Dreamcast™

Dreamcast™

HEADHUNTER

AMUZE

SEGA

EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

CONTENTS

INTRODUCTION

The future is here, and it's a dangerous place. Especially when you don't know who you are, who wants you dead, or why...

Los Angeles: Early in the 21st century. Gang warfare and soaring crime have led to repression under a near-fascist regime. Strict censorship controls the media, and new laws measure everything and everyone by their value to the state. Wrongdoers face 'chipping' with experimental implants and compulsory organ donation, their body parts used to prolong the lives of law-abiding citizens.

Leading the war against crime is the Anti-Crime Network, an elite force of privatized law enforcers. Like bounty hunters of old, the ACN's 'Headhunters' track down the city's Most Wanted wherever they hide. Combining combat skills and cunning with the latest in high-tech weaponry, the Headhunters are turning the criminal tide.

But when the millionaire founder of the ACN is murdered at his desk, it seems the underworld may be striking back. Is his death the work of the Syndicate and its mysterious criminal mastermind, or does the truth run deeper and darker...?

CHARACTERS

JACK WADE
Career cop turned professional Headhunter, best of the best. Tough, resourceful and independent by nature, Jack is a man of few words with a dry line in wit. Waking from a coma with no memory, few friends and a revoked license, he is hired by heiress Angela Stern to find her father's killer. If he lives long enough, he may uncover the truth of what happened to himself along the way...

ANGELA STERN
Smart and resourceful, with an MIT education and plenty of attitude; Angela is more than capable of fighting her corner with a keyboard, a fist or a gun. Only daughter of murdered ACN chief Christopher Stern, she burns with hatred for the man responsible, the criminal Syndicate's mysterious boss. Hiring Jack to find him, she forms a partnership that leads them both into danger...

ALAN SHARPE
Adopted protégé of Angela's murdered father and his successor as head of the ACN, Sharpe was raised alongside Angela as a kid. A brief romantic fling left Angela disillusioned, but Sharpe still harbors feelings for her. Smooth, slick and highly ambitious, his hard-line views and ruthless methods threaten to raise the stakes in the ACN's war against organized crime...

HANK REDWOOD
Roughneck, redneck ex-Vice cop turned Headhunter, Hank is good at his job... but not quite good enough. Frustrated by years of playing second best to Jack Wade, he is hostile when Jack reappears as a lowly freelance, cast out from the ACN. Determined to stay number one Headhunter, Hank may not be smart, but he has enough wily cunning to be a dangerous rival and a thorn in Jack's side...

CHARACTERS

CHIEF HAWKE
Strict but strictly honorable, Jack's former chief at the ACN is a by-the-book guy who dislikes Jack's methods but admires his abilities as a Headhunter. Shrewd and experienced, he believes in the system but privately questions the methods of his political masters. Though reluctant to step out of line, he may just be the nearest thing Jack has to a friend...

DON FULCI
A mysterious recluse whose bloated figure is only ever seen shrouded in shadow on pirate TV broadcasts, Fulci's identity remains a mystery. Thought to be behind the criminal Syndicate and the murder of Angela's father, he promotes himself as a respectable businessman opposed to the growing power of the ACN. For Angela and Jack, he may be the one man with the key to the truth...

GREYWOLF
An old-school criminal, Greywolf is leader of the vicious Wolfpack biker gang that terrorized the city before the ACN crackdown. Once a proudly independent thief, murderer and extortionist, he now finds himself taking orders from the Syndicate, freelance crime a thing of the past. He may not like it, but he remains a formidable adversary whose brutal reputation is well deserved...

RAMIREZ
Also known as the 'Cyber Cowboy', Ramirez has an unhealthy passion for high-tech weaponry and instruments of torture. A serial kidnapper and psychotic mass murderer, his dubious talents and enthusiasm for his work attracted the attention of the Syndicate, who now employ him wherever total and unquestioning ruthlessness is required. They pay him well, but Ramirez is in it for the fun...

How to Start a game
Correctly boot up Headhunter. When the title screen appears, press START. Use the Analog Stick to select one of the choices that appears. Press Ⓐ to confirm selection.
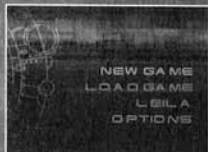
NEW GAME
Select "NEW GAME" if you want to start a new game from the beginning. You will be asked if you want to do a "TRAINING MISSION" before starting. It's strongly recommended that you do the training mission before playing for the first time.

LOAD GAME
Select "LOAD GAME" if you want to load a previously saved game. This will bring up a list of saved games. Select a saved game with the control stick. Press Ⓐ to confirm selection.

VR MISSIONS
Select "VR MISSIONS" to play the LEILA VR Missions that you have unlocked in the game.

OPTIONS

Sound -	Select if you want Stereo or Mono sound.
Vibration -	Turn the Vibration function ON or OFF.
Radar -	Switch between rotating or fixed radar.
Adjust screen -	Move the screen to fit your display.
Language -	Select the language for the texts in the game.
Initialize settings -	Reset the settings to default.
Subtitles -	Turn the subtitles ON or OFF.

CONTROLS

BASIC CONTROLS

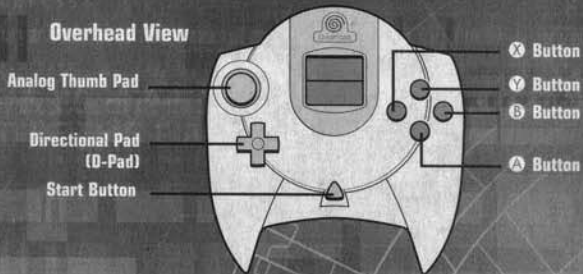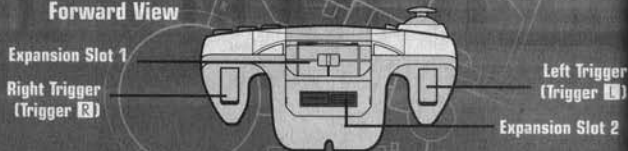### Overhead View

Analog Thumb Pad

Directional Pad (D-Pad)

Start Button

❌ Button
❤ Button
Ⓑ Button
Ⓐ Button

Forward View

Expansion Slot 1

Right Trigger (Trigger Ⓡ)

Left Trigger (Trigger Ⓛ)

Expansion Slot 2

ANALOG THUMB PAD: Move:
Move the Analog Thumb Pad in the dorection you want to move.
Your character walks or runs depending on how far you move the stick.

Ⓐ BUTTON Action: The Ⓐ button allows you to perform many actions. The action changes depending on where your character is standing. When your character is standing next to an item you can interact with, the Ⓐ icon appears on the bottom left of the screen.
Shoot:
While in gun mode, press the Ⓐ button to shoot.

CONTROLS

Stealth attack:
To use the stealth attack approach an enemy from behind in gun mode and press the Ⓐ button when you are almost touching the enemy.

Ⓑ BUTTON Roll: Press the Ⓑ button to roll forward. While in gunmode, press the Ⓑ button and push ⬅ or ➡ on the control stick to roll sideways. The roll can help you avoid taking damage in a fight.

❌ BUTTON: Switch target:
The "X-aim" function allows you to switch target and adjust your aim manually.
When you enter gun mode, you automatically aim at the closest enemy. Tap the ❌ button to switch to aim at another target. If there is an object to shoot at, tap the ❌ to switch aim to the object. The ❌ button is also very useful for sneaking around corners.

Ⓛ TRIGGER Crouch: Press and hold the Ⓛ button to crouch. This is very useful for hiding behind objects.

Ⓡ TRIGGER: Gun mode: Press and hold the Ⓡ button to draw your weapon. Your character will automatically aim at the closest enemy. Release the Ⓡ button to exit gun mode.

START BUTTON: Go to subscreen. Press the Start button to go to the subscreen.

SPECIAL CONTROLS

Bike

Use **R** to accelerate, **L** to decelerate. Hold **L** & acclerate using **R** with ◀ or ▶ to perform a quick turn.
Accelerating quickly will cause the bike to wheelie, at this time you will not be in full control of the bike. Reverse your bike using the **B** button.

Wall mode

When you are close to a wall, press **Y** to sneak up against the wall. When you are up against the wall, push ◀ or ▶ to walk sneak along the wall. Push ◀ or ▶ when your are close to a corner to peek around the corner. While you are peeking around the corner, you can press the **X** button to select a target.

Shootouts

When you are in wall mode and standing by a corner, press **R** to turn around the corner with your gun drawn, ready to shoot. Release **R** to quickly return to the corner again. This is very useful in shootout situations.

Adjust aim

When you are in gun mode, press and hold **X** and push ◀ or ▶ on the stick to rotate your character and manually adjust the aim. Release **X** to aim at the selected target.

Push and pull crates

Some crates can be pushed and pulled. To push or pull a crate, stand next to the crate and press and hold **A** to grab the crate. Press ⬆ or ⬇ on the control stick to push or pull the crate. If the object can not be pushed or pulled, your character will not grab the object.

Climb obstacle

Some objects can be climbed. To climb an object, push the analog stick towards the object for a little while and your character will climb the object. If the object cannot be climbed, your character will not attempt to do it.

GUNMODE

Targeting is an invaluable assistance in gunfights. Targeting is enabled when Jack enters gun-mode.
Hold down the R button to enter gun-mode.

X-AIM

When Jack enters gun-mode, a red sight will appear on the enemy that Jacks aims at. This is the target indicator. While Jack has targeted an enemy or object, he will circle around the target when moving and keep the target in focus.
X-aim allows Jack to quickly switch between targets.
When there are multiple enemies or objects on the screen, Jack can switch between the targets by pressing the X button. A gray sight indicates the enemy or object Jack will target if you press the button.
Jack cannot target objects unless you press the X button to switch target to an object.
TIP: Keep a lookout for explosive objects in the environment. Jack can shoot at such objects and cause heavy damage to enemies.
While holding the X button, Jack can be rotated with the control stick. This is useful for adjusting Jack's aim and manually selecting a target. It's also a useful technique for sneaking around corners.
TIP: Learn to master X-aim. It's an invaluable assistance for Jack in battle.

OBJECT INDICATOR

When Jack sees an object he can interact with, a red indicator appears on that object. This is the Object Indicator and shows objects that Jack can examine or interact with in other ways. To interact with the object, walk up to the object and press the A button.

SUBSCREEN

Press START during the game to pause and bring up the subscreen. There are four different subscreens, press **L** or **R** to cycle through the different screens. Press START again to exit the subscreen and return to the game.

ITEM SUBSCREEN

As you guide Jack through the adventure, you will find various items that Jack can use or in other ways assist Jack in battle. The items that can be used or equipped ppear in the items subscreen.

HOW TO USE ITEMS

Press START during the game to access the subscreen. Use **L** or **R** to cycle to the items subscreen. Use the control stick to move the cursor to the item you want to se and press the **A** button. Confirm your selection with the **A** button.

QUICK EQUIP

Weapons and assist items can be used without accessing the subscreen. This is called quick equip. The directional pad is used to access this function.

During the game, press **◀** or **▶** on the d-pad once to bring up the items that can be used with the quick equip function. Press **◀** or **▶** to cycle to the item you want to use. Press **▼** to use the item. Press **▲** anytime during the game to reload the current weapon. Press **▼** anytime during the game to bring up the item that was last equipped. For example, this enables Jack to quickly switch between grenades and a gun during a fight.

TIP: Learn to master the quick equip function but keep in mind that the game doesn't pause during quick equip.

CASIO. SUBSCREEN

The **CASIO.** Subscreen is Jack's interface to his **CASIO.** VM which he carries on his wrist. It also enables him to save the game. To use the functions of the wrist-watch, first access the subscreen. Use **L** or **R** to cycle to the **CASIO.** subscreen. Push **◀** or **▶** on the analog stick to switch between the different functions. The **CASIO.** VM has the following main functions:

ANGELA STERN

Only my dignity - though I'm getting kind of stir crazy.

5 DATABASE

The documents that Jack finds during the game are stored here. It is also a link to the LEILA database. When Jack finds a new document, or a new document is available in the LEILA database, Jack will read it automatically. Select the database function as described above. Push ⬆ or ⬇ on the stick to select the document you want to read. Press to read.

While reading a document, press Ⓐ to scroll down and ⓧ to scroll up.

OBJECTIVES

The objectives keep track of what Jack should do next. Every time a new objective is stored in the **CASIO**, a "New Objective" icon appears on the screen. While this icon is displayed, press the Start button to jump directly to the objectives section of the Casio subscreen. At other times, the objectives function has to be accessed with the method described above.

SAVE

To save your game from the last restart point, select the save function as described above. Push ⬆ or ⬇ on the stick to select a slot for your save data. Press Ⓐ to confirm selection. If you select a slot that is not empty, you will be asked if you want to overwrite the old file. Select "YES" if you want to overwrite the existing file and "NO" if you want to select another slot.
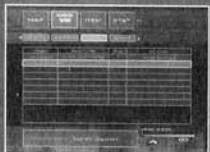
WARNING! Do not remove the memory card or turn the power off while saving.
Doing so may cause the data to disappear.

STATUS SUBSCREEN

The status subscreen shows Jack's current status. Information that is displayed on the status subscreen:

> Health.
> Equipped weapon and gear.
> The headhunter license.
> Skill Points

THE MAP SUBSCREEN

Use the map subscreen to keep track of where you are and where to go.

How to use the map

Press START to access the subscreen. Use L or R to cycle to the map subscreen.

Use the control stick to scroll the map around.

Press Ⓐ to zoom in Press ⓧ to zoom out.

The map will build up as you enter the rooms of a location.

Goal locations and tracked objects are marked as a big red dot.

Out-door map only: Visited locations will appear as a grey dot.

HEALTH AND ADRENALIN

Jack has two meters that indicate his current life status. These are called the health meter and the adrenalin meter.
When Jack takes damage, the health meter decreases. However, Jack can inject himself with adrenalin shots during the game to temporarily boost his adrenalin level. The effect will decrease continuously. During this time, the adrenalin meter will decrease instead of the health meter when Jack takes damage.
TIP: Careful planning of when to use health packs or adrenalin is often the difference between life and death.

GATES

The gates are located between the different areas in the city. Gates restrict access to anyone with an incorrect access level. If Jack has the correct access level, drive into the gate to enter the next area. If Jack doesn't have the correct access level, he will be sent back to the area he came from. Jack gets higher access levels from upgrading his Headhunter License.

THE RADAR

The radar is located in the upper right corner of the screen.
Jack's position
The arrow in the center of the map represents Jack's position.
Enemies
Enemies are shown as flashing arrows. The arrows have different colours depending on the situation.
Normal mode
The enemies are patrolling or minding their own business.

WARNING MODE

An enemy has been alerted by a sound and is on his way to investigate it.

Yellow Danger mode

The enemies know you are around and are actively searching for you. Stay hidden for a while to make the enemies return to normal mode.

Red Danger mode

You have been seen by an enemy or the enemy has somehow found out about your whereabouts. The radar turns red and the enemies will try to shoot at you. Defeat them in battle or run and hide. If Jack stays undetected for a while, the enemies will enter Yellow Danger mode.

TARGET LOCATION / TRACKED PERSON

Sometimes, there is a location that Jack has to get to or a person he has to track. The position of this location or person is represented by a large orange dot on the radar. A red arrow points at a target location or tracked person that is not visible in the current radar view.

ACN AND LEILA

INTRODUCTION

The Law Enforcement Intelligence and License Approval unit (LEILA) is an administrative organization appointed by government to support and regulate law enforcement activity. LEILA maintains an extensive database of criminal records and other information needed in the fight against organized crime. It is also responsible for issuing licenses and equipment to private law enforcers.

LEILA works closely with the Anti-Crime Network (ACN), the law enforcement agency appointed by government to lead the fight against crime. It supervises Headhunters contracted by the ACN to capture wanted felons, as well as those working freelance.

HEADHUNTER LICENSES

All Headhunters have to be licensed by LEILA. The Headhunter License contains information about the level of law enforcement proficiency attained, as well as other information that uniquely identifies the license holder.

There are five grades of license: C, B, A and AAA. A 'C' License is the entry-level grade required to practice as a Headhunter. Other grades reflect increasing proficiency, with AAA being the highest level attainable.

Higher grades of license give access to more information from the LEILA database and entitle the license holder to carry more powerful equipment. Entry to some areas of the city is also restricted to holders of a particular license.

A Headhunter whose crime fighting has earned him sufficient Skill Points may upgrade his license to the next grade by taking the appropriate proficiency tests. The Headhunter Tests use virtual reality simulation and are taken at the VR Terminals located in the LEILA offices.

★ Access to this terminal is granted to the Number one Headhunter.

SKILL POINTS

Skill points are used as a measurement of a Headhunter's proficiency. To take a test for a license at LEILA, a certain amount of skill points are required. You cannot enter LEILA and take a test until you've reached a new skill level.

Skill points are earned by skillful driving of the bike, monitored by Jack's watch. Quick and skillful driving makes the skill points increase, while crashing makes the skill points decrease. In addition to driving the bike, Jack also has to prove his worth by shooting criminals, before a new upgrade becomes available. "Level reached. Go to LEILA" is written out on the screen when the requirements for an upgrade are met.

VR TERMINALS

Utilizing the latest in virtual reality technology, the VR Terminals are the user interface to all services provided by LEILA.

Headhunters can use the terminals to browse the LEILA database for criminal records and other useful information, provided they have the appropriate grade of license allowing access to those files.

The terminals are also used to take the Headhunter Tests needed to obtain or upgrade a Headhunter License. Each license upgrade requires the user to pass a series of increasingly demanding tests, designed to reflect the different skills needed for a successful career as a Headhunter.

The VR Terminal's virtual reality simulations test these skills in a variety of ways, challenging the Headhunter's law enforcement abilities without threat to living persons or property.

EQUIPMENT DISPENSERS

Headhunters draw all their equipment from LEILA. This ensures they are equipped with the latest in ENP weaponry, designed to meet all the challenges of law enforcement while observing the need to safeguard valuable organs.

Weapons and other combat gear are collected from the equipment dispensers located in the LEILA office. There are four dispensers, one for each grade of Headhunter License. Each contains equipment suited to that grade of license: basic equipment is drawn from the 'C' dispenser, while the most advanced and powerful weaponry is held in the 'AAA' dispenser. Each dispenser can only be opened by holders of the appropriate license. Headhunters should always check the correct dispenser for new equipment after upgrading their license.

The high security equipment dispensers ensure that weapons are only issued to those licensed and fully qualified to use them. There is also a fifth equipment dispenser. Its content is only obtainable for the most skillful of the Headhunters.

NOTE: CASIO. Visual Manager

The functionality of the Visual Manager is purely fictional. However, the design is based upon the CASIO. WQV-2 - The Worlds First Wrist Digital Camera. The WQV-2 can store up to 100 images, and comes with an Infrared port and PC Link software for downloading images to a PC. Please visit www.casio.co.uk/timepiece for further information on the CASIO. Wrist Camera.

LEILA DATABASE

The LEILA database is a major resource for information on all aspects of crime fighting. It is accessible from the VR Terminals located in the LEILA offices, or from anywhere in the world via a licensed user's VM.

The database provides background on all of the services provided by LEILA and the procedures for using them. A comprehensive Weapons section ensures that Headhunters are fully familiar with ENP technology and the use of each weapon they are licensed to carry.

Criminal Profiles provide information on suspects, felons and criminal organizations.
Intelligence Files contain Headhunter Case Notes and other confidential Case Reports. Where organized crime is suspected, LEILA is also allowed access to sensitive government and commercial records.

For security purposes, information in the database is rated according to its confidentiality and can only be accessed by personnel holding the appropriate grade of license.

THE CASIO VM

The Biotech VM-52X Communicator is an advanced portable communications device issued as standard to all Headhunters and other authorized personnel.

The CASIO. VM incorporates satellite-linked cell phone technology ensuring transmissions may be received in virtually any location worldwide. It also allows the user full remote access to the LEILA database.

A bio-recognition chip inside the CASIO. VM identifies the user, accessing their Citizenship Record or Headhunter career résumé. Access to the LEILA database and other advanced functions is then granted according to the user's security clearance.

The CASIO. VM can be used to locate another user by homing on the signal from their VM. The 52X model can also detect the unique electromagnetic signature emitted by CCS implants. If the ID code for a particular control chip is known, the implanted felon can be tracked over short distances.

THE ANTI-CRIME NETWORK (ACN)

The Anti-Crime Network (ACN) is the nation's leading law enforcement agency, with an 83% market share of all crime fighting activity.

While it plays a major role in the day-to-day maintenance of law and order, the ACN is primarily targeted against organized crime. This has led its elite force of officers to assume many of the responsibilities of the former FBI and ATF agencies. This force is supplemented by private Headhunters contracted exclusively to track and capture wanted felons.

LEILA is responsible for regulating the activities of these Headhunters, providing them with training and equipment. It also provides access to its intelligence database.

A private organization appointed by government, the ACN is headed by a Director accountable to the President. Operational Chiefs with jurisdiction over Field Officers, Headhunters, Intelligence and other areas report to the Director.

GAME OVER

When Jack takes damage, his health meter decreases. When the health meter reaches the bottom, the game is over and the GAME OVER screen appears.

On the GAME OVER screen, you can use the stick to select if you want to CONTINUE the game or EXIT to the main menu. If you select CONTINUE, Jack will restart the game at the last restart point with full health.

ENP WEAPONS

Developed by Biotech Corporation, Electric Neural Projectile (ENP), combines neuro-stimulants with a motor cortex scrambler. ENP weapons are capable of causing severe pain and eventual brain death without damaging valuable internal organs.

Jack receives weapons from LEILA. They are picked up from the equipment dispensers in the LEILA office. Following is a list of some of Jack's weapons. As Jack upgrades his license, more weapons will be available to him.

TIP: Read the LEILA database to get more information about the ENP weapons!

The list below contains just a few of the weapons that will become available to your character during the game.

STIMULATOR AUTOMATIC

Manufacturer: Smith & Easton

Origin: USA

ENP handgun, standard ACN issue. A versatile weapon carried by all Headhunters, it is particularly useful against multiple enemies due to its fast rate of fire. A custom upgrade offers increased mag capacity and firing rate.

Controls:

While in weapon mode, press Ⓐ to fire.

RESONATOR GRENADE

Manufacturer: General Munitions, Inc

Origin: USA

ENP hand grenade that generates a sonic boom with a wave-form similar to that of a conventional explosion but harmless to non-organic material. Organic targets within range suffer severe neural damage.

Controls:

While in weapon mode:

Tap Ⓐ to throw the grenade a short distance.

Hold Ⓐ to throw the grenade a long distance.

SCORPION NEUROSTUNNER

Origin: USA

Small silenced handgun with modified ENP ammunition that scrambles signals from the motor cortex region of the brain, incapacitating the victim for a limited time. Needs a short period of charging before a shot can be fired. Useful in stealth situations.

Controls:

While targeting an enemy, hold Ⓐ to charge. When fully charged, release Ⓐ to fire.

DECOY SHELLS
Manufacturer: General Munitions, Inc
Origin: USA
Shells for the Stimulator Automatic can be thrown as a decoy to lure enemies away. Very useful for stealth situations.
Controls:
While in weapon mode:

> Tap Ⓐ to throw the shell a short distance.
> Hold Ⓐ to throw the shell a long distance.

PROXIMITY MINE
Manufacturer: General Munitions, Inc
Origin: USA
ENP mine with the latest in stealth technology which renders it virtually invisible. Fitted with a motion sensor, the mine explodes when someone comes close.
Controls:
While in weapon mode, press Ⓐ to place and activate the mine.