

ELECTRONIC ARTS™



NTSC U/C
PlayStation®



SLUS-00739

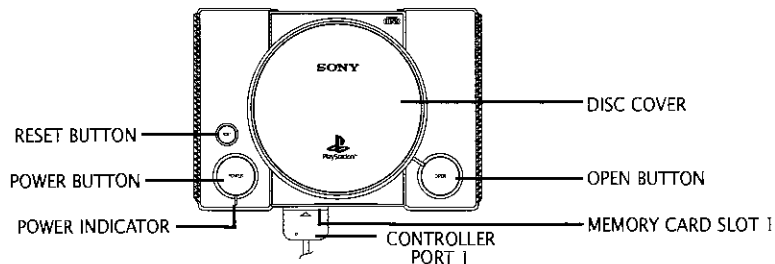
CONTENTS

| | |
|---------------------------------------|-----------|
| STARTING THE GAME | 3 |
| CONTROL SUMMARY | 4 |
| INTRODUCTION | 5 |
| GETTING STARTED | 6 |
| CRIME WAR | 6 |
| PRECINCT ASSAULT | 8 |
| OPTIONS | 10 |
| PLAYING THE GAME | 11 |
| PLAYING CRIME WAR | 11 |
| PLAYING PRECINCT ASSAULT | 16 |
| BATTLE FOR THE BASIN | 23 |
| SAVING AND LOADING | 25 |
| CREDITS | 26 |

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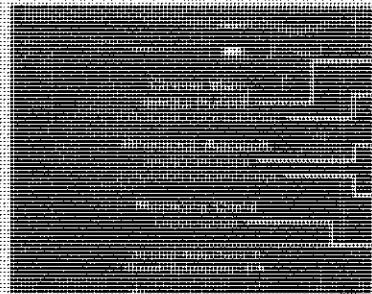
STARTING THE GAME



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Future Cop:™ L.A.P.D.* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. The opening video sequence begins, followed by the *Future Cop: L.A.P.D.* Title screen.
 - If you want to bypass the video sequence, press **START**.
4. The Title screen remains onscreen for five seconds, then the Main menu appears.
(➤ *Main Menu* on p. 6.)

GETTING STARTED

MAIN MENU



- BEGIN A ONE-PLAYER GAME NOW
- PLAY A COOPERATIVE TWO-PLAYER GAME NOW
- BEGIN A ONE-PLAYER PROJECT ACCOUNT
- BEGIN A COOPERATIVE TWO-PLAYER PROJECT ACCOUNT
- LOAD A SAVED GAME

* To select an option, D-button (1) is highlighted, then press **A**.

NOTE: Select settings are listed in bold type in this manual.

CRIME WAR

* To begin a Crime War game, select **SINGLE PLAYER** or **2-PLAYER EXPERIMENTAL**. The Crime War introduction plays for the first time after the account is successfully set. Then the Setup screen appears.

SETUP SCREEN

You can enter your name and select a difficulty level from the Setup screen.

To enter your name:

1. Highlight **NAME** on the Setup screen, and press **A**.
2. D-button (1) to cycle through the alphabet, and D-button (2) to move to the next space.
3. Press **A** to confirm the name you've entered.

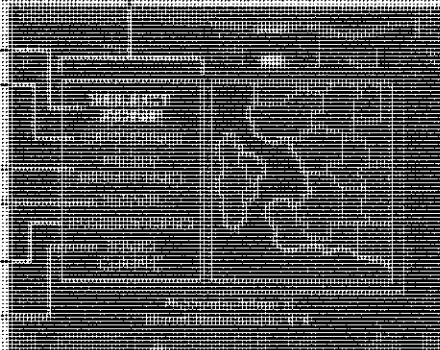
To select a difficulty level:

1. D-button (1) to highlight **EASY** on the Setup screen.
2. D-button (2) to highlight **EACH NORMAL** or **DIFFICULT**, and press **A** to confirm your selection.
 - * If you play in the Crime War Zone Select screen, D-button (1) to highlight **EASY**, and press **A**.

CRIME WAR ZONE SELECT SCREEN

- CHOOSE A ZONE TO PLAY
- ALTER THE ZONE'S NAME (A-Z) (0-9) (SPACE) (DEL) (1)
- VIEW THE CRIME WAR ZONE VIDEO
- LOAD A ZONE (A-Z) (0-9) (SPACE) (DEL) (1)
- DELETE THE ZONE'S RECORD (A-Z) (0-9) (SPACE) (DEL) (1)
- QUIT THE ZONE (A-Z) (0-9) (SPACE) (DEL) (1)

CHOOSE A ZONE TO PLAY
ALTER THE ZONE'S NAME (A-Z) (0-9) (SPACE) (DEL) (1)



To select a zone:

1. Highlight **SELECT ZONE** and press **A**. The Zone Map becomes active.
2. On the Zone Map, D-button (1) to move in any direction to cycle through the available zones, and press **A** to select a highlighted zone. The Zone Briefing screen appears (1- Zone Briefing on p. 11).
3. After the Zone Briefing plays, the Weapon Select screen appears.

WEAPON SELECT SCREEN

The Weapon Select screen allows you to customize your arsenal for the zone you will be entering. As you progress through the game, more weapons become available. You can pick the weapons that are most appropriate for a given zone.

- **ENTER** to enter a weapon, **DOWN** to scroll a weapon.

| | |
|----------------|---|
| GUN | Low-powered weapons such as pistols and handstunners. |
| SHOT | Medium-powered weapons such as machine and assault. |
| SPECIAL | High-powered weapons such as sniper and machine. |

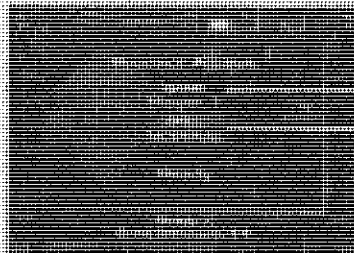
NOTE: The number that follows each weapon type represents the number of choices available. The number increases as you progress through the game.

- To cancel your weapon selection, highlight **BACK** and press **ENTER**. You then view game targets (**DOWN** to scroll, **ENTER** to select).

PRECINCT ASSAULT

- To begin a Precinct Assault zone, select **UNPAID PLAYER** or **PLAYER COMPETITION**. The Precinct Assault zone starts when the difficulty level you prefer is announced, and is followed by the First Blood screen. Press **ENTER** to advance to the Zone screen.

SETUP SCREEN



ENTER A NAME

SELECT A DIFF. LEVEL

- To continue to the Precinct Assault Zone Select screen, **ENTER** to highlight **SELECT DIFF. LEVEL**.

PRECINCT ASSAULT ZONE SELECT SCREEN

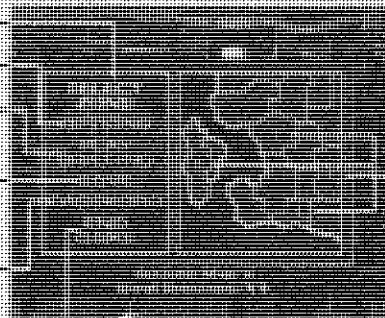
SELECT ONE OF THE AVAILABLE ZONES.

ACCESS THE OFFENSE ZONES.

PICK THE PRECINCT ZONE OF YOUR CHOICE.

VIEW A ZONE'S MAP, PRECINCT ZONE'S ZONES, OR MAPS AND LOCATIONS (ONLY ON).

ACCESS THE DEFENSE ZONES OR ZONES OF INTEREST (ONLY ON).



THE HIGHEST LEVEL REACHED IN THE ZONE

SELECT ONE OF THE ZONES:

To select a zone in Precinct Assault:

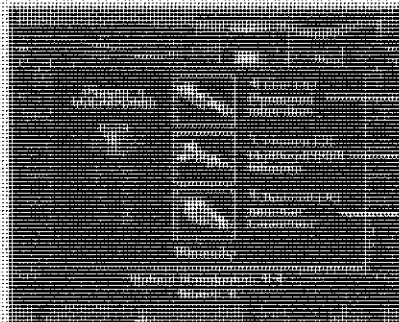
1. Highlight **SELECT ZONE** and press **ENTER**. The zone map becomes active.

On the Zone map, **DOWN** to scroll at any direction to cycle through the available zones, and press **ENTER** to select a highlighted zone.

If you've completed any of the ten difficulty levels in the zone, the Select Level of Difficulty screen displays. **DOWN** to scroll, **ENTER** to highlight a difficulty level, **DOWN** to scroll, and press **ENTER**. The Weapon Select screen appears.

WEAPON SELECT SCREEN

► Weapon Select Screen (p. 11)



SELECT A GUN WEAPON

SELECT A HEAVY WEAPON

SELECT A SPECIAL WEAPON

► To access your weapon arsenal, highlight **WEAPON** and press **X**. Then Press **Triangle** to open your Weapon Select screen (p. 11).

OPTIONS

OPTIONS SCREEN

- To access the Options screen, select **OPTIONS** on the Zone Select screen.
- To highlight an option: **D-Pad** (←)

VOLUME To adjust the volume level of the **SOUND FX**, **MUSIC**, and **ENVIRONMENTAL**.
D-Pad (←)

GRAPHIC MODE Toggle **STEREO** or **MONO**.

NOTE: The **Language** information **CHANGES** is **GAME-ONLY**.

CONTROLLER OPTIONS: Highlight **CONTROLLER OPTIONS**, and press **X** to enter the Controller Options Screen. On the Controller Options screen, **D-Pad** (←) to view **Stick** and **Trigger** controls, and **D-Pad** (←) to return from any of four pre-set configurations. Press **X** to return to the Options screen.

NOTE: In this screen mode, only the player who selected **CONTROLLER OPTIONS** controls the Controller Options screen.

NOTE: A **LONG** HOLD OF **X** OR **START** BRINGS YOU TO THE **ANALOG** CONTROLLER SCREEN.

IN-GAME OPTIONS

- To access the in-game options, press **START** during gameplay, and press **SELECT** at the Pause screen.

VOLUME To adjust the volume level of the **SOUND FX**, **MUSIC**, and **FX**.
D-Pad (←)

GRAPHIC MODE Toggle **STEREO** or **MONO**.

EXIT Press **X**, and toggle **NO** or **YES**.

PLAYING THE GAME

The following explain the play mechanics for Crime War and Precinct Assault.

PLAYING CRIME WAR

In Crime War, you must eliminate the criminal elements from a selected zone before they can enter the zone.

ZONE BRIEFING

The Zone Briefing screen displays your objectives in a given level, based on the information available at press **X** to return to the Weapon Select screen. (► Weapon Select Screen at p. 11)

VIDEO DISPATCH WINDOW

Upon receiving a case, the Video Dispatch Window appears in the lower-right corner of the screen. It reports information throughout the case to relay important information.

DISPATCHER

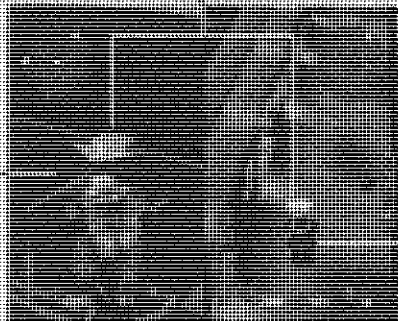
Frequently during the course of your assignment, you'll receive radio transmissions from the L.A.P.D.'s central dispatcher. The dispatcher is the backbone of the system, providing valuable insight about your current character you'll face on your beat.

COOPERATIVE MODE

In Cooperative Mode, two players work in tandem to bring down the forces of evil at work in L.A. To your advantage, you possess twice the firepower. However, you also share your Armor advantage, so watch your partner's back.

THE ARROWS POINT TO THE
LOCATION OF YOUR PARTNER

PLAYER TWO'S
X-1 ALPHA



PLAYER TWO'S
X-1 ALPHA

THE GANGS

Each zone in *Crime War* is controlled by a unique and powerful gang, determined to make your name on the force's skin out. Here's a rundown of the various gang leaders and the mean they bring to the L.A. Streets.

Griff's Pack - Head of the Western District is not an old member of a band of student bodies in the University of Los Angeles is used to getting what he wants. To date, he has used his authority, driving powerful groups together and even went as far as violating Barbara American High 1000 as a state of force. Now, after taking control of the Griff's Pack Directorate, he has taken control of Los Angeles with his last number when he will strike again.

Gene Beach - Dr. Aaron Beach, the king of designer drugs, is the power broker in the zone of the city that is notorious for illegal activities. An elite, corrupt doctor of a slowly rising drug addict at Santa I that repeatedly kills work anyone who ignores it. Perhaps the only one with respect to Gene, often is ruthlessly ruled upon the automated pharmaceutical processing plant in the center of the zone.

Lo Rina, the FBI - At one time, Tiffany Rina was a mild-mannered pediatrician, until the collapse of her father's drug medical practice. These days, Tiffany is High Priestess of a new age cult that worship a mutated woman. To her, "god" the cult requires sacrifice from people and animals, but now they've kidnapped their first high profile victim: Mayor Ramirez's daughter, Estrella.

Warrior Beach - Warrior Beach is dominated by the De Tora family, one of the most powerful crime syndicates in the city. The De Tora has representation across a range of the traditional markets, such as illegal gambling, extortion, and money-lending. Although, though, they're the most well-developed in the criminal underworld, has represent a mean relationship with the L.A.P.D. to pull their own way. However, something much fiercer have (don't) be a traitor.

Red's Gang Prisoner - Under Tisha is one of the world's most feared assassins. It was born of attack mode, he and his forces murdered 80 people and brutally terrorized 80 more. Go with a few hours ago, Tisha was actually arrested within the confines of Pacific State Prison, serving multiple life sentences for his heinous crimes. However, later that the same group, Agents have sprung them for their leader and took control of the facility. If Tisha is allowed to escape, more will surely go, the police.

Snake City — The retirement of Snake City is part of Uncle Raymond, a brilliant though somewhat peculiar, who has subjected himself to a series of experimental mutations. At one time, he developed a super for the government, but when his tests were revealed the officials he refused all payment to continue his experiments. Working through the darkest parts of his mind, he has used his advanced knowledge of chemistry, nuclear physics, and genetics to develop a poisonous toxin capable of wiping out all life in Los Angeles. Uncle Raymond has also experimented with deadly nuclear waste. He has brought the underground to a dark, perilous future war.

L.A. Spiesport — Professor Murphy's experiment is the latest and greatest of an unusual scientific group that performs their experiments in a dark, underground passage network. With the help of members of the other L.A. Spiesport gang, Professor Murphy will start a new world of the L.A. Spiesport and seek to reconstruct a world of all circumstances that exist and the L.A. Spiesport. He intends to use the talents of people he trusts that will allow him to continue his pursuit of scientific mastery.

Long Beach — Long Beach is the heart of the L.A. Spiesport, an advanced technology command center owned by Uncle Raymond. With the help of his high-tech weapons and L.A. Spiesport, Professor Murphy, a new generation of experimental intelligence, which has begun an assault on the city's secrets, that is the process, and finally communication of the L.A. Spiesport. And with a matter of hours, he will control the destiny of the entire region.

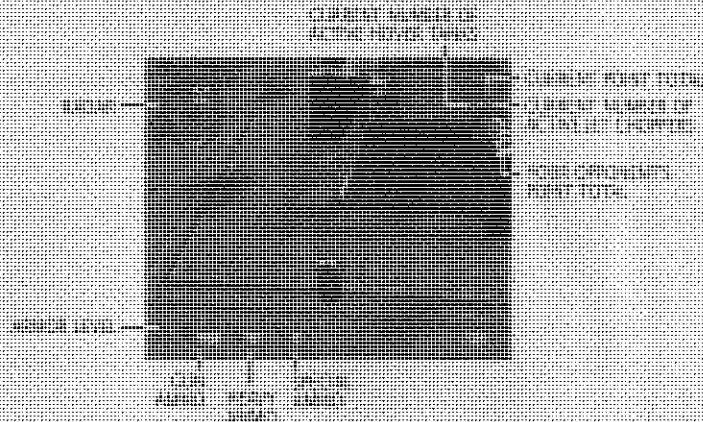
PLAYING PRECINCT ASSAULT

Precinct Assault is a tactical strategy and design. The computer designed as the bad man and the blue man, engage in a strategic battle. The ultimate goal of which is the successful attack of a computer's base.

SINGLE PLAYER PRECINCT ASSAULT

In Single Player Precinct Assault, you battle the Computer, an artificial intelligence opponent. Each of the four playable career missions of ten hours, beginning with level one, and ends each victory, and begin the next level at a progressively higher difficulty level.

PRECINCT ASSAULT GAME SCREEN

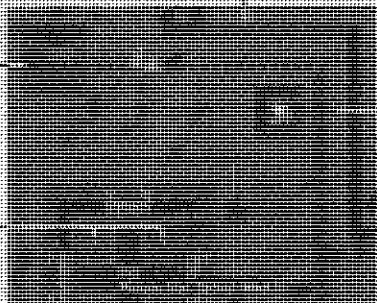


PRECINCT ASSAULT MAP SCREEN

The Precinct Assault Map screen displays the location of the various forces on the battlefield.

VIEW THE PRECINCT ASSAULT MAP TO VIEW THE LOCATIONS OF ALL UNIT TYPES, YOUR TEAM'S CURRENTLY DEPLOYED GENERATORS.

THE LEVEL ENTERING SCREEN SHOWS THE RELATIVE POSITION OF BOTH YOUR OWN TEAM (represented by 00001) AND THE



YELLOW DOTS INDICATE POWER LOTS.

TO SEARCH THE PRECINCT ASSAULT MAP BY STATE, IN addition to any other team units, it is also possible to find the location of the power stations.

• To view the Precinct Assault Map, select the game play option **START**.

NOTE: Pressing **START** in a Player Competitive Precinct Assault match brings up the Precinct Assault Map screen that shows the position of the game. Press **SELECT** on the Precinct Assault Map screen to pause the game.

SCORING AND SPENDING POINTS

Points play an important part in Precinct Assault. Each time you destroy enemy forces or capture enemy forces, you gain points. Use these points to purchase new units and build up your own forces.

NOTE: Each time your Walker is destroyed or destroyed, you return to the spawn area of your team in a new Walker at a cost of 10 points.

| Unit Type | Cost To Deploy | Number Points Value |
|---------------------|----------------|---------------------|
| Power Tank Squad | 1 | 1 |
| Power Tank Support | 1 | 1 |
| Jet Charger/Blade | 1 | 1 |
| Jet Charger/Support | 1 | 1 |
| Eventmaster | 50 | 5 |
| Flying Fortress | 50 | 5 |
| Walker | 10 | 10 |
| Energy Barricade | 100 | 1 |
| Blizzard Barricade | 100 | 1 |
| Blizzard Generator | 50 | 50 |

BUILDING YOUR FORCES

Each time you begin each match with only one Walker and a handful of sensors bring the generation of your team, purchase build an army force. The best team wins in a competition. It is also using generators and claiming neutral forces.

GENERATORS

Generators produce the forces you need to engage an opponent. You begin a match with two generators, one for building Power Tanks and the other for Jet Chargers. The whole generation are over the neutral area of the field. The number listed on the generator is the amount of points needed to produce a unit (i.e. Scoring and Spending Points on p. 10).

• To use a generator, stand in front of the generator and press **IT**.



• Press the generator icon to produce a unit. The unit will appear on the field. Press **IT** again to move the unit.



• To recover generators from a small force, press **IT** again. Your base team energy points.

After you are upgraded to a more potent, you gain two more types of generators that allow you to build Breakthrough and Heavy Fortresses.

Breakthrough is a 3x3 square station in the lower half of the board that controls half of your factory's total yield rate.

Heavy Fortress is a 4x4 square station in the top half of the board.

NEUTRAL FORCES

In addition to the Pact and the Coalition, each background contains neutral forces that can either help or hinder.

Targets

Targets are neutral enemies that hunt any enemy forces within the immediate vicinity.

- To claim a neutral target, stand near the neutral area **II**. The target's color changes to match your team.

Each time you claim a neutral target, you gain experience and some extra resources.

Outposts

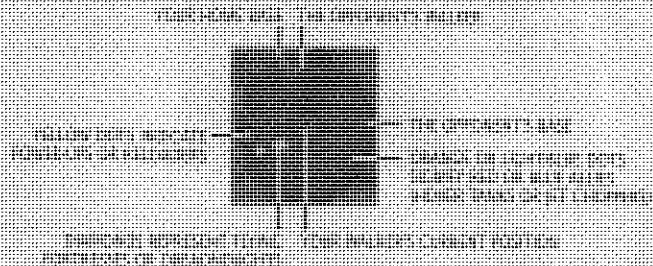
Outposts are neutral bases that you can capture to expand your territory and production capabilities. There are four outposts in each background. However, there is a cost of 20 points to take control of an outpost.

- To claim a neutral outpost, stand near the Outpost generator near the entrance, and press **II**.

Once you establish an outpost, you gain the ability to produce fewer units and Jet Chargers in that area, although at slightly higher yield cost. (► **Scoring and Spending Points** on p. 18.) Additionally, all outpost targets become permanently friendly.

RADAR

The radar is a gauge that for tracking your savings in a zone. The radar displays your current position in relation to the opposing team's base, as well as the location of any forces in the immediate area which can be distinguished by their color. Red, Blue, or Green (neutral).



STEALTH POWER-UP

In addition to the standard power-up (► **Power-Up & Recharge** on p. 18), you can find a special Stealth power-up in **Frontal Assault**.

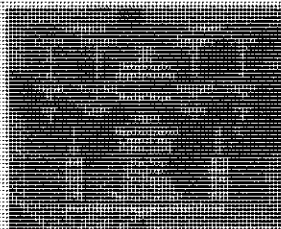
THE EFFECTS OF THE STEALTH POWER-UP ARE CANCELED COMPLETELY BY THE ENEMY PLANTS, THE ENEMY RADAR, AND LASER ATTACKS.

WINNING THE MATCH

Victory is achieved when a Force faction has more successfully within the control area of the opposing team's base.

NOTE: Our Victory rules change from the opposing team's base rather than

Each computer in a Proctor Assault match, the Results screen appears. The Results screen contains a detailed breakdown of various statistics recorded in the match.



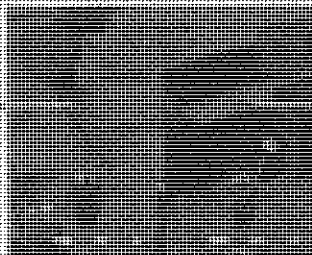
• To continue the game, press **START**.

If you win a Single Player Proctor Assault, you continue to the next level of difficulty. If you lose, you replay the current level at the same.

• To return to the Proctor Assault Zone Selection screen, press **SELECT**.

2 PLAYER COMPETITIVE MODE

In Competitive mode, with the use of a split-screen, two players engage over a one of the four available game zones.



BATTLE FOR THE BASIN

THE TAC X-1 ALPHA

The streets of Los Angeles are some of the toughest you're likely to encounter. Luckily, you'll be well-equipped with the power of the TAC X-1 Alpha, a revolutionary vehicle of modern science with the ability to transform into two unique vehicles: the Walker and the Hovercar. The nature of the art industry is extremely flexible, proved to the truth, and capable of handling the most the game have to offer.

WALKER

Offering a mix of speed and maneuverability, the Walker is the perfect choice for high-end situations and scenarios. It is fast and has the ability to jump to higher or lower levels.

HOVERCAR

The Hovercar, which can be defined as the speediest of the future, gliding several feet above the ground, it is extremely fast, has the ability to rotate in place, and can travel over water. The Hovercar is great for reaching over obstacles such as rivers and other water obstacles.

THE ACTION BUTTON

While you play, you'll encounter many different types of situations.

• To activate a mechanism, press down on the **ACT** button.

The result of pressing the Action button is not always obvious, so explore the area to find a designated energy field or open doorway.

When playing as the Walker, you can use the Action button as a park controller. If you travel on a ledge or raised platform, press and hold the Action button to prevent the Walker from falling off.

CHANGING TARGETS

As a state-of-the-art vehicle, the X-1 Walker is equipped with an advanced targeting system that locks on to enemies in the nearby vicinity. When the red beam appears, the command to fire a shot locks onto the target. However, in situations where multiple enemies abound, press **BB** to lock-on to the enemy or threat of your choice.

POWER-UPS & RELOADERS

Marked throughout each level are power-ups and indicators that replenish your Armor Level and weapons supply.

POWER-UPS REPLENISH WEAPON SUPPLY AND ARMOR LEVEL.

RELOADERS REPLENISH WEAPON SUPPLY AND ARMOR.

▶ To obtain a reloader, stand near the reloader icon, and press the Action button.

NOTE: In *Project Arsenal*, *Project Assault*, and *Project Resistance*, in *Close War*, they all do!

NOTE: In *Single Player Close War* or *Project Assault*, available two-way, the maximum Player Level indicator (maximum current of 7) appears when Player Level is 1000.

SAVING AND LOADING

To save a *Close War* or *Project Assault* single player game:

1. Insert a memory card with memory card slot 1.
2. Highlight SAVE on the Save Select screen, and press **X**. The Save Game screen appears.
3. If Slot 1 is highlighted, move out or designate a card slot slot, and press **X**.
4. To name the saved game, if Slot 1 is highlighted, and D-Pad **Left** or **Right** to highlight a new character. To complete the save, press **X**.

To load a saved *Close War* or *Project Assault* single player game:

1. Insert a memory card with the saved game slot set as current.
2. Highlight LOAD/SAVE on the Menu screen, and press **X**. The Load Game screen appears.
3. If Slot 1 is highlighted, move game, and press **X**.

NOTE: Always insert or remove a memory card while loading or saving files.

PASSWORD SCREEN

The Password screen allows you to establish a *Close War* or single player *Project Assault* game without a memory card.

To set a password:

1. Choose a name in *Close War* or single player *Project Assault*. The Save Select screen appears.
2. Highlight PASSWORD on the Save Select screen, and press **X**. The Password screen appears. The current password is **000000**, along the bottom of the Password screen.

To enter a password:

1. Highlight PASSWORD on the Save Select screen, and press **X**. The Password screen appears.
1. On the Password screen, D-Pad **Left** or **Right** to move characters, and D-Pad **Up** or **Down** to move to the next digit.
2. When the appropriate password is entered, press **X** to confirm the password.