

# SHOCK TROOPERS 2ND SQUAD

## -SOFTWARE DIP-

### SHOCK TROOPERS 2

CONTINUE SETTINGS	YES
DEMO-SOUND	YES
GAME EXPLANATION	YES
LEVEL SETTINGS	Level 4
HERO SETTINGS	3
CREDITS/LEVEL INDICATION	YES/NO
BRUTALITY	YES
LANGUAGE	ENGLISH

1/CONTINUE SETTINGS	Used to determine the availability of continue mode.
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OPERATION = Move lever UP/DOWN to option [CONTINUE SETTINGS].

Push button A to proceed, button B to restore to previous item.

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 DEFAULT SETTING = YES

2/DEMO SOUND	Used to determine the availability of sound during the demonstration game.
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OPERATION = Move lever UP/DOWN to option [DEMO SOUND].

Push button A to proceed, button B to restore to previous item.

-----  
 DEFAULT SETTING = YES

3/GAME EXPLANATION	Used to determine whether an explanation of game play is displayed upon game start.
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OPERATION = Move lever UP/DOWN to option [GAME EXPLANATION].

Push button A to proceed, button B to restore to previous item.

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 DEFAULT SETTING = YES

4/DIFFICULTY	Used to determine the difficulty of the game.
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OPERATION = Move lever UP/DOWN to option [DIFFICULTY LEVEL SETTINGS].

Push button A to proceed, button B to restore to previous item.

-----  
 DEFAULT SETTING = Level 4(Can set from 1 to 8.)

5/HERO	Used to determine the number of remaining units.
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OPERATION = Move lever UP/DOWN to option [HERO].

Push button A to proceed, button B to restore to previous item.

-----  
 DEFAULT SETTING = 3(Can set from 1 to 5.)

6/CREDITS/LEVEL INDICATION	Used to determine availability of credit and level indication on display.
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OPERATION = Move lever UP/DOWN to option [CREDITS/LEVEL INDICATION].

Push button A to proceed, button B to restore to previous item.

-----  
 DEFAULT SETTING = YES/NO (YES/NO, YES/YES, NO/NO, NO/YES)

7/BRUTALITY	Used to determine whether there is brutality in the game.
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OPERATION = Move lever UP/DOWN to option [BRUTALITY].

Push button A to proceed, button B to restore to previous item.

-----  
 DEFAULT SETTING = YES

8/LANGUAGE	Used to determine what language is used for the messages displayed within the game.
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OPERATION = Move lever UP/DOWN to option [LANGUAGE].

Push button A to proceed, button B to restore to previous item.

-----  
 DEFAULT SETTING = ENGLISH \*Spanish compatibility for game-play instructions only.

## SETTING UP THE SOFT DIP ON THE MULTI VIDEO SYSTEM

1. TURN POWER ON.
2. PUSH THE TEST BUTTON INSIDE THE CABINET.
3. THE FOLLOWING SCREEN WILL APPEAR.

MOVE LEFT JOYSTICK UP/DOWN TO MOVE THE POINTER TO "SETTING UP THE SOFT DIP". PRESS "A" BUTTON TO SET.

HARDWARE TEST  
SETTING UP THE HARD DIP  
SETTING UP THE SOFT DIP  
BOOKKEEPING  
SETTING UP THE CODE NUMBER  
SETTING UP THE CALENDAR  
EXIT

THE FOLLOWING SCREEN WILL BE DISPLAYED:

CABINET SET UP  
SLOT 1 (GAME TITLE)  
SLOT 2 (GAME TITLE)  
SLOT 3 (GAME TITLE)  
SLOT 4 (GAME TITLE)  
SLOT 5 (GAME TITLE)  
SLOT 6 (GAME TITLE)

4. SELECT THE GAME TITLE YOU WANT AND PRESS "A" BUTTON TO VIEW THE SOFT DIP SETTING OF EACH INDIVIDUAL GAME.



NEO  
ADVANCED ENTERTAINMENT SYSTEM  
GEO

# SHOCK TROOPERS

## Ind Squad

**New contestants stand up against  
a sinister Mega-corporation!**

**Lever**

Character movement/direction of shots



★ **Button A:** Direction of movement locked by keeping button depressed  
Fire power charged by pressing button while aboard transportation

★ **Buttons A + B:** Enables "Shock attack" while aboard transportation

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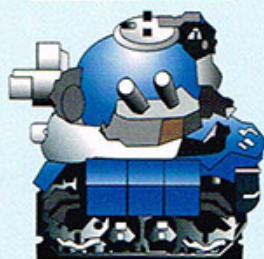
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# SHOCK TROOPERS 2nd Squad

## ★ Transportation

### Normal tank



**Normal** Rapid-fire gun

**Charged** Giant single-fire gun

**Speed of movement** Slow

Standard battle tanks used by DIO troops. Many units are abandoned on the battle field.

### Armored carrier



**Normal** Triple bulcan

**Charged** Revolving bulcan

**Speed of movement** Fast

DIO combat vehicles equipped with triple guns. Often seen abandoned on the battle field.

### Security robot



**Normal** Two way \* dual guns

**Charged** Rocket punch

**Speed of movement** Normal

Bipedal security robots developed by DIO. Appears in stages in the latter half of the game.

## ★ Items



Power Stock



Missile Launcher



Weapon



Round charger



Life up



Boomerang gun



Energy up



Insignia  
Bonus



Flame shower



Plate Bonus

### About power-up

Level of the shot is upgraded by one phase upon collecting three power-up items. Upgrades are enabled in two phases (Level 3).

## ★ Bonus keyword

(High score achieved by collecting item keyword)

Leon	LION <b>HEART</b>	Leon+Toy	STEEL <b>SHARKS</b>
Angel	CERAMIC <b>ARMS</b>	Angel+Lulu	BLOODY <b>ROSES</b>
Lulu	LIGHTNING <b>EYES*</b>	Angel+Toy	KILLER <b>BEEES*</b>
Toy	ICE <b>BRAIN</b>	Lulu+Toy	NEO <b>STARS</b>
Leon+Angel	MAD <b>BEASTS</b>	Two letter "E"s are required for keywords marked with *. Keywords are indicated in bold characters.	
Leon+Lulu	WILD <b>WINDS</b>		

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● age: 37	
● height: 5'5 feet	
● weight: 128 pound	
● native place: France	
● striking force	
Speed of movement	★★★
Endurance	★★
Flexibility	★★
Evasion	★★★
potential	★★★

**Angel**  
 CERAMIC ARMS  
 (close range)

Weapon: wide napalm  
 Defensive and tear gun

●age: 19		
●height: 157cm		
●weight: 108lb		
●native place: Third generation Japanese		
●striking force		
Speed of movement	★★★★★	
Endurance	★★★★★	
Capability	★★★★★	
Evasion	★★★★★	
Potential	★★★★★	
Main shot	wide shot	Weapon
		normal bomb
		Defensive arm
		revolver

● age:25	● height:5feet 10inch	● weight:179pound	● native place:new York
Striking force	★★	★★	★★
Speed of movement	★★★★	★★★★	★★★★
Endurance capability	★★★★	★★★★	★★★★
Evasion potential	★★	★★	★★

TOY

ICE BRAIN  
(code name)

Main shot

ice shot

Weapon

ionic bomb

Defensive arm

blast gun