

A stylized, high-contrast illustration of a police officer wearing a beret and sunglasses, looking intensely at the viewer. He is holding a large, futuristic-looking handgun. The background is a gritty, urban environment with a building featuring multiple windows and a blue-tinted car. The overall aesthetic is dark and cinematic.

POLICE 24/7

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Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50285

1 Player • Memory Card (OM) (for PlayStation®2) • 105KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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CONTENTS

SCENARIO	04
CONTROLS	05
HOW TO PLAY	08
GAME MODE	08
MAIN STORY	10
ANOTHER STORY	12
TRAINING MODE	13
CHALLENGE MODE	14
EXTRA GAME	14
OPTIONS	16
INFORMATION	20
SENSOR SETTINGS	21
CREDITS	25

SCENARIO

04

Los Angeles, USA - a vast metropolis.

Every day, countless crimes - robberies, assaults, murders and trafficking - are committed somewhere in this city.

Now we have received information about the secret dealings of the "Kyokudoukai", a Japanese gang that intends to smuggle an arsenal of firearms into Japan from the US.

This is the story of the brave police officers of the LAPD, who battle these outlaws day and night to protect the citizens' peaceful way of life. It is a story that will inscribe their brave figures into the pages of history...



Analog controller (DUALSHOCK®2)

E/ L3 button, R3 button
Not used.

F/ □ button
Select, Trigger button
(Also used to skip screens.)

G/ △ button
Cancel.

H/ ○ button
Switches operation of the target cursor during play between normal and mouse-like.

I/ ✕ button
Escape button.
Hide in the shadows by holding this button during play.

This game is exclusively for analog play.

When using the analog controller (DUALSHOCK®2),
please set it to ANALOG mode (mode indicator: RED).

A/ Analog Mode Button

Switches between analog mode and digital mode.
The mode indicator (LED display) will light when in
analog mode.
Starting or restarting the game will also set it to analog
mode.

B/ Left analog stick

Controls viewpoint.

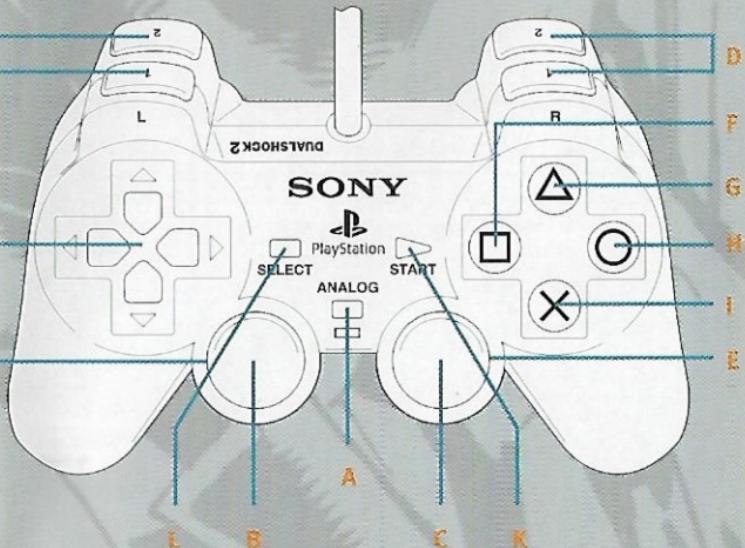
C/ Right analog stick

Controls target cursor.

D/ L1 button, L2 button, R1 button, R2 button

Select, trigger button.
(Also used to skip screens.)

CONTROLS



Directional buttons

Escape button.

Hide in the shadows by holding this button during play (regardless of direction). Also used for making selections on the game menu screen.

START button

Confirms the player's standing position during play when using a USB camera.

SELECT button

Only used when resetting the game.

Return to the title loop (reset the game) by pressing the START button while holding down the SELECT button.

Vibration remains activated whether the mode indicator is lit or not.

USB Mouse

You can play using a mouse with two or more buttons.

Right button **Escape button.**

Hide in the shadows by holding this button during play.

The above settings are for right-handed play.

You can change button position settings in the USB mouse settings section of the "OPTIONS" menu. The escape function cannot be used within Challenge or Extra game modes.

Left button

Select, trigger button (Also used to skip screens.)

USB Camera

Requires no special operation. It can be used by simply connecting it to the USB connector on the console.

However, a player's position may not be read accurately at times due to differences in lighting conditions and the location of the camera. Therefore, please check the sensor setting in the "OPTIONS" menu once before playing the game.

Some types of cameras may not operate correctly. Please consult the "Compatible Devices" section of the packaging for a list of compatible devices.

Priority Ranking of Peripheral Devices

This game can be played using only an analog controller (DUALSHOCK®2). However, you can better enjoy the game's life-like action by using peripheral devices such as a USB camera.

When a analog controller (DUALSHOCK®2) and the above USB devices are connected simultaneously, certain operations fall into the following priority ranking.

Viewpoint Control

USB camera to analog controller (DUALSHOCK®2)
The escape function operates independently of the escape button.

Target Cursor Control

USB camera to analog controller (DUALSHOCK®2)

In other words, "Viewpoint Control" operation with the analog controller (DUALSHOCK®2) will not function if the USB device is connected.

HOW TO PLAY

This game employs a system where you play by actually moving your body. The viewpoint displayed on screen will change according to your movements.

Using this system, you can hide or dodge enemy bullets during the game by actually moving your body.

Each stage is composed of multiple shooting points. Multiple enemies (indicated by circular markers) await you at each shooting point.

On-screen arrows will indicate the directions in which you can move to hide. Move your body in the direction of an arrow when your supply of bullets has been exhausted and your bullets will be replenished while you hide in the shadows.

Clear each shooting point by defeating all of your enemies and move onto the next shooting point. Clear all of the shooting points in order to clear a stage.

There are also multiple routes to follow according to the stage. The route you follow will be determined randomly, but the number of shooting points will remain the same.

GAME MODE

MAIN STORY (P10)

Sets the mode to the arcade version of "POLICE 911". The game follows the story of US police officers battling a Japanese gang.

ANOTHER STORY (P12)

Sets the mode to the Japanese arcade version, "The Keisatsukan Shinjuku 24 Hours". The game follows the story of Japanese police officers fighting with a criminal Japanese gang.

Players must clear MAIN STORY once before they can play ANOTHER STORY.

What is the Ranking System?

A player's rank increases each time a shooting point is cleared. Bonuses are can be obtained according to one's rank.

**TRAINING MODE (P1)**

Aim to beat the target time in this practice mode.

CHALLENGE MODE (P1a)

The goal of this mode is to advance by continually accomplishing specific objectives.

EXTRA GAME (P1b)

Allows you to play a sub-game that makes full use of the system where you actually move your body to play

OPTIONS (P1c)

Allows you to change various settings.

INFORMATION (P2a)

Allows you to view information on additional functions during play.

MAIN STORY

The story unfolds through ten stages.
The goal is to arrest six criminal masterminds.

1/ **Nightclub**

Begin your bust at the center of smuggling operations, a nightclub run by the Kyokudoukai. The curtain rises on an all-out arrest campaign.



2/ **On the road**

in northwest Little Tokyo. A smuggling broker is discovered on the road in a commercial district. Clear out the gang members and arrest the wanted criminal.



3/ **Car chase**

through west Little Tokyo. The gang flees by car. Begin pursuit in your police car. A furious chase ensues.



4/ **Underground parking lot**

You receive word that the gang is holed up in an underground parking lot nearby and rush to the scene. Arrest the violent gang members.



5/ Town areas of west Little Tokyo

The suspects have been spotted in the crossroads of the local town area. Rescue all citizens trying to escape from the criminals' rampaging cars.



6/ Garage in Little Tokyo West

You receive word that the gang, including one of the masterminds, is holed up in a garage nearby. Rush to the scene. The remaining three wanted gangsters have fled abroad from the gang's headquarters. The setting of this intense battle moves to Japan....



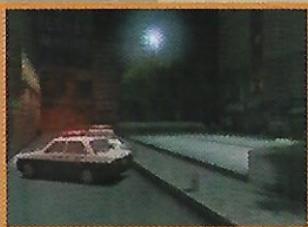
7/ Tokyo, Shinjuku, Kabukicho Ichiban-gai

Begin a collaborative investigation with the local police. The Kyokudoukai gangsters have occupied Ichiban-gai Street in an effort to stop the police. An intense shootout ensues



8/ Tokyo, Gekijo-mae Square

Five gun-wielding gangsters in a dump truck are on a rampage in Gekijo-mae Square. Arrest the wanted criminal driving the dump truck.



9/ Shinjuku Station East Exit

The criminal mastermind has been discovered. The East Exit Square of Shinjuku Station, crowded even in the middle of the night, is thrown into panic.



10/ Shinjuku Station Platform

You discover the Kyokudoukai leader planning his escape by train. The great international chase that has crossed the ocean from Los Angeles to Tokyo comes to a climax.



ANOTHER STORY

12

Play the Japanese arcade version of the game -

"The Keisatsukan Shinjuku 24 Hours".



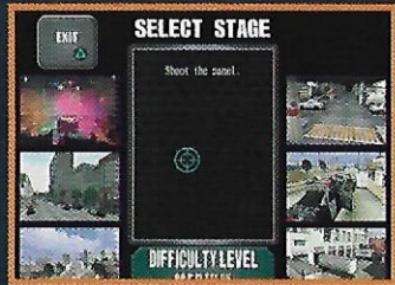
You'll have to wait and see for yourself what kind of story unfolds...

Select "TRAINING MODE" from the menu screen to enter to the stage selection screen. Here you can select the stage to play and set the level of difficulty.

At first, any of the stages up to the 6th stage (Garage in Little Tokyo West) can be selected in "TRAINING MODE". Stages seven and above can be selected after the successful completion of "MAIN STORY", "ANOTHER STORY", and "CHALLENGE MODE" during ordinary play.

Once a stage has been selected, select your route. Routes are determined at random during ordinary play, but you can specify a route in "TRAINING MODE". Try to master the routes that are most difficult for you.

In addition, high scores and records for each route (in other words, target clear times) are displayed in the central window for each shooting point in a selected stage. These records are ranked on a three-tier scale of "BRONZE", "SILVER", and "GOLD".



TRAINING MODE

Beginners are ranked at the "BRONZE" level and advanced players are ranked at the "GOLD" level. You can also change displayed information through the directional panel at the right. During play, additional information will be displayed for the completion of stages such as those listed below.

"MACHINE GUN" mark for enemies carrying machine guns.
A mark to indicate the position of an enemy (the mark points sideways when an enemy is off-screen).

The number of enemies to be defeated at the current shooting points.

In addition, the game can be quit by holding down the cancel button (**△** button) for one second.

CHALLENGE MODE

Select "CHALLENGE MODE" from the menu screen to enter to the stage selection screen. Here you can select a stage to play.

At first, any of the stages up to the sixth stage scenario (Garage in west Little Tokyo) can be selected in "CHALLENGE MODE". Stages seven and above can be selected after the successful completion of "TRAINING MODE" with a rank of "SILVER".

Select a stage and the requirements for clearing the selected stage will be displayed in the central window. Clear requirements will relate to one or more of the following criteria: a time limit, number of officers killed in the line of duty, number of civilians injured by misfires, hit ratio, ranking, and bullets fired.

EXTRA GAME

"EXTRA GAME" is a sub-game mode that allows you to better enjoy the game system where you actually move your body to play.

Select "EXTRA GAME" from the menu screen to bring up the extra game selection screen. You can also see game explanations, game screens, and current rankings on the extra game screen.

Select the level of difficulty ("EASY", "MEDIUM", "HARD"), then "PLAY" to start the game.

In addition, the game can be quit by holding down the cancel button (Δ button) for one second.



The game ends as soon as a player fails to meet a specified clear requirement. In addition, other limitations may also come into effect, such as the escape button being deactivated and certain "GAME OPTIONS" (except "ENDING") being automatically set to the values listed below.

GAME OPTIONS:	setting values
CONTINUE PERIOD:	unlimited
LIFE:	unlimited
ENDING:	set by player
OTHER SETTINGS:	default values

The current clear requirement status will be displayed in the upper right section of the screen during play.

In addition, the game can be quit by holding down the cancel button (Δ button) for one second.

Kamikaze Rush!

In this game, you must avoid the charges of knife-wielding enemies. The number of enemies rushing you increases the longer you play.

Bottle Conveyor

In this game, you must shoot the bottles and plates that appear on the three conveyor belts. Aim for a high score by receiving bonuses for such techniques as hitting them in order.

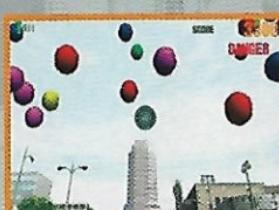
Search&Shoot

In this game, you must locate and shoot targets hidden by obstacles. Hit all of the targets within the time limit.

The Balloon

This is a shooting game where the object is to prevent the floating balloons from falling to earth. Burst three balloons of the same color in a row in order to eliminate all balloons of that color.

Several more sub-games await you in addition to the above four.



OPTIONS

CONTINUES (default setting: 3)

Can be set from three to five.

LIVE (default setting: 3)

Can be set from three to five.

ENDING (default setting: ARCADE)

This setting controls the staff display in the ending credits. Select either ARCADE or HOME.

ARCADE

Displays the production staff for the arcade version.

HOME

Displays the production staff for the PlayStation®2 version.

Adjust game settings, sound settings, and peripheral device settings, and save/load system data.



SOUND OPTIONS

Sound option settings are adjusted here.

SOUND OUT (default setting: STEREO)

[STEREO] or [MONAURAL] can be selected.

Please select [MONAURAL] if your television monitor is monaural.



GAME OPTIONS

Gameplay settings are adjusted here.

DIFFICULTY LEVEL (default setting: Medium)

Can be set to one of nine levels ranging from "BEGINNER MODE" to "HARDEST".

What is "BEGINNER MODE"?

Beginner mode is for users playing the game for the first time. Selecting this mode deactivates misfire detection.

EXTRA SOUND EFFECTS

(default setting: ON)

Certain environmental sounds that appear in the game may be turned off by setting this item to OFF. Specifically, radio voices and sirens are turned off.

BGM (default setting: ARCADE)

ARCADE, HOME, OFF can be selected.

ARCADE

Plays the background music from the original arcade game version.

HOME

Plays the background music created by the sound staff of the PlayStation®2 version.

OFF

Turns off the background music without turning off environmental sounds.

CAMERA SETTINGS

Interference from background noise and environmental objects may result in the USB camera misreading your movements. Please remove these obstacles ahead of time in order to enjoy play without interference.

STANDING POSITION

The player must stand within the range of the USB camera for the camera's real-time input analysis to function properly. Therefore, please be sure to decide the player's game position in reference to the USB camera ahead of time.

Please refer to Sensor Settings (P21) for help with the setting process.

SENSITIVITY

Adjust the sensitivity of viewpoint movement in relation to a player's body movement. The more you turn up the gauge, the more the viewpoint moves in response to the player's body.

Analog controller (DUALSHOCK®2)

Functions of the left and right stick as well as vibration settings are adjusted here.

Right analog stick

(default setting: TARGET CURSOR)

Set the right stick's function to either VIEWPOINT or [TARGET CURSOR]. The same function cannot be assigned to both the left and right analog stick.

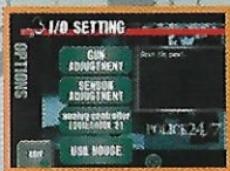
Left analog stick

(default setting: VIEWPOINT)

Set the left analog stick's function to either VIEWPOINT or TARGET CURSOR. The same function cannot be assigned to both the left and right analog stick.

I/O SETTINGS

Peripheral device settings are adjusted here.



GUN

Sight position of HyperBlaster can be adjusted here. In case the sight of HyperBlaster is off, some inconveniences during the gameplay may be caused. We recommend you to make the adjustment during the boot. 1. Aim the middle of the target and pull the trigger. If you pull the trigger, there will be a trace of bullet in the target. 2. Shoot the gun to the screen. Then, check and see whether you are shooting where you are aiming at by looking at the trace of bullets being fired. By repeating the above 1 & 2, you can adjust the sight position.

SENSOR ADJUSTMENT

USB camera position and player position can be adjusted here. When using a USB camera, a player's position may not be read accurately at times due to such factors as differences in lighting conditions and the location of the camera. We therefore recommend that you adjust this setting before playing the game (you can adjust this setting during system startup as well).

TARGET CURSOR CONTROL

Set to either NORMAL or MOUSE LIKE. The operation of each is described below. (The following explanation applies when the right analog stick is set to its initial settings.)

NORMAL

The target cursor normally appears in the center and changes direction only when the right analog stick is operated. Press the right analog stick all the way and the cursor will move to the edge of the screen. Remove your finger from the stick and the target cursor will return to the center.

MOUSE LIKE

The target cursor changes direction when the right analog stick is pressed. The cursor remains at its position when you remove your finger from the right analog stick.

TARGET CURSOR SPEED

Adjust the target cursor's speed. This function is only available when TARGET CURSOR CONTROL has been set to MOUSE LIKE.

VIBRATION (default setting: OFF)

This setting turns the vibration function on and off. When set to ON, the analog controller (DUALSHOCK®2) will vibrate when your character mistakenly shoots a civilian or is hit by an enemy bullet. (Vibration will occur whether or not the mode indicator is lit.)

USB MOUSE

Adjust the arrangement of USB mouse buttons.

BUTTON CONFIGURATION (default setting: RIGHT)

Set to LEFT or RIGHT. This will configure the mouse for right- or left-handed players, so please choose the one that is most comfortable for you.

INFORMATION

Additional functions become available for several modes when certain requirements are fulfilled during play. At that time you can obtain information about such additional functions here.

The "NEW!" symbol will appear on the INFORMATION panel of the menu screen when new functions are added.

TARGET CURSOR SPEED

Adjust the speed of the mouse cursor (target cursor).

SAVE & LOAD

Save and load system data.

SAVE

Save system data to a memory card (8MB) (for PlayStation®2).

LOAD

Load system data from a memory card (8MB) (for PlayStation®2).

AUTO SAVE (default setting: OFF)

Select ON to have system data saved automatically.

105KB of free space is required to save system data onto a memory card (8MB) (for PlayStation®2).

Only MEMORY CARD slot 1 is used to load and save game data. It is advised that you do not insert or remove accessories once the power is on.

SENSOR SETTINGS

Sensor Settings (USB camera settings)

This game is equipped with a system that registers a player's body movements (a "sensor" system.)

In order to play by actually moving your body, it is necessary to connect a USB camera to either USB connector and adjust the appropriate settings for the game environment.

Following is an explanation the setting procedure for the game environment. Settings are performed at the SENSOR ADJUSTMENT screen, located in the I/O SETTINGS menu under OPTIONS.



CAMERA SETTINGS

Check the surrounding area and adjust the position and orientation of the USB camera so that the sensor operates correctly.

- 4/ Check the image displayed on the screen.

Any of the following items may cause a misreading if it can be seen on the display screen.

- A moving object other than the player is registered.
Please move the object out of USB camera's range.
- Part (or all) of the screen is flickering.
If something nearby is flickering, please be sure not to place it within range of the USB camera.
- The screen is so light or so dark that a player's position cannot be determined.

Please adjust the brightness of the room or move the USB camera to a position where it is not lit from behind.

Continue to 2/

22

- Other (something other than the player is being displayed, for example).

Please return to 1/ and check the surrounding area one more time.

- 4/ Select [NOISE REMOVAL], adjust the gauge, and remove the noise.

- Noise has been removed.

Return to 2/

- Noise won't go away.

Continue to 5/ If you have already switched frequencies in 5/ it is possible that the surrounding area is not appropriate for USB camera use. In that case, please check environmental factors such as brightness and start over again from 1/

- 3/ Stand in front of the USB camera and check the movement of the red dot on the camera image.
- The red dot follows the player's head.
- Continue to 6/
- The movement of the red dot is not stable (it does not rest near the player's head).
- Continue to 3/

- 4/ Check the movement check window displayed beneath the screen.

The movement check window only displays objects that change (objects that move or flicker) within USB camera range.

Any of the following items may cause a misreading if it can be seen in the movement check window.

- Noise

Continue to 4/

23

- 5/ Switch the frequency using [Hz CHANGE] (60Hz_50Hz).
Return to 4/

- 6/ Adjust the orientation of the USB camera so that the red spot representing the player's head appears in the screen's target area (circle).

The target area circle is usually displayed in red, but turns green when the red dot following a player's head enters into the target area.

Please stand up straight and move left and right to confirm that the red dot enters into the target area. In addition, please make sure that the player's area of movement is within USB camera range.

You will be able to ensure that the player's head movements are accurately reflected as viewpoint movements by adjusting the above settings.

Standing position

This determines the player's position in reference to the position of the USB camera.

Decide the player's standing position so that the player's head matches up with the screen's target area (circle).

Please stand up straight and move left and right to confirm that the red dot enters into the target area. In addition, please make sure that the player's area of movement is within USB camera range.

Play While Sitting

It is possible to play the game in a sitting position. This will, however, reduce the range of motion of a player's head. Therefore, please check the relationship between player and USB camera positions and sensor operation, changing the settings if necessary.



SENSITIVITY

This sets the degree to which the viewpoint changes in response to a player's head movements during the game.

Adjust the gauge and check the actual viewpoint movements with [VIEWPOINT CHECK].

Viewpoint movement increases in relation to the player's body movements the more you turn up the gauge and decreases as you turn it down.

You can check sensor operation by the image displayed on the menu screen or by pressing the START button during play. Please check these screens and make sure that your standing position is correct if you think that the viewpoint movement is not responding properly during play.

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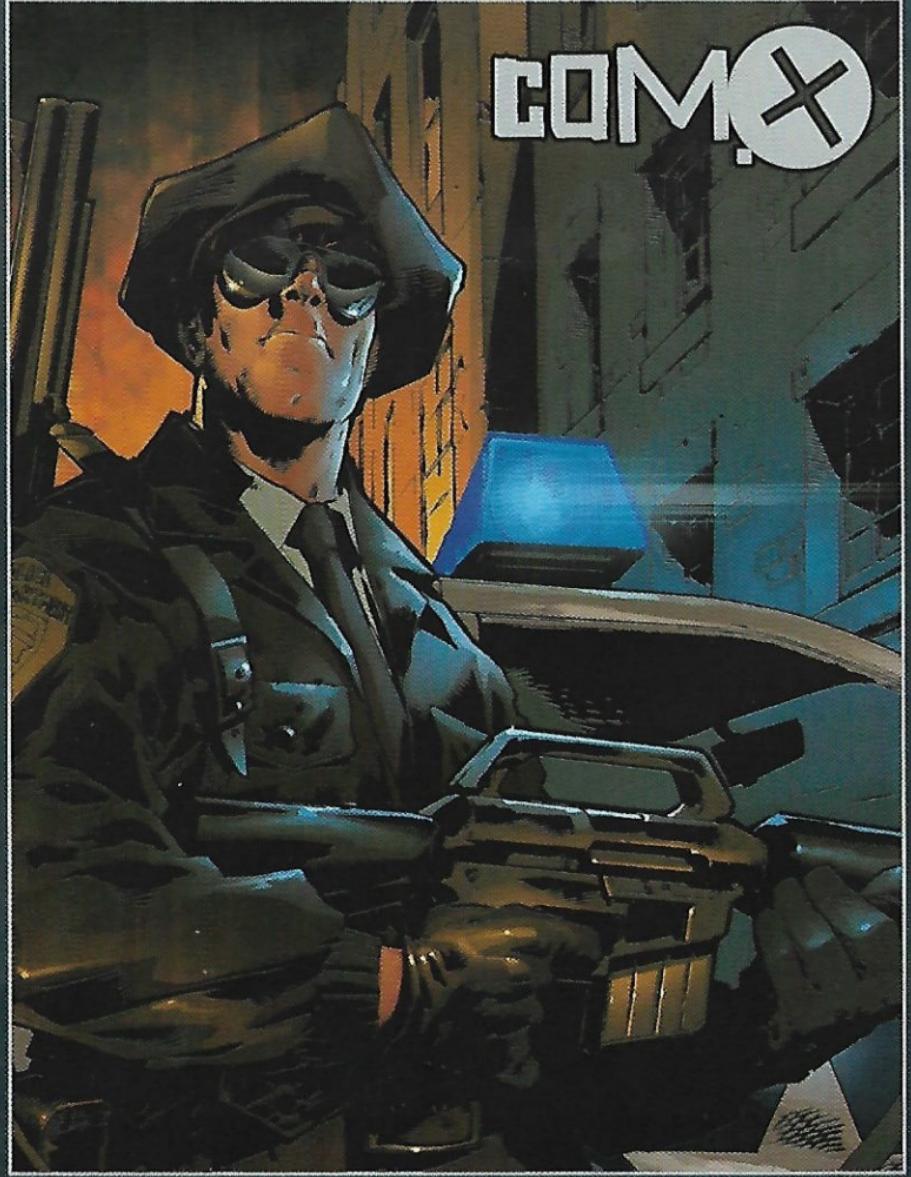
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• Österreich	0450 99 000 500
	Der Anruf unter dieser Nummer kostet max.41 Groschen/Sek. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
• Belgique/België/Belgen	011 301 306
	Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.
• Danmark	+45 33 26 28 20
	Åben Mand-Tors 16.00-19.00. Du bedes ringe til dette kundeservicenummer for support til din PlayStation.
• Suomi	0600 411 911
	"4,70 fimm/min + ppm avoinna ark 17-21." Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten.
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• Deutschland	01805 766 977
	Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
• Greece	(00 301) 677 7701
	Παρακαλούμε να καλέστε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation.
• Ireland	0818 365065
	Please call these Customer Service Numbers only for PlayStation Hardware Support. All calls charged at National Rate.
• Italia	848 82 83 84
	Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.
• Malta	344 700
• Nederland	0495 574 817
	Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.
• New Zealand	(09) 415 2447
	Please call these Customer Service Numbers only for PlayStation Hardware Support.
• Norge	2336 6600
• Portugal	(01) 318 7450
	Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.
• España	902 102 102
	Por favor, llame a los siguientes números de nuestro Servicio de Atención al Cliente si tiene problemas con cualquier producto de hardware relacionado con la PlayStation.
• Sverige	08-587 610 00
	Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
• Schweiz/Suisse	0900 55 20 55
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• UK	08705 99 88 77
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