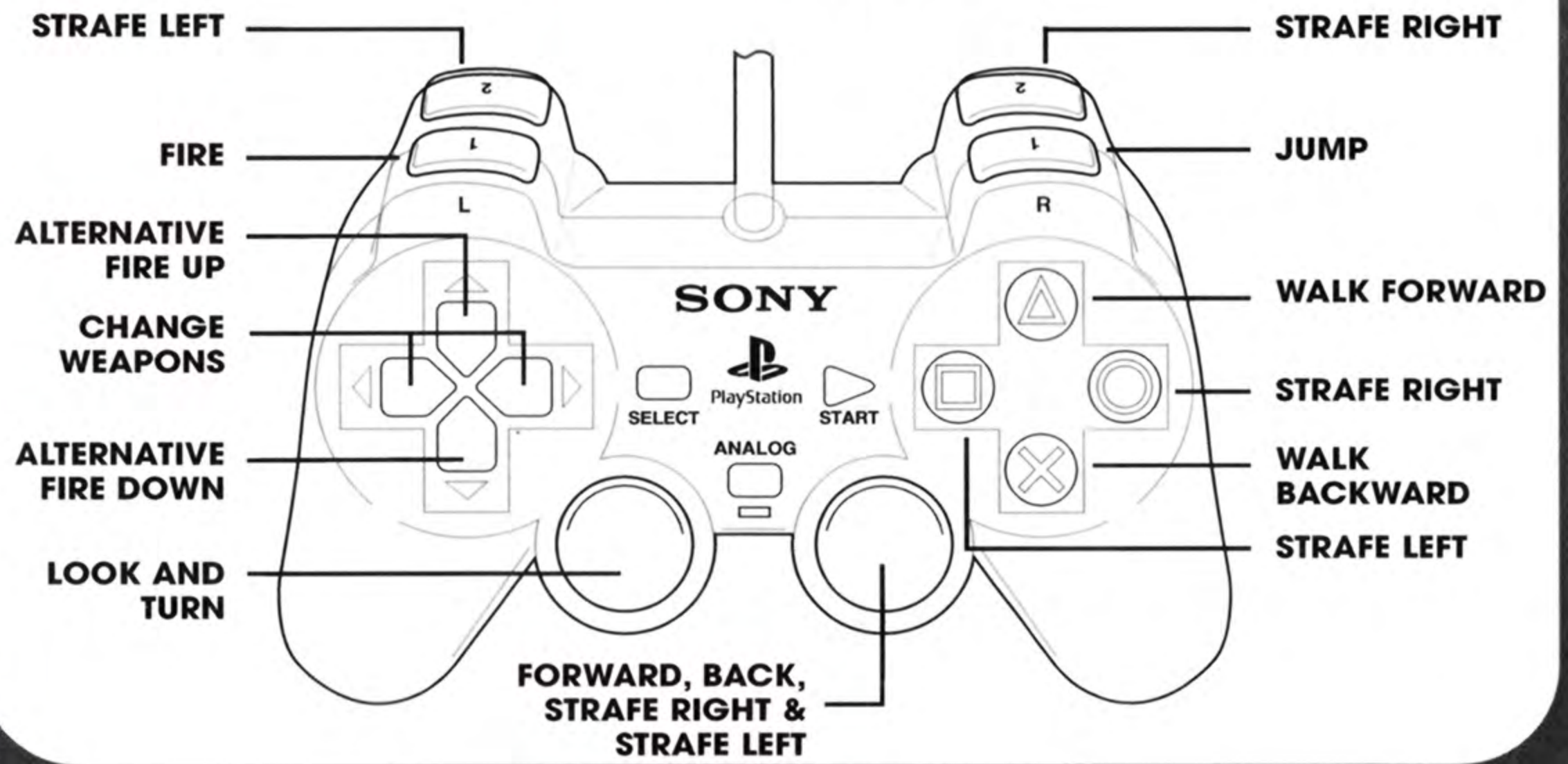
ADVANCED 1



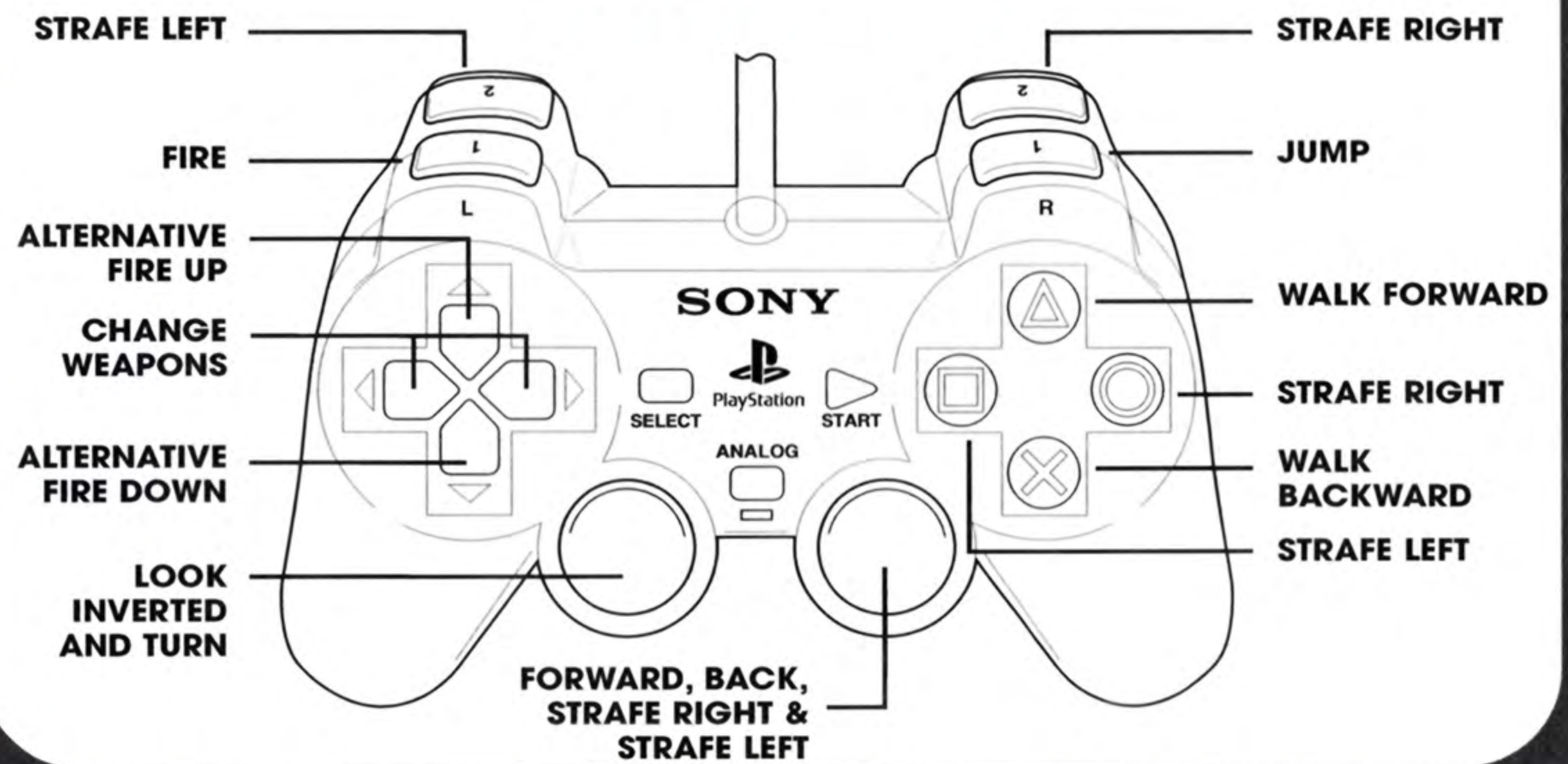
ADVANCED 2



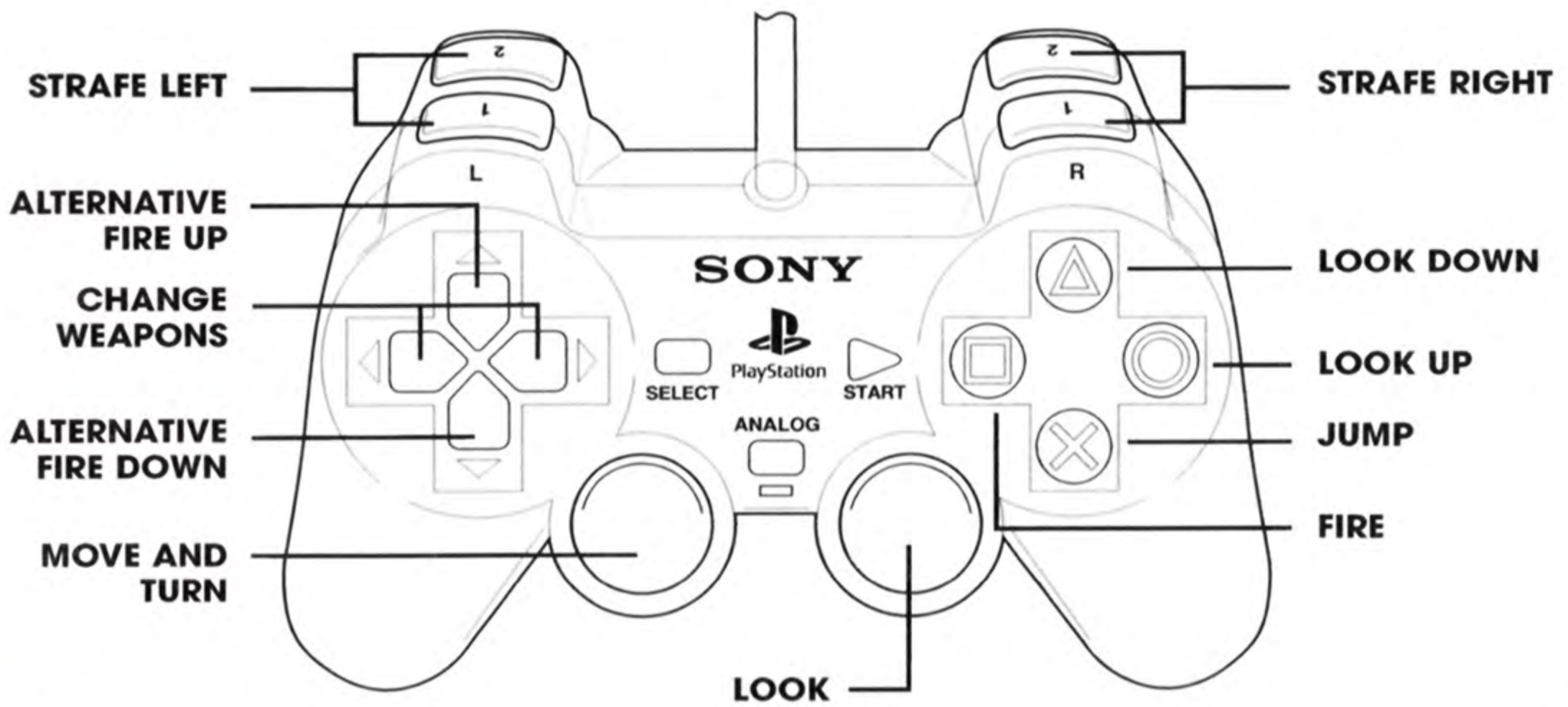
ADVANCED 3



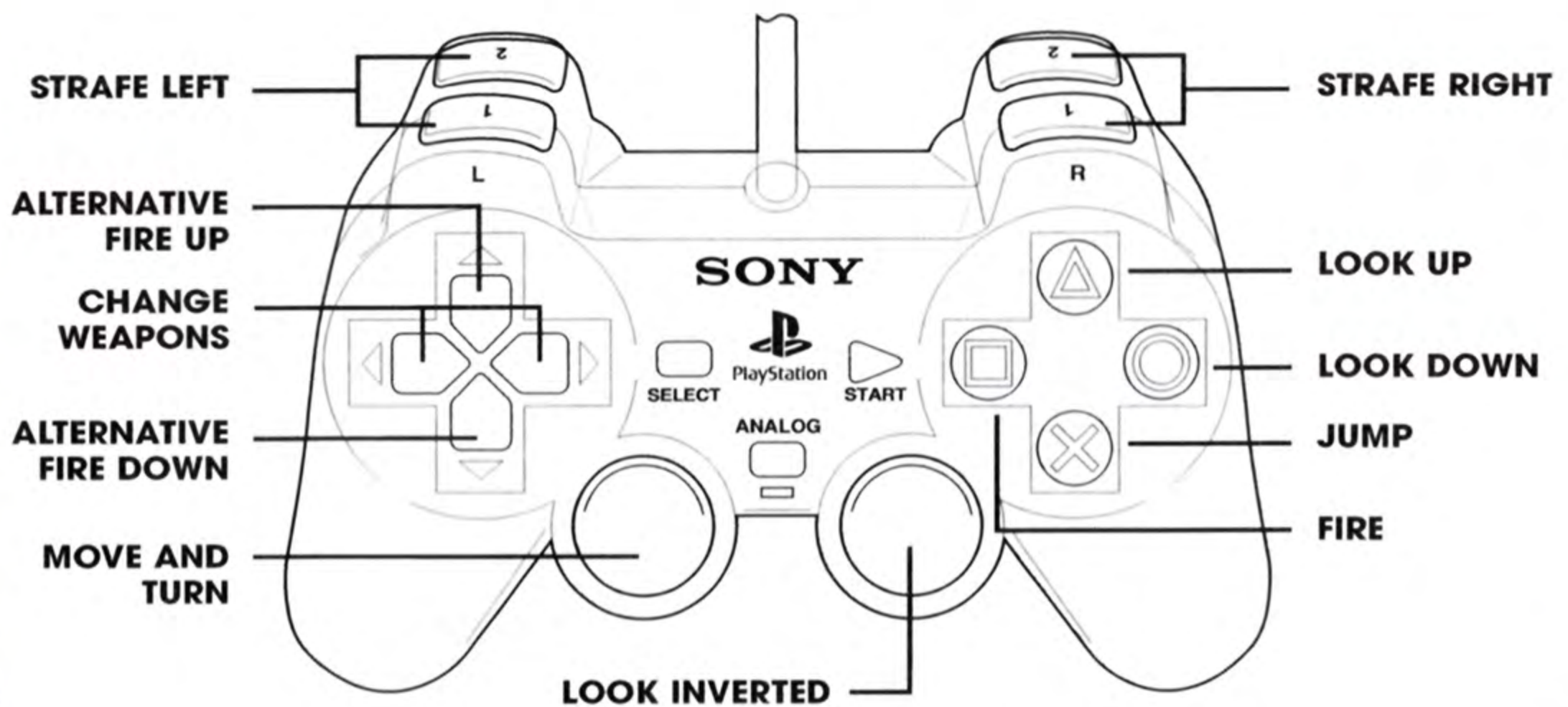
ADVANCED 4



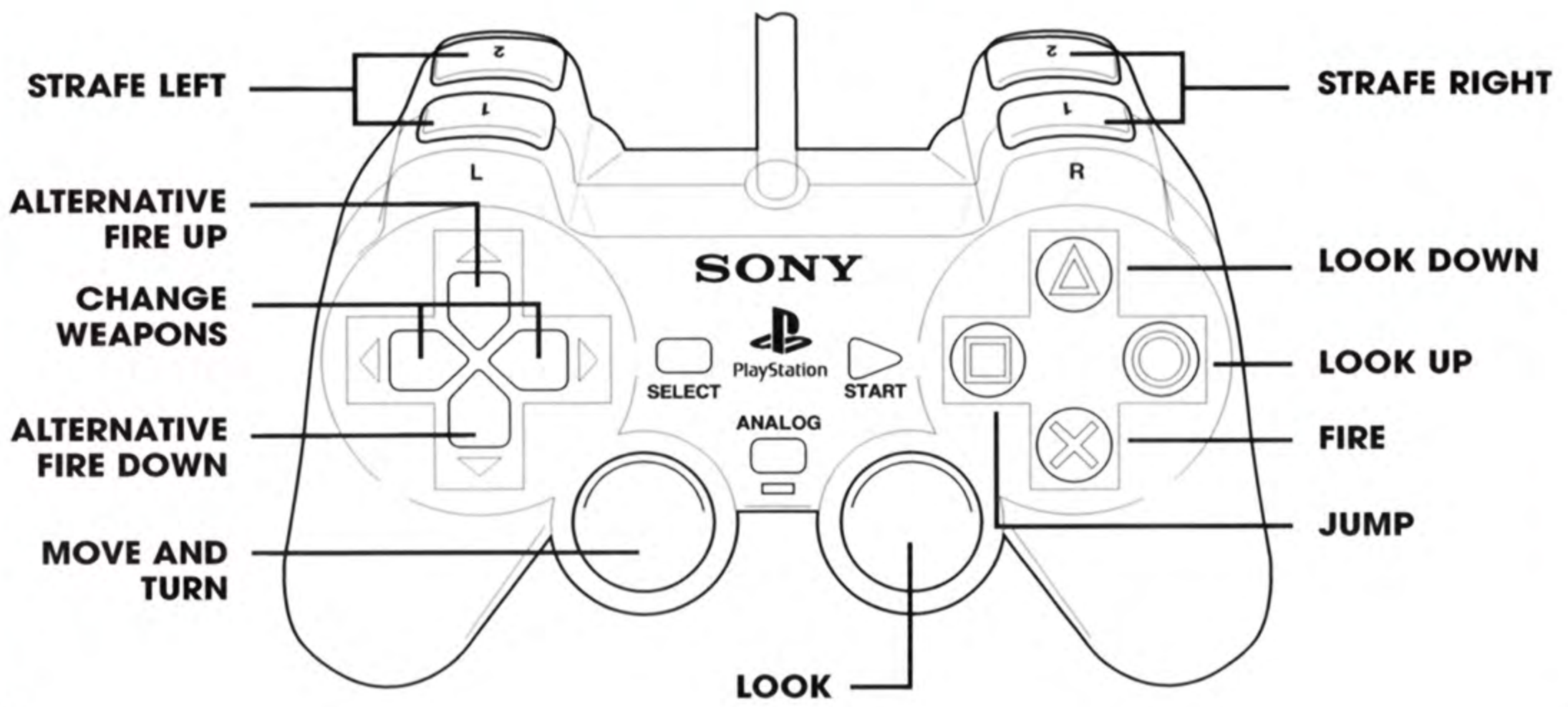
BEGINNER 1



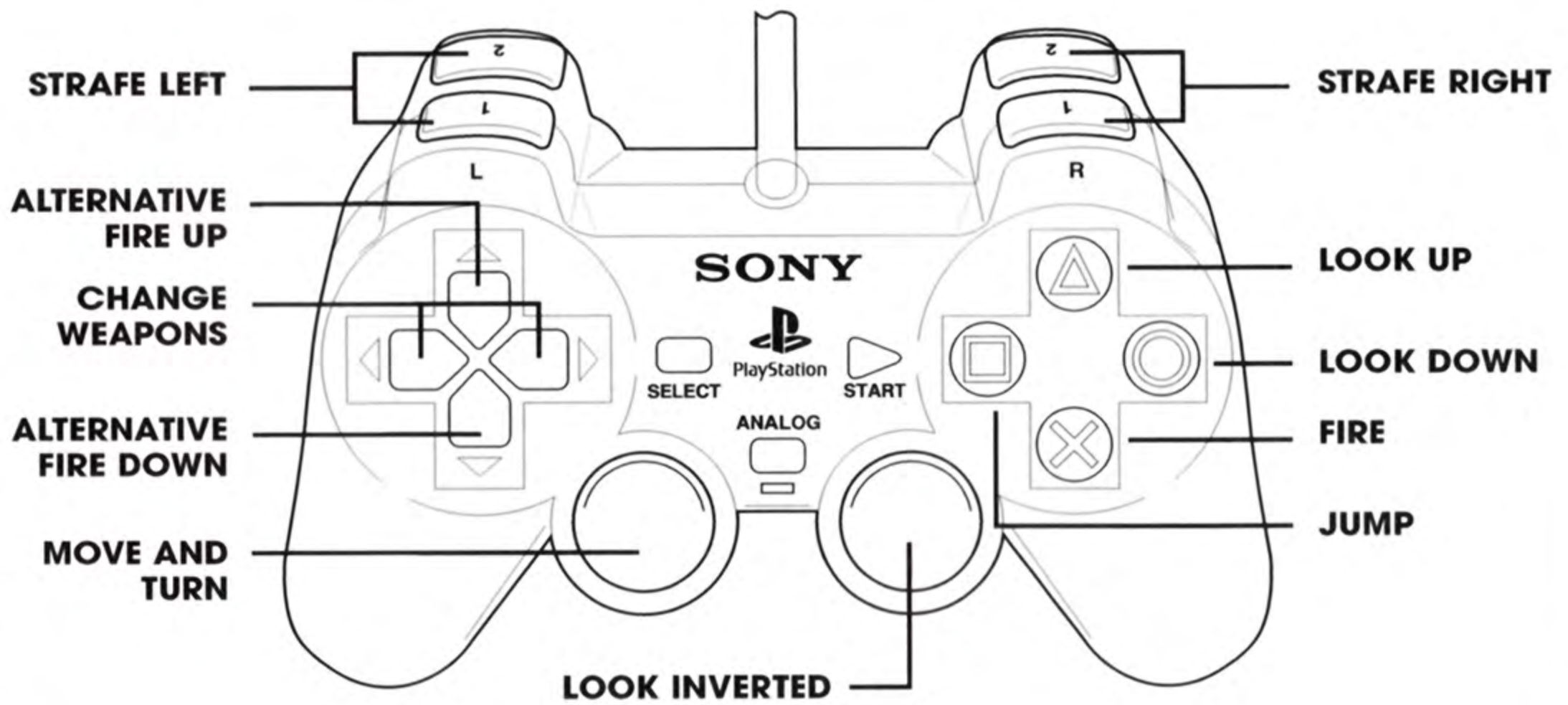
BEGINNER 2



BEGINNER 3



BEGINNER 4



FLUFFMATCH

Beat the stuffing out of your friends in exciting multiplayer arenas!

SINGLE PLAYER

START NEW GAME - If you have a **memory card (8MB) (for PlayStation®2)** then you will be able to select one of the 3 game slots for your Autosave. Select a character to begin your quest with and then proceed to The Village.

LOAD GAME - This option allows you to load a previously saved **Fur Fighters™: Viggo's Revenge** game. Simply select the game slot you want to load from your memory card and press the **X button**.

CHARACTER SELECT



Use the left and right directional buttons or the left analog stick to select the character you wish to play as and press the **X button**. Each Fur Fighter has a special skill that he or she can use to gain access to areas that the other Fur Fighters cannot reach.

NOTE: You will start the game with your selected character. However, since each Fur Fighter has unique abilities, you will need to change characters at times during gameplay.

BIOS

ROOFUS

The oldest of the Fur Fighters, this tough hound has dependability stamped all over him. Raised in the brutal inner city kennels of Glasgow, he joined the army to escape the slums as much as fight. He was a natural soldier and won many medals but shunned all offers of promotion. As the most experienced fighter, Roofus leads the Fur Fighters, steeling himself for one last battle to help save his family.



SPECIES: HOUND

SPECIAL SKILL: BURROWING

CHANG

Chang was born into a rich family in rural Hong Kong and raised in the bright lights of the country's southern boom cities. When the war started, he horrified his kin by choosing to become a common foot soldier. His encyclopedic knowledge of science and strategy combined with his natural agility and cunning, make him one of the Fur Fighters' best weapons.



SPECIES: FIREFOX

SPECIAL SKILL: SQUEEZING
THROUGH HOLES

JULIETTE

Beautiful and athletic, Juliette is a supreme warrior. She can be temperamental, stubborn and selfish with an annoying tendency not to listen to others. When frustrated, she becomes tempted to go it alone but, with persuasion, she'll stick with the team.

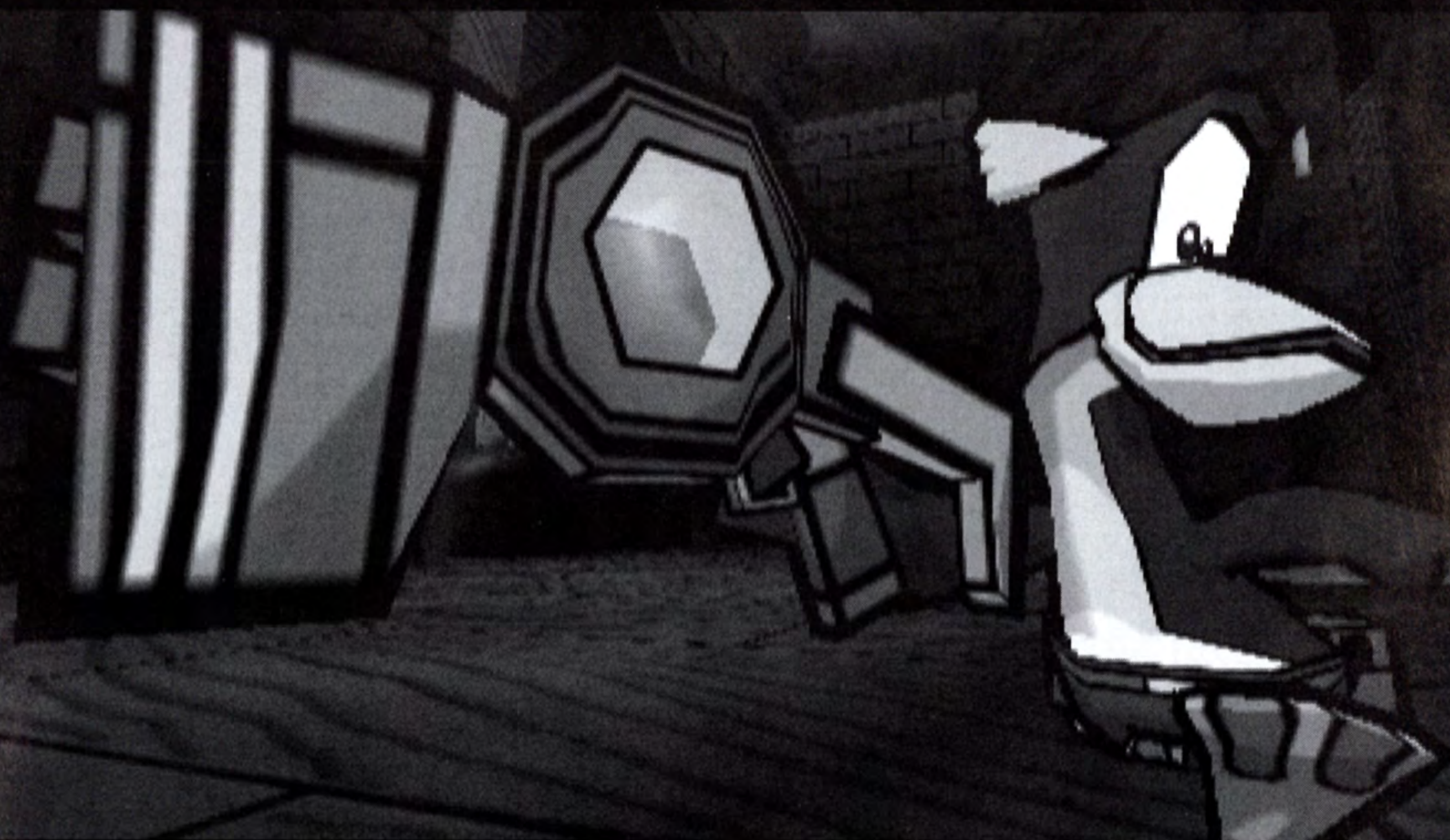


SPECIES: PUSSYCAT

SPECIAL SKILL: CLIMBING

RICO

Raised among the huge penguin communities of southern Argentina, this idealistic bird always craved more than his mundane life of fishing and dodging orcas. He set forth in search of his dream and stumbled on the Fur Fighters who have helped him to hone his talents. Rico is somewhat overconfident and prone to daydreaming. He isn't quite the hero he imagines himself to be, but there's no one more skilled in the water.



SPECIES: ROCKHOPPER PENGUIN

SPECIAL SKILL: SWIMMING

BUNGALOW

Bungalow is a fully-grown male Kangaroo and best friend to Roofus the hound. Slow and easygoing, this massive antipode has a lot more muscle than sense. He is happiest when taking orders from others - usually Roofus or his domineering wife!

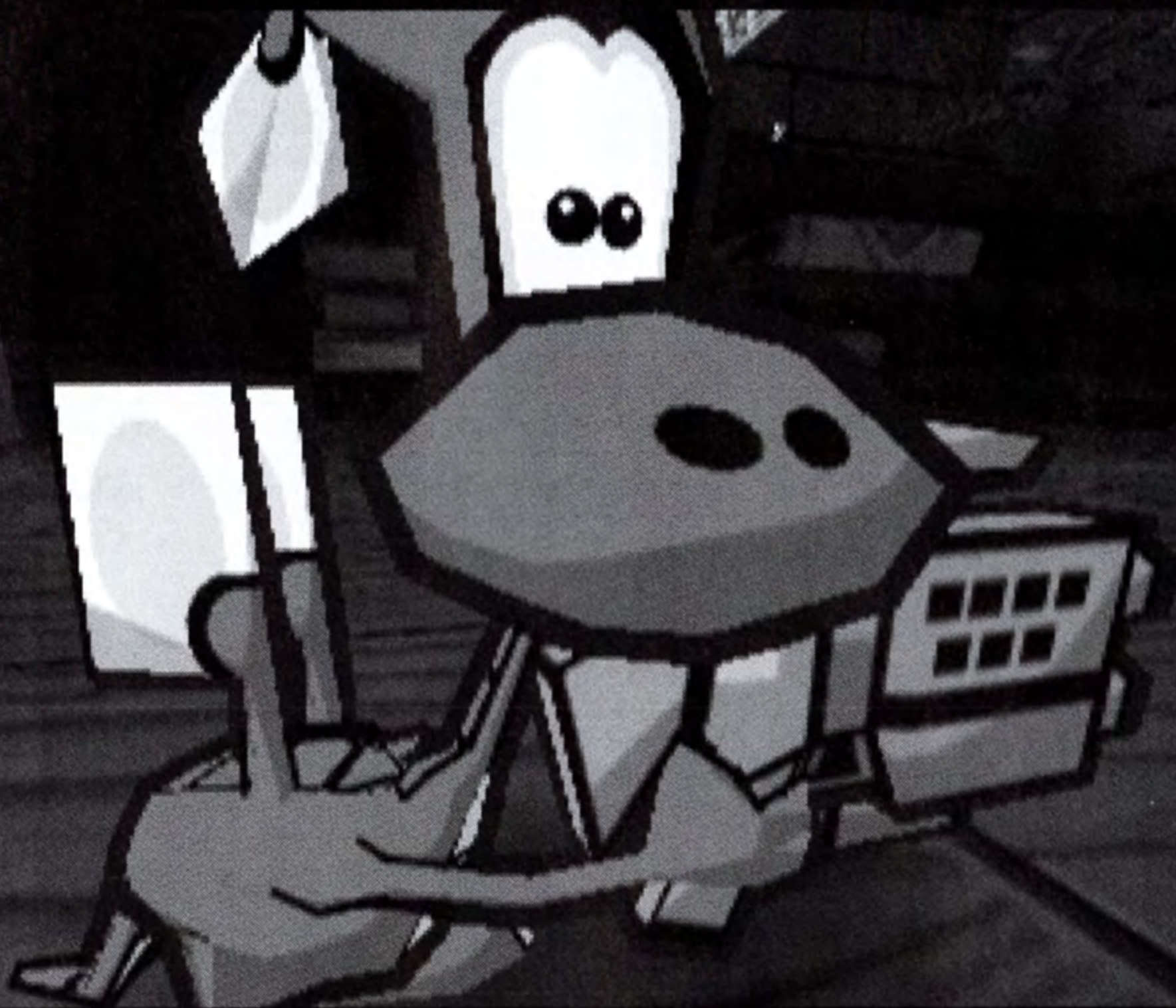


SPECIES: KANGAROO

SPECIAL SKILL: HIGH JUMPING

TWEEK

Tweek is less than a day old. The last of his mother's eggs to hatch, he only spent a few precious minutes with her and his siblings before General Viggo stole them away. Although he is the largest and slowest of his brothers and sisters, he knows he must fight to get them back. Clumsy and nervous, he finds his new world scary and fascinating. Luckily, he can rely on his instinctive knowledge of firearms and the other Fur Fighters looking out for him.



SPECIES: DRAGON

SPECIAL SKILL: GLIDING

CHARACTERS



In order to change characters in the game, you must find one of the many Teleporters in the level. These are green globes with the face of the character you can change to inside it. If that isn't the character you require, then you have to find another globe! Don't forget that the game will always Autosave when you change characters (unless you use a Teleporter in the Homeworld or Undermill).



LET THE FUR FLY!

In your daring quest to conquer General Viggo, you'll travel to strange worlds and battle even stranger enemies. So, you'll need your wits! Remember, this is a game of brains as well as brawn. But you won't have to go it alone. Friends like General Bristol and Sergeant Sternhauser will keep you fit and informed! When you start your journey, be sure to pay a visit to Sgt. Sternhauser, the Fur Fighters' old drill instructor, at the Undermill Training Facility located in The Village. He'll teach you all the skills you need to take on an army (even if they are an army of bears)! After you've completed your training and have thoroughly investigated The Village, be sure to go straight to the subway station. Ride the rails to New Quack City but be sure to stop at the statue of Gen. Bristol for some other worldly advice!

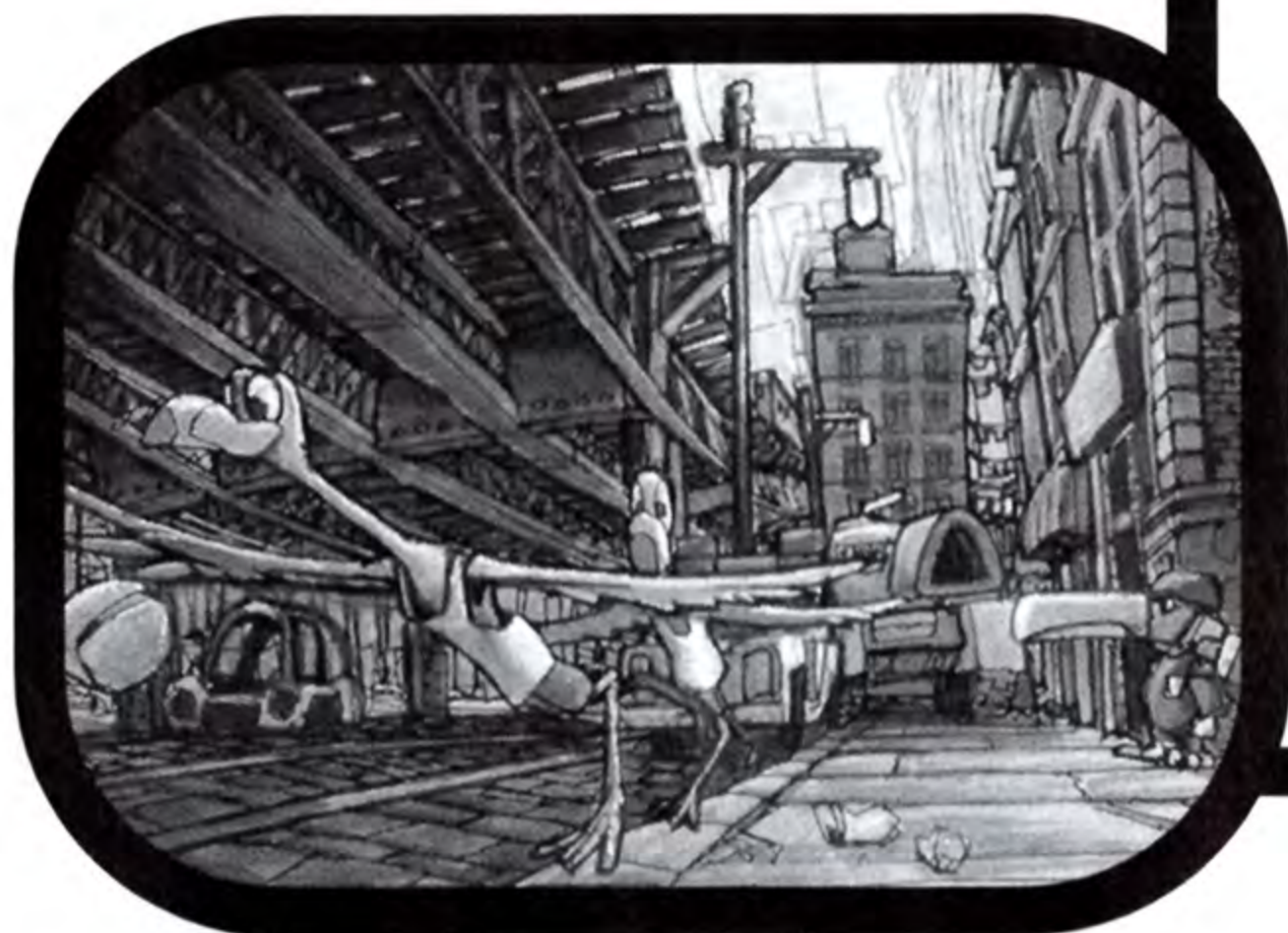


HUBS

Each uniquely themed hub - of which there are six - is entered via a path from The Village. Each hub contains the entrances to the levels and the Boss arenas. After defeating a Boss, the key to access another hub will be given to you.

THE VILLAGE

Your quest begins in The Village. The Village is a home base from which the Fur Fighters can enter one of the other hubs. Each Fur Fighter has a home in the Village to which their children, siblings, etc. will return once they are rescued. After you've heroically saved a few children, return to the Village and they'll teach you how to play with the toys in your house! Don't forget to beef up your skills at the Undermill Training Facility before you begin your journey!



NEW QUACK CITY

From The Village, you must catch the subway to New Quack City. This gleaming metropolis is an urban aviary. Its bright lights and loud noises are a far cry from the tranquillity of your home Village.

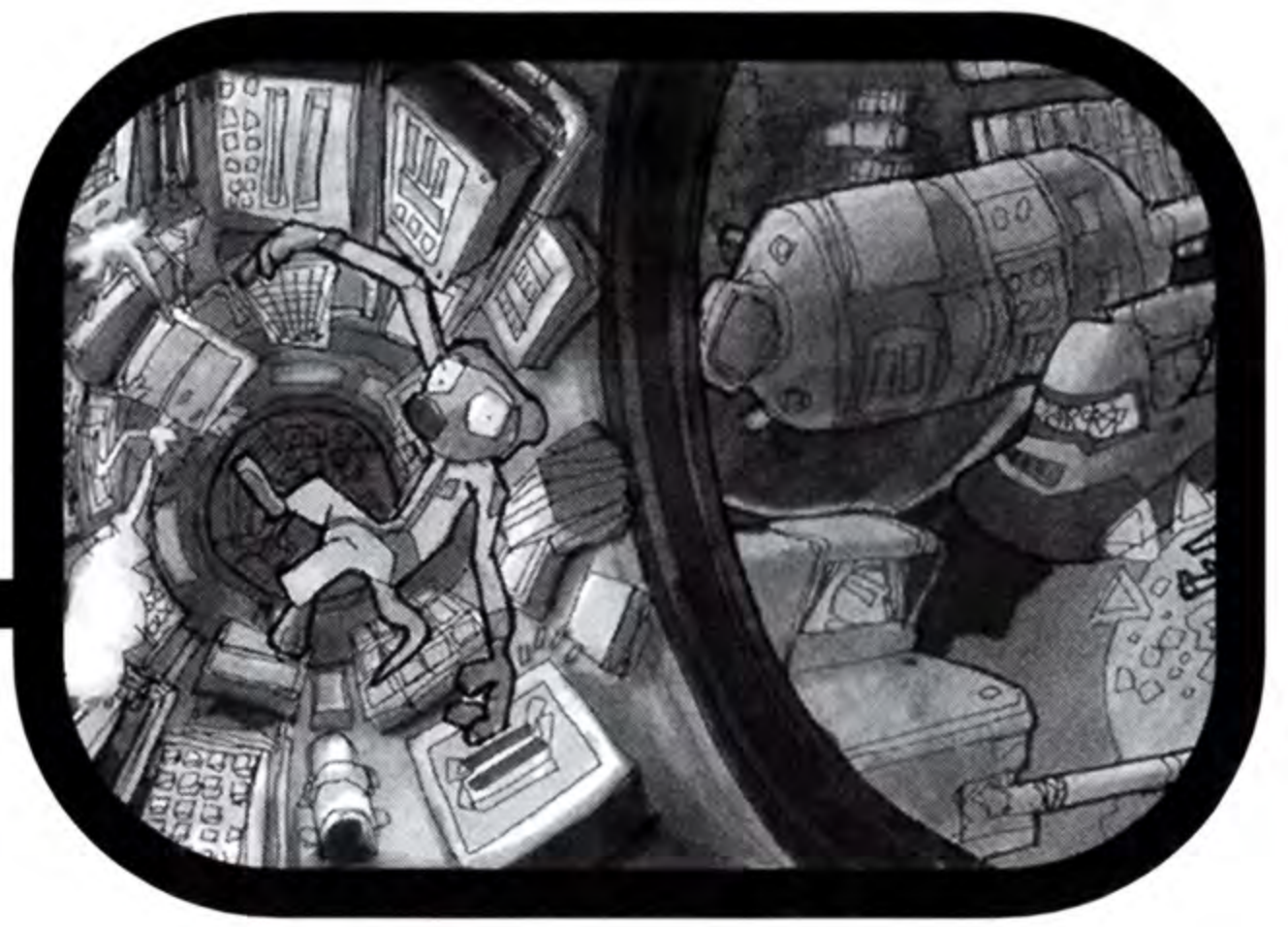
BEAVER POWER

This massive construction is the fruit of beaver civil engineering. Though they are masters of construction, these semiaquatic mammals are woefully timid and really bad at balancing a checkbook.



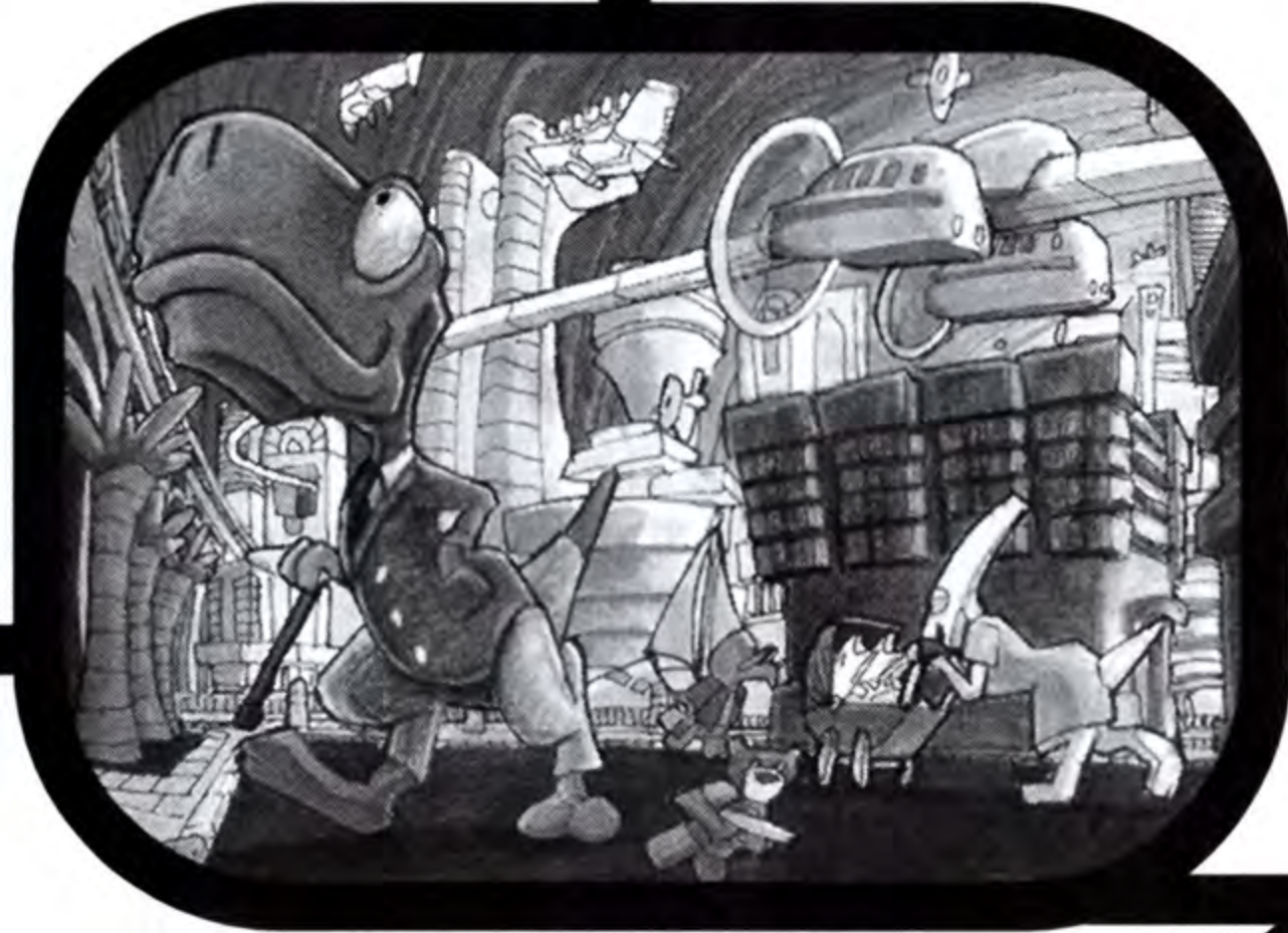
CAPE CANARDO

General Viggo is reaching his claws into outer space! He surely would have penetrated the outer atmosphere by now if not for the bumbling incompetence of the lame ducks that run the Cape.



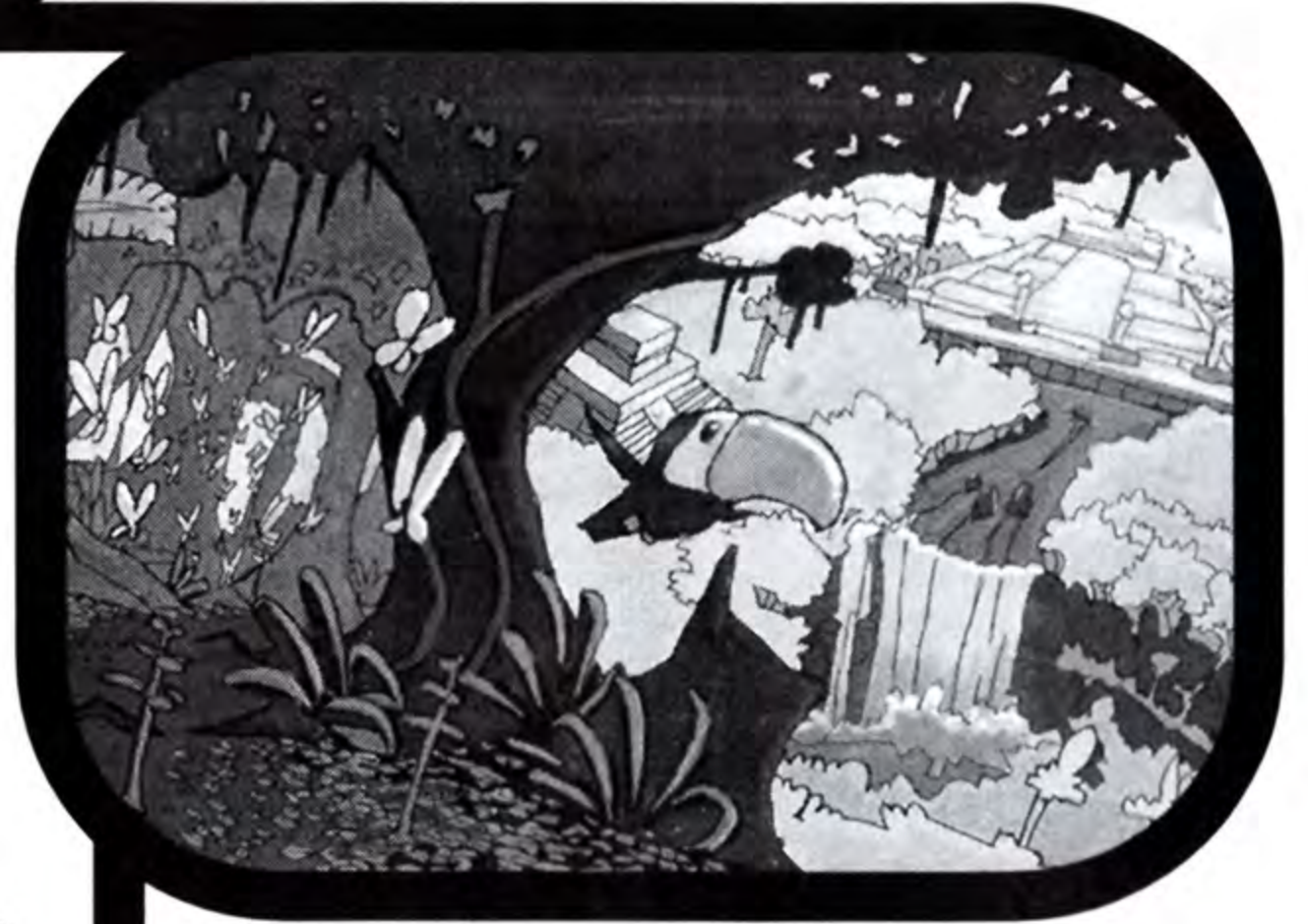
DINOTOPOLIS

This civilization of middle-class dinosaurs was, until very recently, undiscovered. Now General Viggo spends his free time spying on these Mesozoic monstrosities, hoping to discover the secret to their advanced lifestyle and technology.



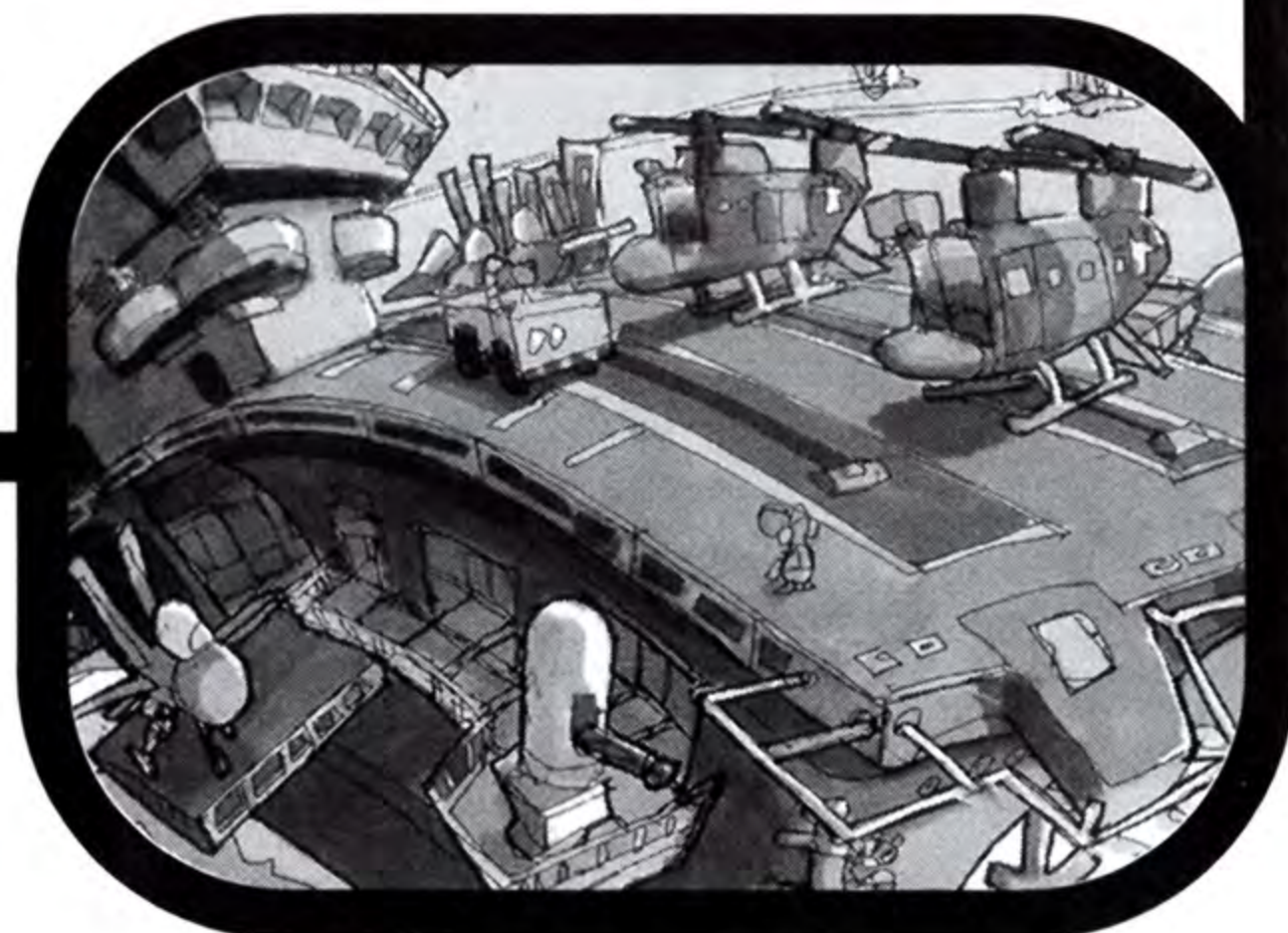
ANATAT TATANATAT

Deep in the heart of the jungle, Anatat Tatanatat Kingdom was untouched by modern man... er, cat for centuries. When General Viggo discovered its primordial mysticism, he knew he'd found the location to open a portal from the Bad Place and raise an army of undead bears who would obey his every command!



VIGGO A-GO-GO

Like all omnipotent overlords, Viggo has his seat of power. Onboard his impenetrable floating fortress is where the Fur Fighters must face their indomitable foe. Hold on to your pelt as you board Viggo's mighty aircraft carrier on the way to the final showdown!



TOKENS

Within each level, there are gold tokens. Each level within a hub requires a certain number of gold tokens for access. If you haven't collected enough tokens to proceed to the next level, you must re-enter a previous level and collect any tokens you missed. If you do re-enter a level (either by choice or by kicking the bucket!), the Gold Tokens that you had previously collected will now be replaced by Silver Tokens (don't worry...the Gold Tokens you forgot to get will still be there!). Grab these Silver Tokens as you need them as they will supply you with some much-needed health.



FAMILY VALUES - BABIES AND BOSSES

Viggo has kidnapped the Fur Fighters families, and put them to work for his evil cause. All of their babies have been trapped around the levels, and it's your job to rescue them and send them safely back to the Village. But remember, they are all good little babies, and will only go home with the Fur Fighter that they are related to - so make sure you keep an eye on where those Teleporters are! You will need to have rescued a certain number of babies to challenge the boss in each Hub.

The bosses are the Fur Fighters' spouses (or in Tweek's case, mother) which have been genetically mutated by Viggo as part of his evil plans. Each Fur Fighter must battle his or her own relative to break their horrible spell. When their relative has been successfully released from this hideous enchantment, General Bristol will reward you with an item that you'll need to open up another hub.



WEAPONS

The Fur Fighters have a large arsenal of weaponry that expands as your quest progresses. Starting with just a pistol and a close range attack, your weapon collection enlarges to include shotguns, grenade launchers, rocket launchers, plasma weapons and many other devices of destruction.

Here are just a few of the weapons available to you on your quest:



Rocket Launcher

Deadly in both short and long range situations. This weapon requires a sharp eye to be fully effective.



Pistol

You begin your quest with this basic Fur Fighter weapon.



Bomb Launcher

The bouncing bombs blow up bewildered bears real good!



Shotgun

This is a short-range firearm. Best when used in close quarters.



Freeze Gun

Only polar bears can withstand the shattering cold of this icy weapon of destruction.



Plasma Blaster

High intensity photon phluffing phor the whole phamily!



Neutron Gun

This short range weapon packs a nuclear punch. This technologically advanced tactical device is beyond the cranial capacity of your enemies.



FLUFFMATCH

This is a head-to-head multiplayer match where you beat the stuffing out of your fellow Fur Fighters! You have twelve unique combat arenas in which to Fluff your (ex) best mates. Each player can select a Fur Fighter to represent them.

Player 1 can select the Fluffmatch level, the length of time the FluffMatch lasts and the number of Fluffs. Once the time runs out or the number of Fluffs is achieved, the results are shown on the results screen.

Each player will be able to toggle a range of options before getting into a Fluffmatch; Auto-aim Off/On, Crosshair Off/On, 1st person mode Off/On, Vibration Off/On and Controller setup.

HINTS & TIPS

General Tips, Advice & Gossip

- Remember, tokens give you health. Think strategically when picking them up.
- Explore the levels from floor to floor. Try everything possible; you'll find you can move and pick up objects you wouldn't expect to.
- Aren't you ever going to get out of those pajamas? And look at that hair!
- Try to get to a teleporter after completing a difficult puzzle so that your progress will be saved.
- The plush prizes "won" at carnivals are usually worth much less than the cost of play. You will do better simply throwing your money out the car window.
- Remember, the levels are linear: clear the puzzles in order from beginning to the end, and don't forget to go back to ones you haven't finished.
- Use all the characters to their fullest potential. Explore their different natures and skills.

Fighting Tactics, Ammo, & Animals

- Conserve ammo.
- At long range, the pistol is a lot better than the machine gun.
- Try circle strafing around a stupid bear to really confuse him.
- Occasionally, you can make enemies shoot each other enough that they'll attack themselves and ignore you.
- The Fur Fighters may appear to be cuddly and cute, and by gosh, they are pretty special. In real life, however, armed pets are a bad idea. Keep all weapons safely stored out of reach of any animals.
- Some enemies won't attack unless you attack first, so try to take them out one by one.
- Attacking enemies from close range does more damage. Head shots do more damage, too.
- Your weapon can be used for more than just offing enemies; it's often the only way you can solve puzzles.



BIZARRE CREATIONS

GAME DESIGN

Concept, Characters
and Environments

Jeff Lewis

Gameplay Design

Jeff Lewis

Paul Malin

Mark Craig

Martyn Chudley

Enemy Behavior

Mark Craig

Additional Level Design

Matt Cavanagh

Additional Level Design

Stuart Jackson

Additional Level Design

Phil Nightingale

Additional Enemy Design

Jeff Powell

PROGRAMMING

Game System and Game Code

Mark Craig

Game Technology and Game Code

Paul Malin

Additional Technology and Game
Code

Keith Pickford

Sound System and Game Code

Sam Hall

Utilities and Frontend

Jason Denton

Level Creation Tools

Roger Perkins

ARTWORK

Concept Art, Level Designs, Textures

Jeff Lewis

Animator and Character Modeller

Jeff Powell

Level Designers

Matt Cavanagh

Stuart Jackson

Phil Nightingale

Level Designer and Animator

Simon Pickard

3D Artist

Paul Hesketh

Texture Artists

Alan Mullins

Jools Denton

Additional 3D Modelling

Steve Heaney

Additional Level Modelling

Julian Hicks

Additional Art and Textures

David McDonald

Additional Textures

Jeremy Elford

Special Thanks to

James Sheahan

PRODUCTION

Producer

Brian Woodhouse

Audio Producer

Nick Wiswell

Production Support and Testing

Kevin Reilly

QUALITY ASSURANCE

Tester

Ged Talbot

Glyn Williams

BIZARRE CREATIONS

Managing Director

Martyn Chudley

Business Director

Sarah Chudley

Technical Director

Walter Lynsdale

Business Manager

Michelle Langton

NOTES

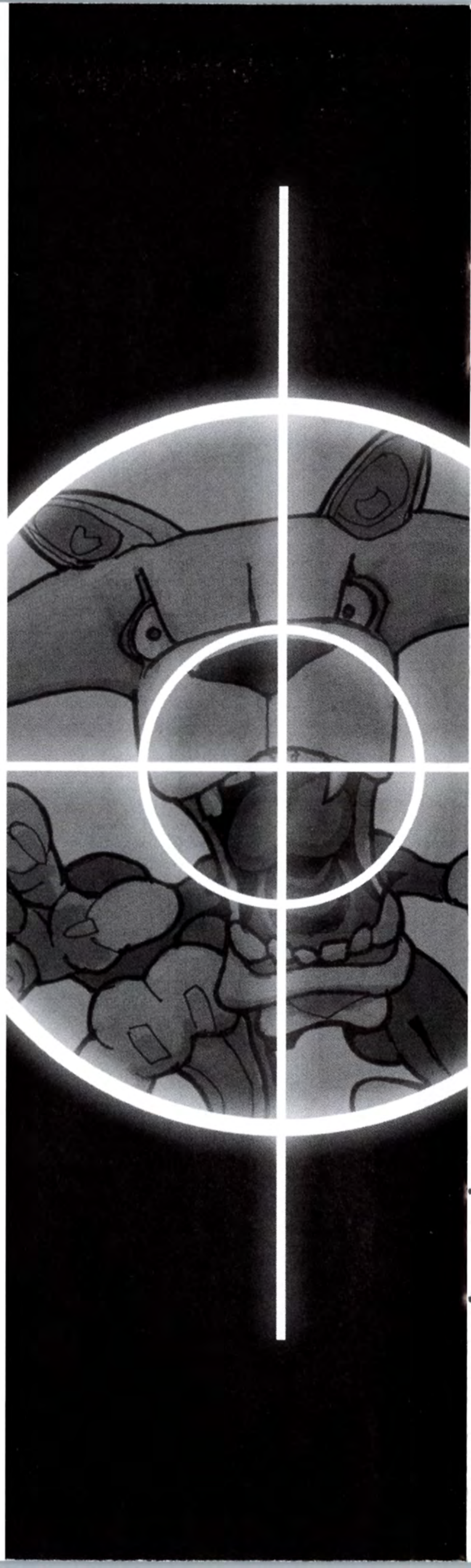
NOTES

NOTES

For the hottest hints and codes
on **ACCLAIM** Titles:

Please call **1-900-407-Tips(8477)**

The cost of the call is \$.95 per
minute. You must be 18 or have
parental permission and have a
touch-tone phone.



ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

Fur Fighters™: Viggo's Revenge developed by Bizarre Creations, Ltd. © 2001 Bizarre Creations, Ltd. All Rights Reserved. Fur Fighters™: Viggo's Revenge is a trademark of Acclaim Entertainment, Inc. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. CRAZY TAXI™ Created by and produced by SEGA. Converted, published and distributed by Acclaim. © SEGA 1999, 2000. **SEGA** and CRAZY TAXI are registered trademarks or trademarks of Sega Corporation. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

www.acclaim.com

LOOK FOR



Acclaim Entertainment, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

CRAZY TAXI™ Created by and produced by SEGA. Converted, published and distributed by Acclaim. © SEGA 1999,2000. SEGA and CRAZY TAXI are registered trademarks or trademarks of Sega Corporation.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

