

# VIRTUA COP 2

TM

The title "VIRTUA COP 2" is rendered in a large, stylized font. The word "VIRTUA" is in a metallic, blocky font with a purple-to-red gradient. The word "COP" is in a similar font, but the letter "O" is replaced by a target symbol with three red bullet holes. The word "2" is large and features a red-to-yellow gradient. The entire title is set against a background of a golden police badge with the words "DETECTIVE" and "SPECIAL POLICE" visible. The background of the entire cover is a dark blue, swirling, nebula-like pattern.

Virtua Cop 2 TM

SEGA™



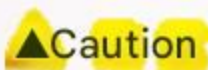


Good morning

Shoutmae

# Before using Dreamcast software

ください。



- When using this software, keep the room well lit and keep a sufficient distance from the TV screen so as not to strain yourself. For your health, take a 10-20 minute break every hour and

do not use the software when you are tired or sleep-deprived. Using the software for long periods of time or too close to a TV screen can cause eyesight deterioration.

In very rare cases, some people may experience temporary muscle spasms or loss of consciousness when exposed to strong flashing light, or a television screen. If you have experienced such symptoms, be sure to consult a doctor before using any of these symptoms while using the software, stop using it immediately and consult a doctor.

- Before removing a disc, wait until it has completely stopped rotating. Touching a rotating disc may or damage to the disc.
- This disc is for use with the Dreamcast only. Do not use it in an audio CD player as the loud volume may cause hearing damage.

## Precautions when using the emergency light

with care to avoid scratches, dirt, fingerprints, etc. Also, do not bend the disc or enlarge the center hole.

- Never use discs that are cracked, deformed, or damaged and have been repaired with adhesive or other means, as this may cause malfunctions or breakdowns.

not write on or attach stickers to either side of the disc.

store in the original case and avoid high temperatures and humidity.

When wiping off dirt, use a soft cloth used for cleaning lenses, etc., and gently wipe from the center to the outer periphery in a radial motion. Do not use thinner or benzene.

- Do not use this disc in a general CD player, etc., as this may cause the equipment to malfunction or damage the speakers, etc.

any peripheral devices you will be using.

manuals for the Dreamcast unit and

software records play history (play information) such as "title name," "how long you played the software," and "how you played the software" in the "main unit memory." This information is intended to be used in various software to change the game development depending on the customer's previous playing style and progress.

\*Please note that as we are constantly researching, researching and striving to improve our products, the contents of the software you purchase may differ in part from the printed version.

# The near-future city of Virtua City. Once again.

**1** Years ago, the Virtua Cops (Rage and Smarty) solved an arms smuggling case involving the megacorporation EVL, and it seemed as if peace had returned to the city...

A new female investigator has been appointed to the Special Investigations Division of the 2nd Precinct of the Virtua City Police. Her name is Janet, and she is an expert in profiling (criminal psychology analysis).

**So** ●At that time, the vice president of Virtua City Bank died in a mysterious accident. And the funds of EVL, a company that the vice president had contracted to clean up money, which was said to be comparable to the budget of a small country, were suddenly withdrawn. At the same time, a gang of armed robbers robbed a jewelry store downtown of precious metals. In addition, information was received that supplies of unknown use were being delivered and construction work of unknown purpose was being carried out around the subway station where Virtua City is located!

## What on earth is going to happen?

## Is Virtua City once again threatened with destruction and violence?





Thank you very much for purchasing the Dreamcast exclusive software "Virtua Cop 2."

Please read this instruction manual before starting the game.

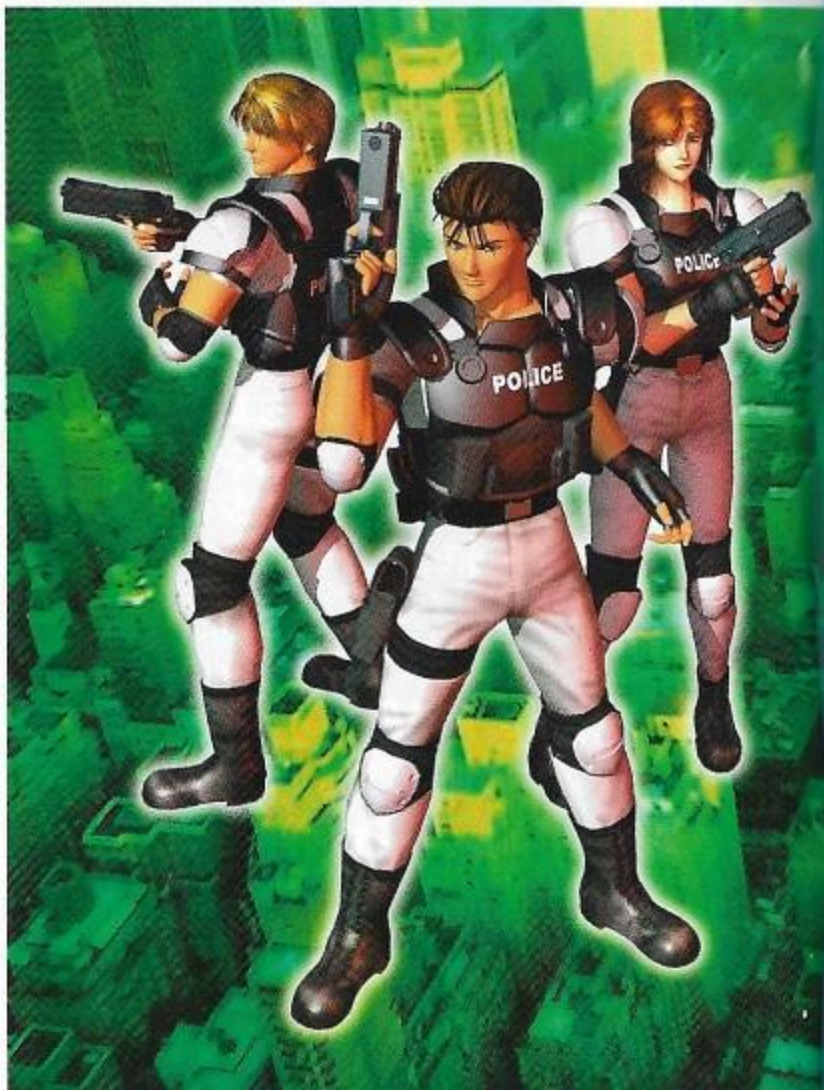
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Flock this game back

It supports upgrades. Files such as option settings and game play results are automatically saved. To save files, you will need 2 free spaces on the memory card (Visual Memory [sold separately]).



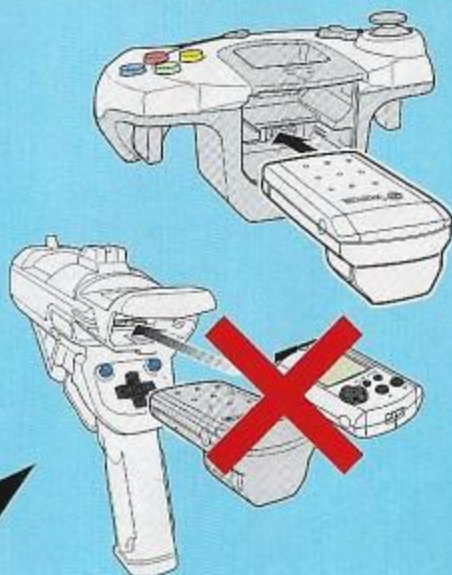
# before starting the game

## About the Purupuru Pack Memory Card

When playing games with the "Purupuru Pack (sold separately)" attached to the Dreamcast controller, be sure to connect the Purupuru Pack to the controller's expansion socket 2. If the Purupuru Pack is connected to expansion socket 1, it will not be locked to the controller body, and may come off during use or cause malfunctions.

In addition, when playing this software, you cannot use the Purupuru Pack Memory Card (Visual Memory) with the "Dreamcast Gun (sold separately)". The Purupuru Pack Memory Card is only compatible with the Dreamcast Controller, so please do not insert it into the Dreamcast Gun.

Do not insert the Purupuru Pack memory card into the Dreamcast Gun.



## Saving files when using the Dreamcast Gun

If you want to use the "Dreamcast Gun" to save files (game data), be sure to connect a Dreamcast controller (or arcade stick) to one of the control ports on the Dreamcast console and insert the memory card for saving.

\*If you only have the Dreamcast Gun, you can play the game, but you cannot save files.

Be sure to insert the memory card for saving files into the controller or arcade stick.



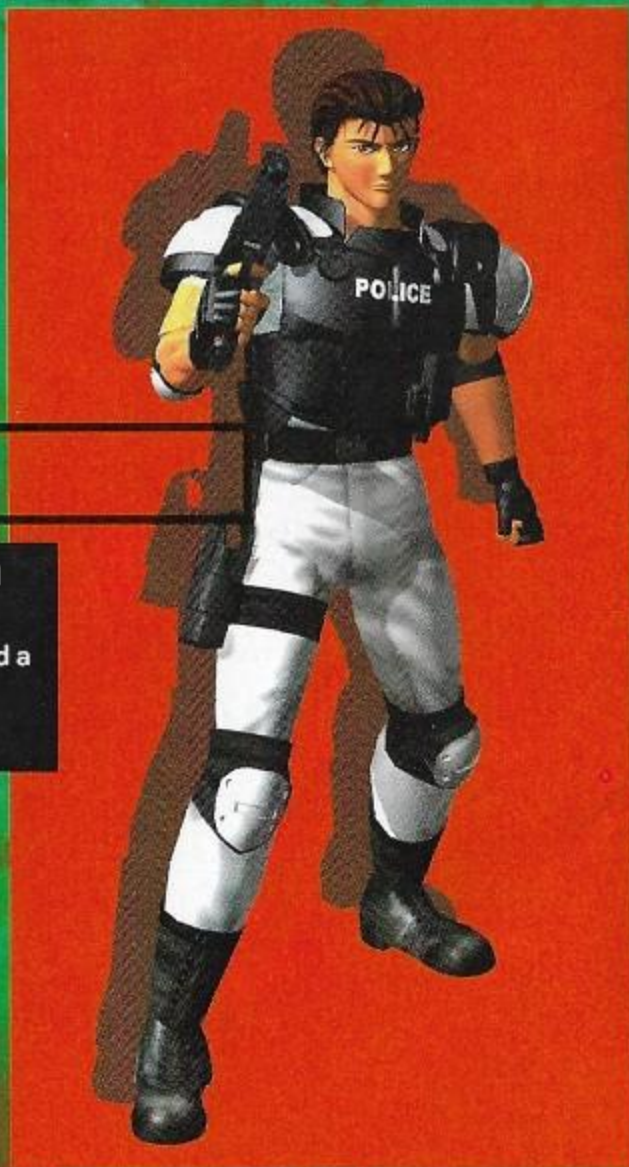


## Character introduction

We are Reiji and Smarty from the Special Investigation Division of the 2nd Precinct of the Virtua City Police, and our newest member, Janet! People call us "Virtua Cops."

### Rage

**Real name:** Mike Hardy. He's a troublemaker at the 2nd Precinct, always causing trouble with his excessive investigations, but he also has extraordinary physical strength and a sharp intuition that could be called a wild instinct, allowing him to overcome any challenge.





Smarty

**Real name: Jimmy Cools**

He is a cool-headed, intelligent man with a strong sense of justice and the best shooting skill in Precinct 2. He has been a partner of Reiji since they were assigned to Precinct 2 of Virtua Police.



Janet

**Real name: Janet Marshall**

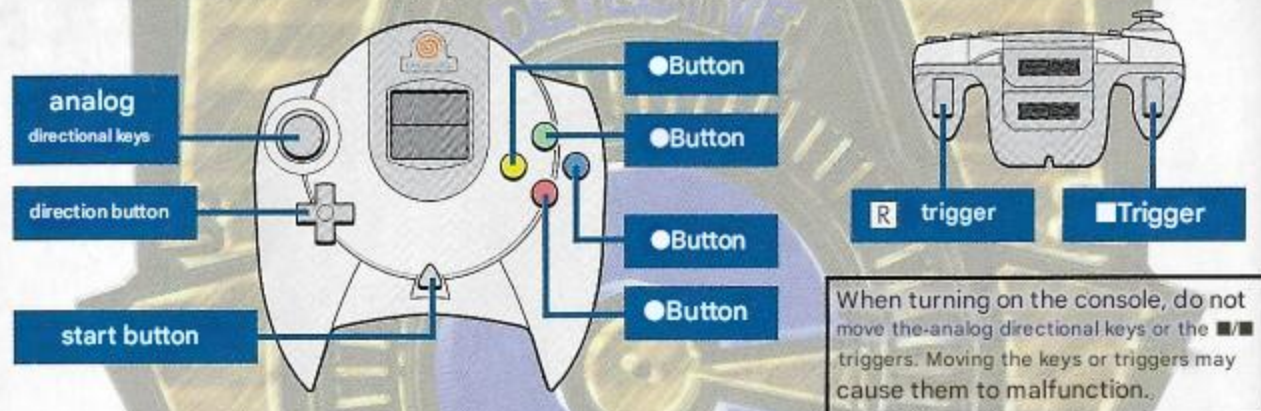
He is an expert in criminal psychology who has just joined the Special Investigations Division. He has a stubborn side and won't listen to what others say once he has made up his mind, but his investigative skills are well-known. He lost his partner in an incident a year ago.



## How to operate

"Virtua Cop 2" is for 1 to 2 players. When playing alone, connect a Dreamcast controller or !人同時 Dreamcast gun to control port A or B. When playing with 2 players, connect a Dreamcast controller or Dreamcast gun to control port A and B.

### dreamcast controller



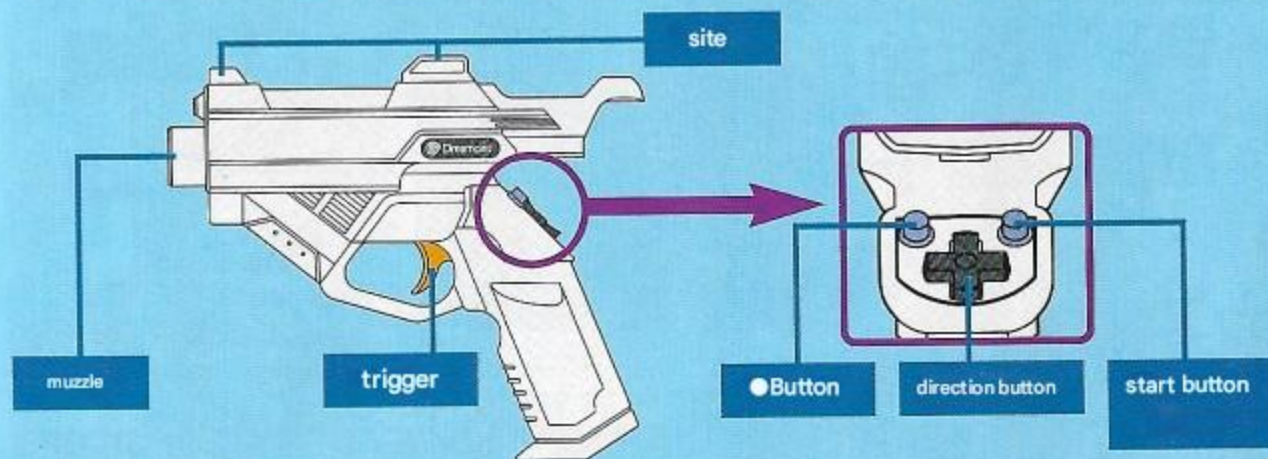
Button to use	Menu screen/option screen	During game play
Directional buttons/analog directional keys	◆◆: Select item/: Change	Move aiming cursor
start button	decision	Pause/Deactivate Bose
●Button	decision	SHOOT
●Button	cancel	Reload ammo
●Button	_____	_____
●Button	_____	_____
■Trigger	_____	_____
■Trigger	_____	Aiming cursor speedup

\*During the game, press the +0+0+ buttons and the start button simultaneously to return to the title screen.



When playing with the separately sold Dreamcast Gun, be sure to calibrate the sight before starting the game. You can calibrate the sight in the optional "GUN CALIBRATION" (see "Calibrating the Dreamcast Gun's Sight" on page 13).

## dreamcast gun



Button to use	Menu screen/option screen	During game play
trigger	decision	shoot a bullet Refill ammo (shoot off-screen)
direction button	◆◆: Item selection/: change	— — —
start button	decision	Pause/Unpause
●Button	cancel	— — —

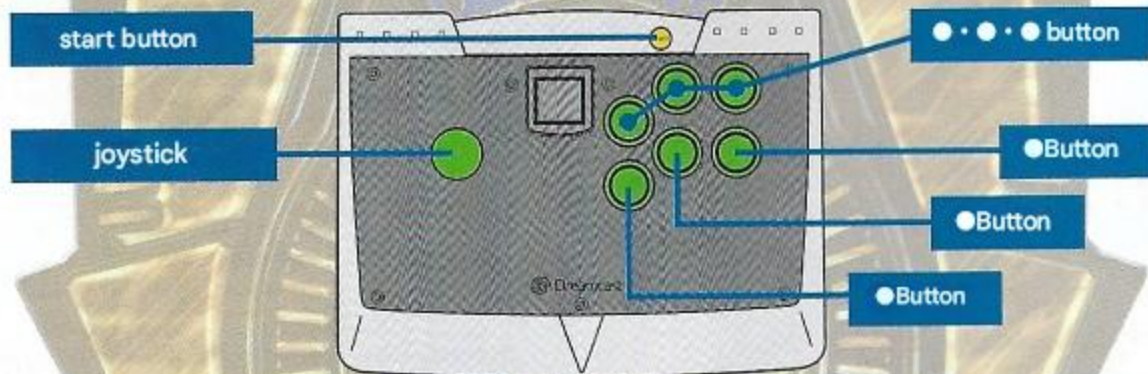
\*During the game, press the ● button and the trigger at the same time and then the start button to return to the title screen.

\*When using the Dreamcast Gun, please also refer to the Dreamcast Gun instruction manual.



"Virtua Cop 2" is also compatible with the arcade stick (sold separately). Please note that the Jiggle Pack cannot be used with the arcade stick.

### arcade stick



Button to use	Menu screen/option screen	During game play
joystick	◆◆: Item selection/ ◀▶ : change	Move aiming cursor
start button	decision	Pause/Unpause
●Button	decision	SHOOT
●Button	cancel	Reload ammo
●Button	decision	Aiming cursor speedup
●Button	_____	_____
●Button	_____	_____
●Button	_____	_____

\*During the game, press the +0+0+ buttons and the start button simultaneously to return to the title screen.



# How to start the game

## game start

Once the opening has finished (you can skip the opening by pressing the start button) and the title screen is displayed, press the start button. You will then proceed to the mode select screen.



## Mode select screen

When the mode selection screen appears, select the mode and press the start button.



## Arcade Game

This mode recreates the arcade version of "VIRTUA COP 2."

There are three playable stages, and you can start from any stage.



## Options

You will proceed to the Options screen where you can adjust various game settings, button settings for the Dreamcast Controller, and aim adjustments for the Dreamcast Gun.

Any changes you make to the options will be saved when you select "EXIT" to exit the option.





# Options

## Option screen

On the options screen, use **◆◆** to select an item and **◆◆** to change settings. For items that have "PRESS START BUTTON" displayed, pressing the start button will take you to a screen where you can change the settings for that item.

●When you press the button, "EXIT" will be automatically selected.



### DIFFICULTY

The game difficulty can be changed to three levels (EASY/NORMAL/HARD).

### GUN LOOSENESS

The larger this value is set, the easier it will be for bullets to hit enemies.

### LIFE

You can change the number of life points you start with.

### CONTINUE

You can change the number of continues.

### AUDIO

Switches the sound output between STEREO and MONO.

### SOUND TEST

You can listen to the background music during the game. Select a song with **◆◆** and press the button to confirm.

### CONTROLLER SETTING

Proceed to the screen for changing the controller button settings (→ P.13).

### GUN CALIBRATION

Proceed to the Dreamcast Gun aim adjustment screen (→P.13).

### SIGHT

Toggles the lock-on sight display ON/OFF.

### AUTO RELOAD

When set to ON, ammunition will be replenished (RELOAD) automatically.

### GUN SELECT

When set to ON, you can use special weapons at will during the game. (Switch weapons by pressing RELOAD while the game is paused.)

### PLAY MODE

Switches the display of the lock-on site and the display and calculation method of the score. (VC2 mode: normal mode, VC1 mode: Virtua Cop 1 mode)

### RANKING

You can check the score rankings for VC2mode and VC1mode.

### VIBRATION

Switch the vibration function of the Purupuru Pack on/off.

### DEFAULT

Resets the changed settings to their default settings.

### EXIT

Save any changes you have made and return to the Mode Select screen.



## Dreamcast controller button settings

To change the button settings for the Dreamcast controller or arcade stick, use ● to select the button you want to change the setting for, and ◆◆ to change the setting. You can reset the settings to their defaults by selecting "DEFAULT" and pressing the ● button.



## Dreamcast Gun Sight Adjustment

When playing with the Dreamcast Gun, be sure to calibrate the sight before starting the game. If you play without calibrating the sight, the sight may become misaligned during the game.

- Go to the aim adjustment screen by selecting "GUN CALIBRATION" on the options screen.
- Select the "CALIBRATION" item on the aiming adjustment screen with ◆ and pull the gun's trigger to set the aim.
- Aim at the center of the screen and pull the trigger to set the aim.
- The screen will return to "TEST" so please take a few test shots. If you like the sights, select "EXIT" and pull the trigger to return to the options screen. If you don't like the sights, select "CALIBRATION" again and try adjusting the sights again.



- Try to aim at the TV screen from the front as much as possible. Aiming at an angle may cause the TV to malfunction.

When adjusting the sights, make sure to align the muzzle of the Dreamcast Gun, not the sights.

- Please play the game at the same distance as when you calibrated the aim. If you play the game at a different distance than when you calibrated the aim, the aim may become misaligned.



## How to view the game screen

This is how the game screen looks in normal "VC2mode".

Player 1's "Score/Remaining Bullets/Life Points" are displayed on the left side of the screen, while Player 2's "Score/Remaining Bullets/Life Points" are displayed on the right side of the screen. Additionally, the "Number of Continues" is the same for both players.



### ● Score

A score is displayed each time you attack an enemy. The total score is displayed midway through a stage (when the SCENE is cleared) and at the end of the stage.

### ● Aiming cursor

This is displayed when using a controller or arcade stick. When using an

### ● Lock-on sight

This indicates when the enemy will attack. The color of the lock-on sight changes from green to yellow to red, and when the gauge overlaps the top and bottom, you will be attacked by the enemy.

### ● Life points

If you receive damage from enemy attacks or accidentally shoot a civilian, your damage will decrease (up to a maximum of 9).

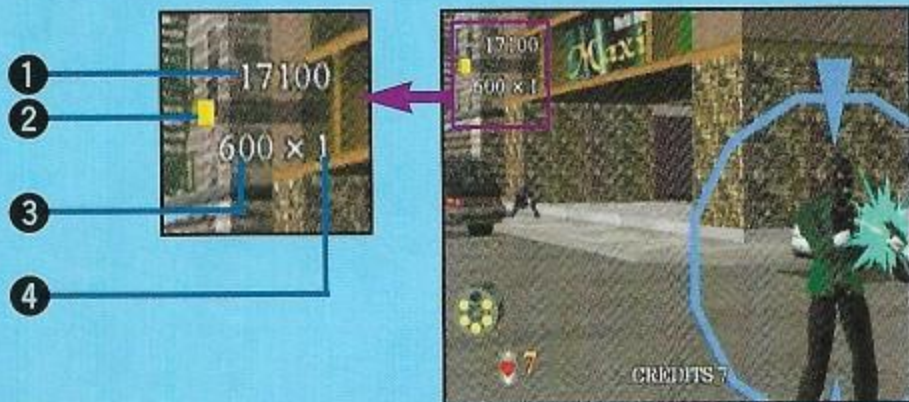
### ● Number of continues

When you run out of life points, your number of continues will decrease by one. When you run out of continues, the game is over.



This is how the game screen looks in "VC1mode," which can be played by changing the settings in "PLAY MODE" on the options screen.

The display of the lock-on site and the way the score is displayed and calculated are different from "VC2 mode".



### ● Score

The score is the total of all the points you have earned.

### ● Score

When you attack an enemy, your score will be displayed.

### ● Meter

If you keep killing enemies without taking damage (and without shooting civilians), the meter will fill up. Taking damage resets it to zero.

### ● Magnification

When the meter is full, it will go up by one and you will gain more points, but if you take damage it will go down by two.



# Game progress

## STAGE SELECT

When you select "Arcade Game" on the mode select screen, the stage select screen will appear. Aim and shoot at the stage you want to play, and the game will begin.



## RELOAD

When you run out of ammo and the screen displays "RELOAD," quickly replenish your ammo.



## Branching of the course

You may have to choose a course midway through a stage. When a message appears, shoot the sign for the course you want to take.



## Continue/Game Over

If you lose all your life points, you will be taken to the continue screen. Press the start button or the ● button before the count on the screen reaches 0 (Gun is a trill).

If you pull the "Continue" button, you can continue from that scene. Also, if you run out of life points when your continue count (CREDIT) is at 0, the game is over.





## About scoring

The shorter the time between when the enemy appears and when you defeat it, the higher your score will be. You can also get bonus points by defeating enemies under special conditions.

### 3POINT SHOT

You can give up to three shots of damage to one enemy. If you shoot quickly and successfully give three shots of damage, you will get bonus points. (There is no three-point shot in "VC1 mode".)

### JUSTICE SHOT

If you miss a vital spot and knock down an enemy's weapon with one shot, you'll get bonus points.



## Score screen

During a stage (when a SCENE is cleared) and at the end of a stage, the score screen will appear.

SCORE/total score

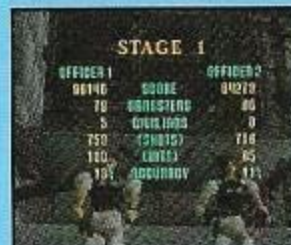
GANGSTERS/Number of enemies defeated

CIVILIANS/Civilians who were shot

SHOTS/Total number of shots

HITS/Number of hits

ACCURACY/Accuracy rate



## Ranking/Name entry

Once the game is over, you will be taken to a ranking screen where your mission performance will be evaluated.

Also, if your total score is within the top 10, you will be able to register your name on the name entry screen.

The top 10 scores will be saved on a memory card after name entry.





# item

When you shoot certain enemies or wooden boxes, items will appear, and if you shoot these you will get special weapons or lives.

## special weapon

AUTOMATIC



### Automatic (15 shots)

RELOAD is possible, continuous firing is not possible. More ammo capacity than usual.

### Magnum (6 shots)

RELOAD is possible, rapid fire is not possible, can penetrate obstacles

MAGNUM



RIFLE



### Rifle (24 shots)

3 shots possible, no reload possible Reload possible, no continuous firing  
Wide hit range

### Shotgun (6 shots)

SHOT GUN



MACHINE GUN



### Machine gun (30 shots)

Continuous shooting possible, no RELOAD

If a special weapon receives damage even if there is still ammo remaining, it will revert to its normal equipment. This also applies if you are using a special weapon in the "GUN SELECT" option.

LIFE



## life

Can recover one life point



# stage

"Virtua Cop 2" has three stages called "FILE". You can start from any stage, and something will happen if you clear all stages of "FILE 1", "FILE 2" and "FILE 3".

## FILE 1 : BEGINNER



Beginner's course. A jewelry store in downtown is suddenly attacked by armed robbers. Virtua Cop rushes to the scene, but the armed robbers escape in a car, leading to a car chase on the highway!



## FILE 2 : MEDIUM



An intermediate course where you rescue the kidnapped mayor of Virtua City. You chase armed robbers and infiltrate a luxury cruise ship at Virtua Pier. The party room and kitchen on board become the scene of a gunfight.



## FILE 3 : EXPERT



In this advanced course, the battle takes place on a moving subway. As the subway continues to move, it briefly emerges above ground, but then dives back into the center of Virtua City, where the terrorists' secret hideout is located.





# Boss

A mysterious gang of armed robbers threatens the peace of Virtua City. Their true identities are shrouded in mystery. Will Virtua City once again be subject to the threat of destruction and violence from terrorists...?

## Stage 1 Boss

bobby lewis  
*[Bobbie Louise]*

He orchestrates an attack on a jewelry store downtown.

He has superhuman strength.



## Stage 2 Boss

Aero-divers

He orchestrates the kidnapping of the mayor of Virtua City. He uses a rocket belt and excels in aerial combat.





## Stage 3 Boss

### Garth Bradley *[Garse Bradley]*

The boss of a terrorist unit armed with military-grade weaponry. He has a secret base in the basement of Virtua City.



## Last Boss

???

The mastermind behind this series of events is shrouded in mystery, but he seems to harbor a deep grudge against the Virtua Cops.





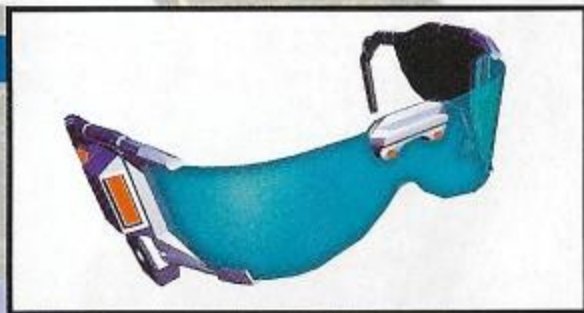
# About Virtua Cop

The Virtua Cops who protect the futuristic city of Virtua City are armed with far more power than today's police officers thanks to a wide range of technological advances. Here are some of their high-tech devices.

## Head: Lock-on goggles

### [Rock-On Goggles]

The sensor system automatically detects weapons and other objects around the wearer and uses the lock-on sight to warn of approaching danger.



## Body: Hybrid body armor

### [Hybrid Body Armor]

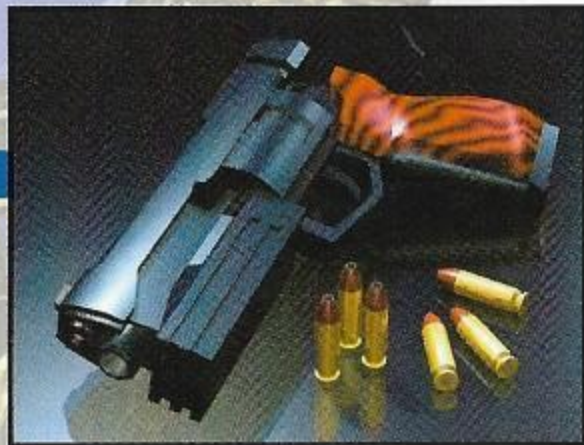
This bulletproof vest is made of a special titanium alloy covered with a newly developed ceramic composite rubber, providing excellent shock absorption.



## Weapon: Virtua Gun "Guardian"

### [Virtua Gun "Guardian"]

A sensor system built into the gun body detects the target, increasing its destructive power when fired against objects, and functions as a "stun bullet" when fired against humans, depriving the opponent of their fighting power in one hit.





# Full of the latest information! SEGA's Internet site!

With Dreamcast, you can easily connect to the internet! Get the latest information by surfing the web easily!

## Home ground for Dreamcast Network users



[Dream Home]

It contains information on online network games and Internet.

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などが

<http://www.dricas.ne.jp/>

## dreamcast online magazine



[Drecast]

An online magazine packed with serialized manga and a variety of unique projects. Be sure to check out the ever-evolving Dreamcast homepage!!

<http://www.dricas.com/>

## SEGA official homepage



[Sega Entertainment Universe]  
Access the SEGA homepage on your Dreamcast or PC! Get a wide range of entertainment information on the Internet!

<http://www.sega.co.jp/>

## You can buy games on Dreamcast!!



If you pre-order new software 7 days

in advance, it will arrive on the release date.

Dreamcast  
**This is a**  
convenient and easy Internet  
shopping service that uses  
the Dreamcast's network functions.

<http://www.d-direct.ne.jp/>

Contact information for this product We do not answer inquiries regarding the game content or strategies.

Dreamcast discs cannot be repaired. If you experience any problems, please contact the Dreamcast Support Center.

Dreamcast Support Center Reception hours Mon-Fri (excluding holidays) 10:00-17:00 Toll-free ☎ 0120-258-254

Toll-free numbers cannot be used with mobile phones or PHS phones. Please call from a regular phone.

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