

MAN 23232.01 ENG



**SEGA**  
CREATED BY AND PRODUCED BY

**Akklaim**  
CO-PUBLISHED AND DISTRIBUTED BY

## 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-51229

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 48KB minimum • Analog Control Compatible: Analog sticks only • Vibration Function Compatible

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# VIRTUA COP™

## ELITE EDITION



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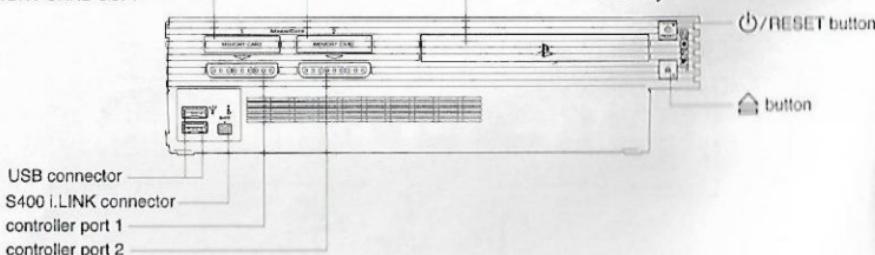
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Thank you for purchasing "VIRTUA COP ELITE EDITION" for PlayStation®  
2. Please read this instruction manual before starting the game.

# GETTING STARTED

MEMORY CARD slot 2

MEMORY CARD slot 1



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the **MAIN POWER** switch (located in the back of the console) is turned on. Press the **□/RESET** button. When the **Indicator** lights up, press the **△** button and the disc tray will open. Place the

**VIRTUA COP™ ELITE EDITION** disc on the disc tray with the label side facing up. Press the **△** button again and the disc tray will close. Attach game controllers and other accessories as appropriate. If you wish to save your game, insert a **MEMORY CARD** (8MB) (for PlayStation 2) (sold separately) into **MEMORY CARD** slot 1 or slot 2.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

## Caution

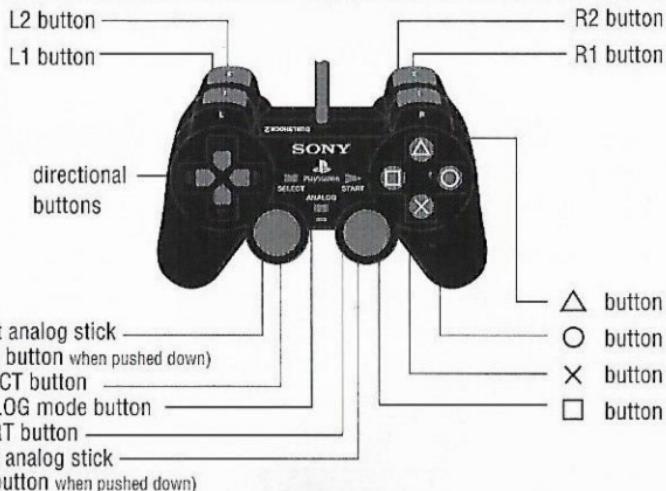
This game is compatible with the memory cards (8MB) (for PlayStation® 2), sold separately. More than 48KB of free space is required to save the game.

Insert the memory card (8MB) (for PlayStation® 2) before starting the software. If a memory card (8MB) (for PlayStation® 2) with a save file is connected at start-up, the file is automatically loaded, and you can play the game from the point where you last saved.

# STARTING UP

## ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS

When using an analog controller (DUALSHOCK 2) to play, do not connect "G-con2" to the USB connector of the same player side.. If connected, the analog controller (DUALSHOCK 2) cannot be used.



### START button

Start the game  
Continue  
Pause  
EXIT

### SELECT button

Not used

### L1 button

To the previous page

### L2 button

Not used

### R1 button

To the next page

### R2 button

Not used

### ○ button

Cancel  
Reload

### ×

Confirm item selection  
(When held down)  
Accelerates the gun sight cursor

### △ button

Not used

### □ button

Shoot

### Left analog stick

(When in analog mode  
(indicator: red))

Select items

Move the gun sight cursor

### Right analog stick

Not used

### ANALOG mode button

Switch analog mode  
(indicator: red) ON/OFF

### Directional buttons

Select items

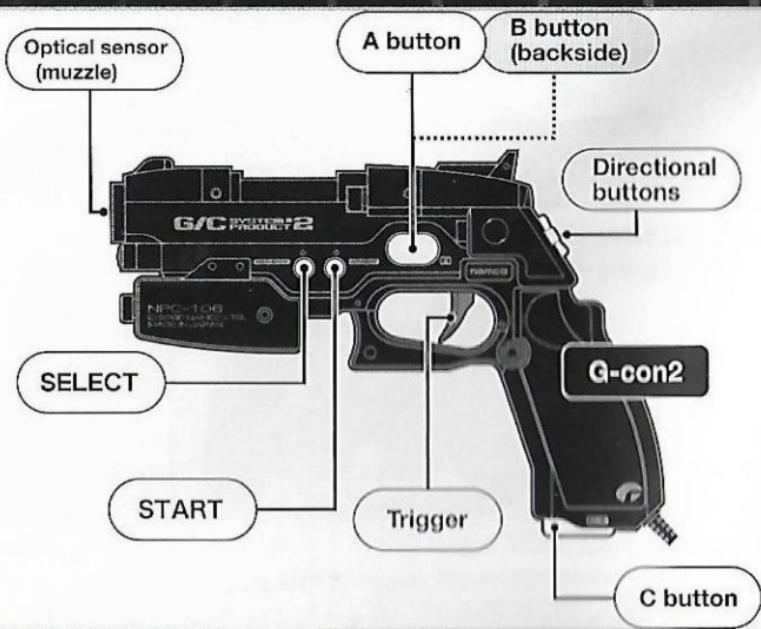
Move the gun sight cursor

Mode indicator: analog mode (indicator: red), digital mode (indicator: off). The left analog stick cannot be used when in digital mode (indicator: off).

"VIRTUA COP ELITE EDITION" supports the vibration function. The controller vibrates in the same manner whether in analog mode (indicator: red) or digital mode (indicator: off). Switch analog mode (indicator: red) ON/OFF in "OPTION (page 24). This instruction manual shows default button operations. Change the button settings in "OPTION (page 24).

## G-con2 CONFIGURATIONS

You can use "G-con2" for all game operations such as in menu screens. Select items by using the gun sight or directional buttons, and then pull the trigger to confirm.



**A button**  
To the previous page

**B button (backside)**  
To the next page

**Directional buttons**  
Select items

**SELECT**  
Not used

**START**  
Start the game  
Continue  
Pause  
EXIT

**Trigger**  
Pull the trigger (shoot)  
Confirm item selection

**C button**  
Reload  
Cancel  
To the previous screen

### Caution

Connecting "G-con2" to the USB connector and an analog controller to the controller port on the same player side disables the analog controller (DUALSHOCK2).

# BEFORE PLAYING THE GAME

"VIRTUA COP ELITE EDITION" supports "G-con2" (sold separately) by NAMCO. When using "G-con2," adjust its gun sight before starting the game.

## Connecting "G-con2"

Insert the "G-con2" USB connector into the 1P USB terminal of the "PlayStation® 2" console (upper terminal when the console is set horizontally), and connect the RCA pin jack to the AV cable of "G-con2." Refer to the "G-con2" instruction manual for details on connecting method.

See page 20 for how to play using 2 units of "G-con2" (2p play).

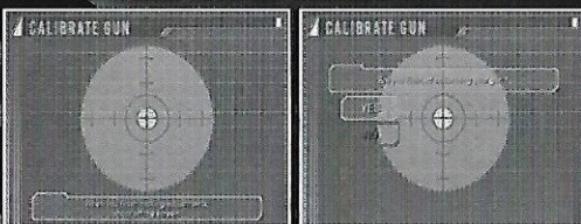
## Gun sight adjustment screen

Turn on the "PlayStation® 2" console with "G-con2" connected. A gun sight adjustment screen as shown below will be displayed. Press the START button to begin adjustment. Aim at the yellow circle at the center of the screen and pull the trigger. The gun sight is set when the trigger is pulled, and a "+" mark shows up at the aimed spot. If the sight is off, keep shooting until properly adjusted. When complete, shoot outside the screen to finish the adjustment, and then select "OK."

For more accurate adjustment, aim "G-con2" outside the screen and press and hold the trigger then press the C button to perform a 2-point adjustment. Note that the 2-point adjustment is automatically executed when using a progressive TV.

If TV monitor settings were changed after adjusting the gun sight, adjust them again in "OPTION."

A progressive TV may not be identified automatically. In such a case, aim "G-con2" outside the screen and press trigger + SELECT button to manually switch to double density scanning.



## Caution

"G-con2" does not work with high-definition TVs, liquid crystal TVs, plasma displays, and projection TVs. It also does not support some regular TVs, smart TVs, and multi-function TVs using the progressive scanning technology.

# STARTING THE GAME

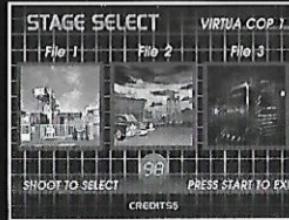
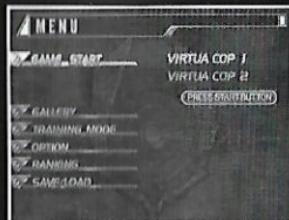
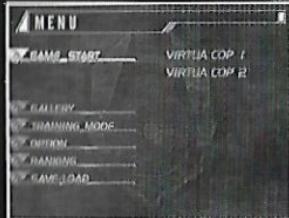
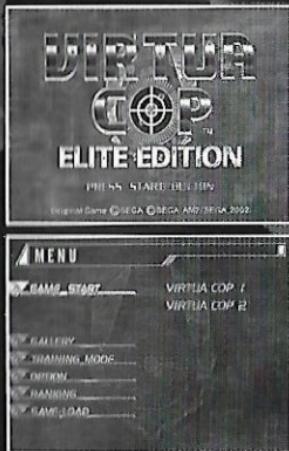
"VIRTUA COP ELITE EDITION" is "PlayStation® 2" software containing both "VIRTUA COP 1" and "VIRTUA COP 2." Follow the instructions and enjoy the game.

## To start the game

Press the START button when the title screen appears to display the menu.

If the START button is not pressed while the title screen is on, the demo starts. Press the START button during the demo to return to the title screen. "VIRTUA COP 1" and "VIRTUA COP 2" are described in the demo.

The menu contains the following 6 items. Select one by using the up and down directional buttons and press the X button to confirm.



### GAME START

Select this item to start the game. There are "VIRTUA COP 1" and "VIRTUA COP 2" modes. Select the mode with the directional buttons and confirm with the START button.

### VIRTUA COP 1

Select this mode to play "VIRTUA COP 1." Select the stage you wish to play in the stage selection screen.

### VIRTUA COP 2

Select this mode to play "VIRTUA COP 2." Select the stage you wish to play in the stage selection screen.

(Press the START button in the stage selection screen to return to the menu screen.)

## GALLERY

P.26

You can see a number of images drawn from the world of "VIRTUA COP 1" and "VIRTUA COP 2." More images will be available as you proceed in the game.

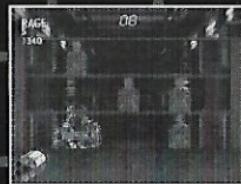


START EXIT LIBRARY HIDE APPEAR

## TRAINING MODE

P.22

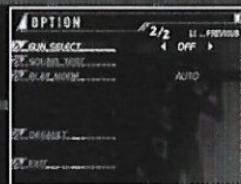
In case you have a hard time going forward in the game, there is a training mode to improve your shooting skills. With enough practice in this mode you will be able to complete all 7 stages in "VIRTUA COP 1" and "VIRTUA COP 2."



## OPTION

P.24

You can change various game settings such as difficulty levels, button settings, and screen display. There are 13 options to help you customize the game settings to your desired preference.



## RANKING

P.27

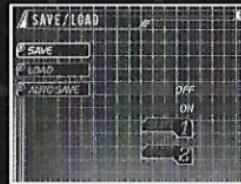
You can check the 10 highest scores for each mode of "VIRTUA COP 1" and "VIRTUA COP 2." Try to get the high scores.

RANKING		VIRTUA COP 2	
	VCO1 MODE	VCO2 MODE	
1	MAXI	50000	75000
2	MSA	40000	50000
3	SIC	30000	60000
4	MUL	20000	40000
5	MAZ	10000	55000

## SAVE/LOAD

P.28

You can save/load the game settings and current GALLERY contents, as well as RANKING, to/from a memory card (8MB) (for PlayStation®2). The setting for auto save can also be set here.



# CHARACTERS

## Name: *Michael Hardy*

A trouble maker with his investigations always going too far. He uses his extraordinary energy and inspiration to confront any problem.

# Rage

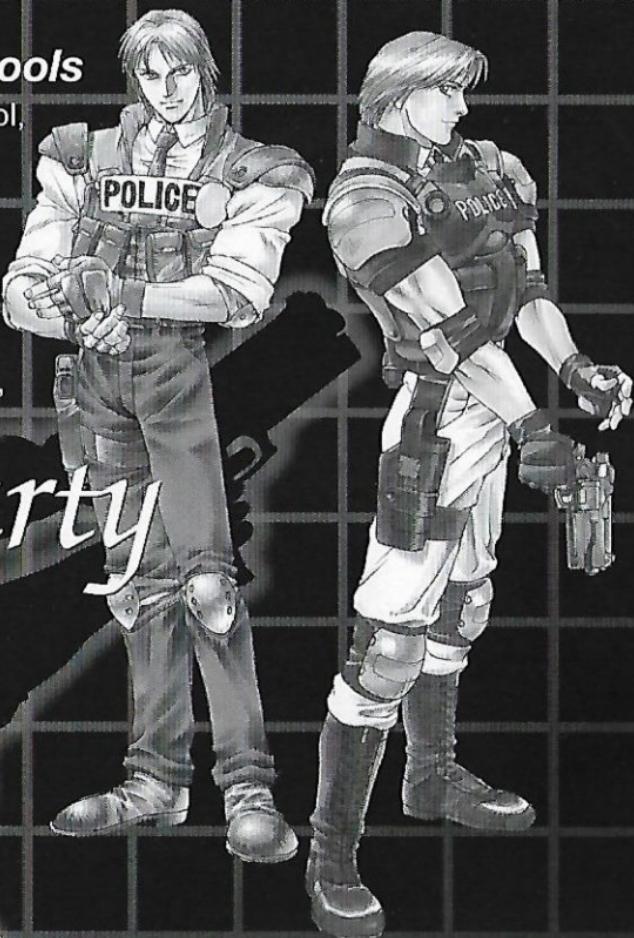


## What is a Virtua Cop?

Rage, Smarty, and Janet, the new agent, from the special investigation dept. of the Virtua City Police 2nd Precinct are equipped with high-tech, powerful weapons and called "Virtua Cops."

## **Name: James Cools**

A nice guy who is cool, intelligent, full of a sense of justice, and the best shooter in the precinct. He has been Rage's partner since he was sent to the Virtua City Police, 2nd Precinct.



## *Smarty*



## *Janet*

### **Name: Janet Marshall**

An expert of criminal psychological analysis who joined from VIRTUA COP 2. Although an excellent investigator, sometimes she is too stubborn to listen to others once she believes in something.

# PLAYING THE GAME



Select a mode in the menu screen to proceed to the stage selection screen. Shoot the stage you wish to play to start the game.



When the bullets are out, "RELOAD" will be displayed on the screen. Quickly reload your gun.

Mode selection

Stage selection

Game start

Reload

Course selection



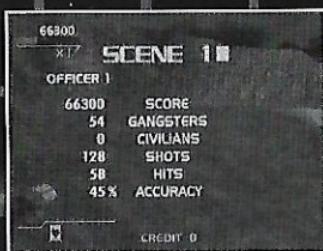
In the game, shoot the enemies that show up one after another. Try not to shoot civilians or be shot by the enemies.



You may have to choose a course during a stage. When the message is displayed, select and shoot the course sign for the one you wish to follow.

"VIRTUA COP 1" and "VIRTUA COP 2" play modes proceed as shown in the flowchart below. The game can be paused with the START button, but you cannot quit the game in the middle.

When each scene or stage is completed, your current score will be displayed.



**SCORE** / Total score

**GANGSTERS** / Number of enemies you shot

**CIVILIANS** / Number of civilians you shot

**SHOTS** / Number of shots you made

**HITS** / Number of shots that hit enemies

**ACCURACY** / Your shooting accuracy



When the game is finished, your performance is evaluated, and a player ranking is displayed.

**Scores**

**boss character battle**

**Continue / Game over**

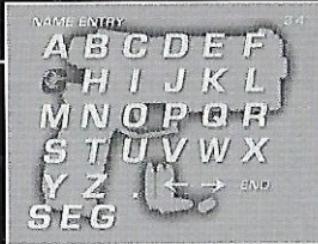
**Ranking**

**Name entry**

When all life points are lost, the continue screen is displayed. If you have some credits left, you can press the START button before the countdown reaches zero and continue the game from the scene you were last in.



If your total score is within the top 10, you can leave your name by using 3 letters in the name entry screen.

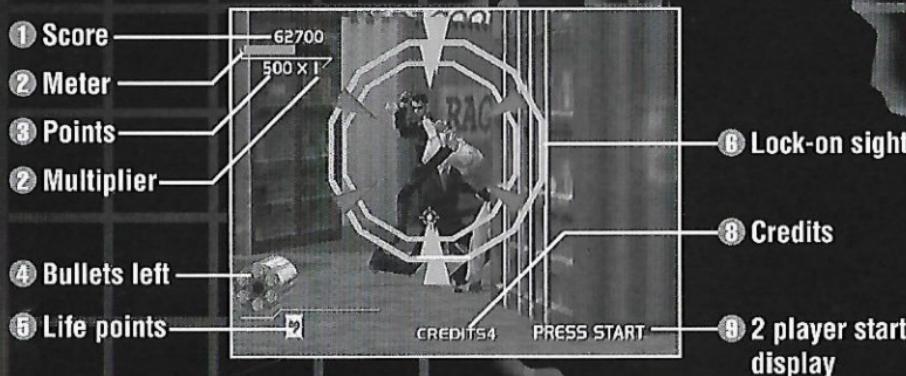


# GAME SCREENS

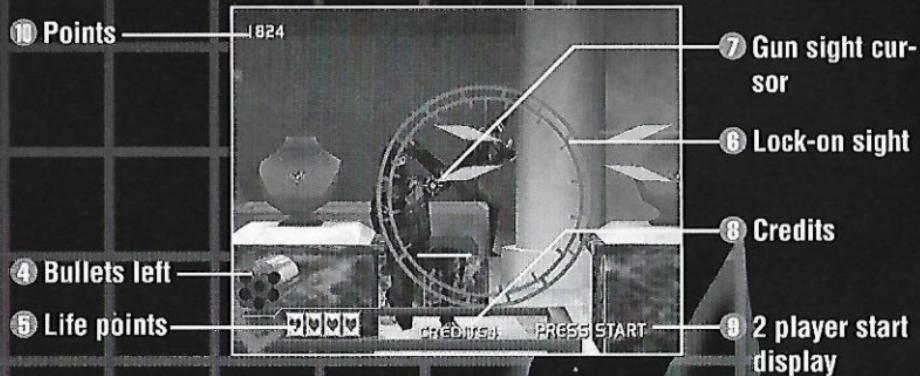
Some of the in-game screens are different between "VIRTUA COP 1 (VC1)" and "VIRTUA COP 2 (VC2)." You can change the game screen display mode in "PLAY MODE" of "OPTION" (page 24).

## Shooting screens

### VIRTUA COP 1



### VIRTUA COP 2



- ① Score:** Total points obtained by shooting enemies. VC1 only.
- ② Meter and multiplier:** The meter gradually goes up as you shoot the enemies without receiving any damage (and without shooting civilians). The point multiplier goes up by 1 when the meter becomes full. The meter drops to zero when you receive damage, and the multiplier drops by 2. VC1 only.
- ③ Points (VC1):** Points are shown each time you shoot an enemy. The faster you shoot them, the higher points you get.
- 3-point shot:** You can shoot the same enemy up to 3 times. Bonus points are given if you successfully shoot 3 times.
- Justice shot:** Regardless of how fast you shoot the enemy, bonus points are given if your first shot misses the enemy's vital spot and hits the weapon.
- ④ Bullets left:** Number of bullets left. Reload to add bullets.
- ⑤ Life points:** They will be lost if you receive damage from enemies or mistakenly shoot civilians.
- ⑥ Lock-on sight:** The timing of when enemies attack is displayed using colors. See below for details.
- ⑦ Gun sight cursor:** This will be displayed when using an analog controller to play. Your shot goes where the cursor is.
- ⑧ Credits:** This indicates how many times you can continue. If you cannot continue, the game will be over.
- ⑨ 2 player start display:** Press the 2 player START button to join the game.
- ⑩ Points (VC2):** Points are shown each time you shoot an enemy. The faster you shoot them, the higher the points you get.

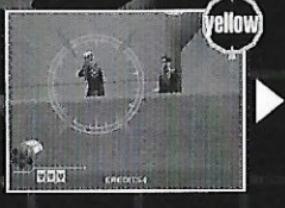
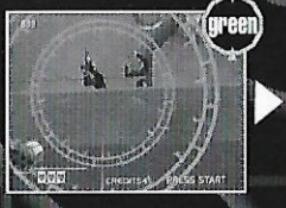
## Lock-on sight

Although the lock-on sights are displayed differently in "VIRTUA COP 1" and "VIRTUA COP 2," the basics are the same. The sight changes its colors in the order of [(blue →) green → yellow → orange → red]. You will be shot when the red gauges overlap.

VC1



VC2



# STAGES

Both "VIRTUA COP 1" and "VIRTUA COP 2" modes consist of 4 stages with different difficulty levels.

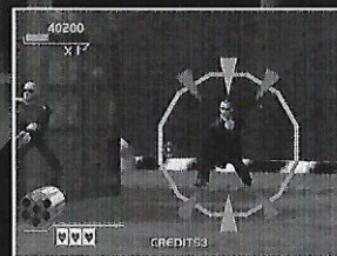
## VIRTUA COP 1

**File 1** (*beginner's stage*)

### ARMS BLACK MARKET

It looks like a gang will smuggle arms in broad daylight at the Virtua City 2nd pier!

The Virtua Cops hurry to the site to stop the trafficking. After shooting the enemies, they finally corner the boss, Kong.



**BOSS: Kong**

**File 2** (*intermediate stage*)

### UNDERGROUND WEAPON STORAGE

An arms bootlegging factory was under construction below the West Arena construction site. Once again, fierce battles start between the Virtua Cops and the gang. A huge power shovel attacks the Virtua Cops!



**BOSS: King**

**File 3** (*advanced stage*)

### GANG HEADQUARTERS

A giant company in Virtua City turned out to be behind this series of incidents. The Virtua Cops, unable to overlook the evil, infiltrate the enemy's base and go after the mysterious key figure. Arrest the big boss and destroy the evil organization that is disturbing the peace!



**BOSS: Joe Fang**

# VIRTUA COP 2

## **File 1** (beginner's stage)    **BIG CHASE**

There was a sudden attack against a jewelry store downtown by a gang of armed robbers. Although the Virtua Cops hurry to the site, the robbers already got away by car. The gang and the Virtua Cops now engage in a fierce shootout and car chase on a highway!

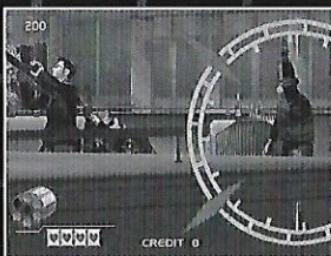
### **BOSS: Bobbie Louise**



## **File 2** (intermediate stage)    **SAVE THE MAYOR**

There was a sudden attack against a jewelry store downtown by a gang of armed robbers. Although the Virtua Cops hurry to the site, the robbers already got away by car. The gang and the Virtua Cops now engage in a fierce shootout and car chase on a highway!

### **BOSS: Aero-divers**



## **File 3** (advanced stage)    **RAILLINE SHOOTOUT**

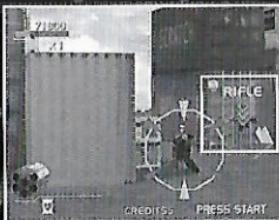
The Virtua Cops follow the armed robbers and infiltrate a luxury liner at the Virtua pier to save the abducted Virtua City mayor. Party rooms with fancy furnishings and a kitchen on the ship become shootout stages. Can they successfully save the mayor?

### **BOSS: Garse Bradley**



# ITEMS

Items other than wooden boxes can reveal bonus items. Shoot them to obtain special weapons or extra lives.



## Special weapons & life

### VIRTUA COP 1



#### Machinegun (30 shots)

Keep pulling the trigger for rapid firing. Cannot be reloaded. When the bullets are out, the weapon returns to the original.



#### Rifle (24 shots)

Pulling the trigger gives 3 consecutive shots. Cannot be reloaded. When the bullets are out, the weapon returns to the original.



#### Automatic (15 shots)

No rapid firing, but it can be reloaded. It holds more bullets than the original weapon, resulting in less reloading.



#### Shotgun (6 shots)

With a wider hit area than ordinary bullets, shooting enemies is easier. No rapid firing, but it can be reloaded.



#### Magnum (6 shots)

With powerful firepower, bullets can pierce obstacles. No rapid firing, but it can be reloaded.



#### Life

Recover 1 life point.

### VIRTUA COP 2



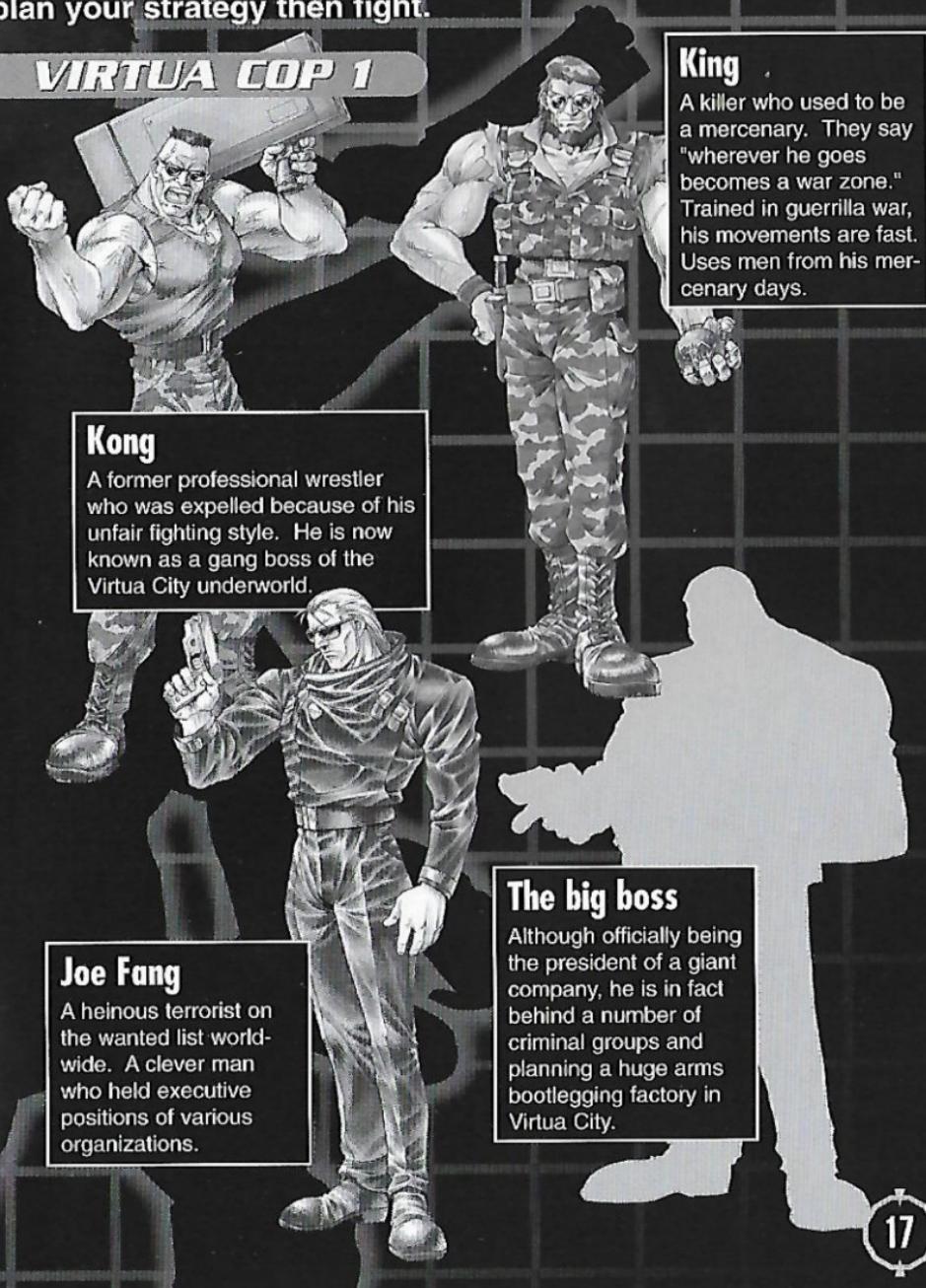
### Caution

If shot by the enemy, a special weapon is switched back to the original, even if some bullets are still left. The same applies when using a special weapon in the "GUN SELECT" setting of OPTION.

# BOSS CHARACTERS

A boss character shows up at the end of each stage in this game. They have a powerful firearm and great strength, so plan your strategy then fight.

## VIRTUA COP 1



### Kong

A former professional wrestler who was expelled because of his unfair fighting style. He is now known as a gang boss of the Virtua City underworld.

### Joe Fang

A heinous terrorist on the wanted list worldwide. A clever man who held executive positions of various organizations.

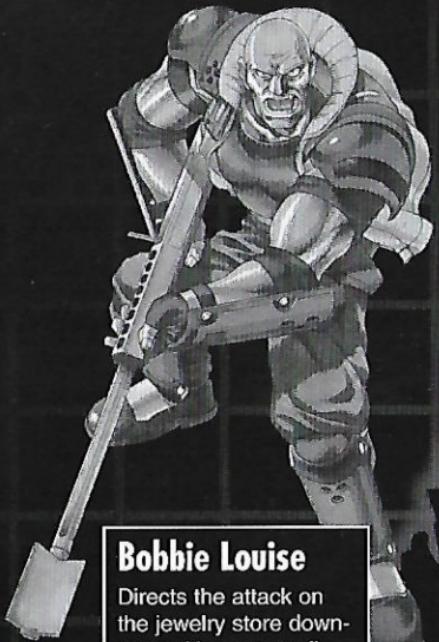
### King

A killer who used to be a mercenary. They say "wherever he goes becomes a war zone." Trained in guerrilla war, his movements are fast. Uses men from his mercenary days.

### The big boss

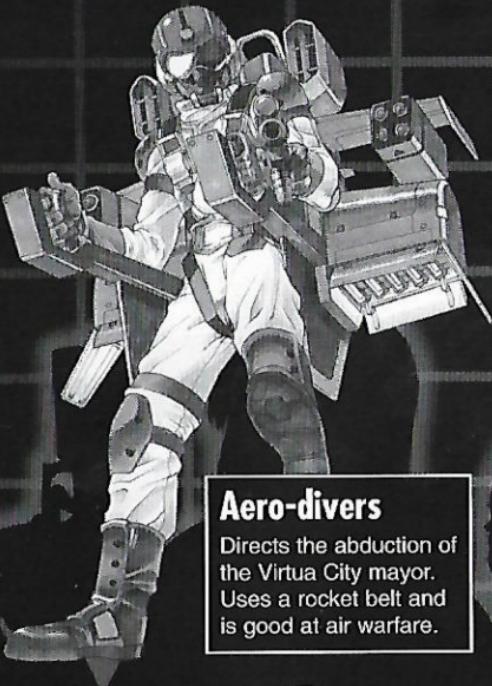
Although officially being the president of a giant company, he is in fact behind a number of criminal groups and planning a huge arms bootlegging factory in Virtua City.

## VIRTUA COP 2



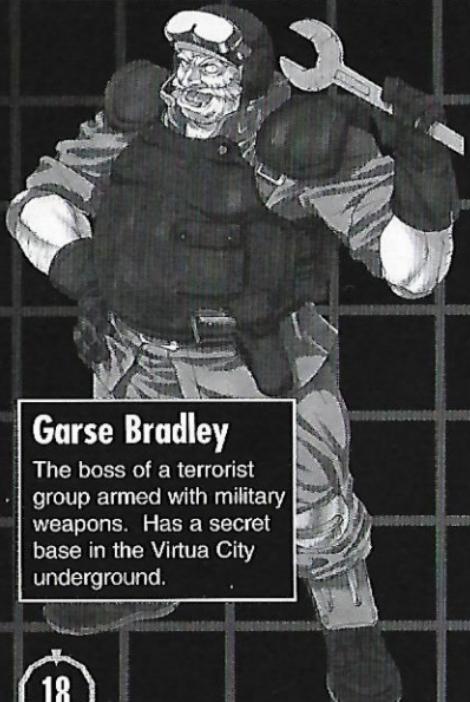
### Bobbie Louise

Directs the attack on the jewelry store downtown. Has extraordinary strength.



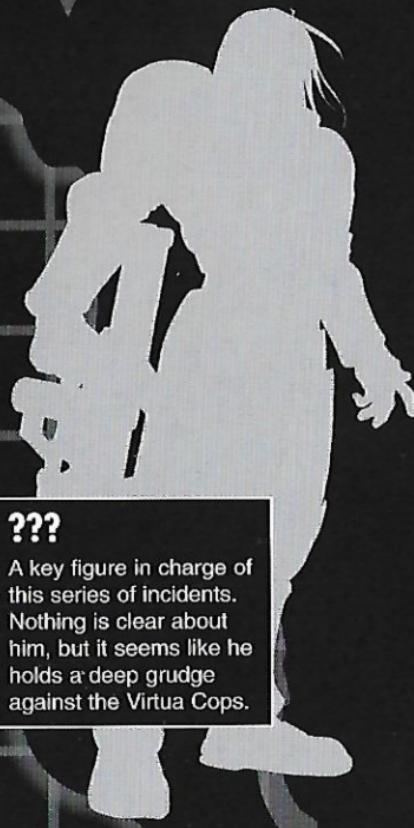
### Aero-divers

Directs the abduction of the Virtua City mayor. Uses a rocket belt and is good at air warfare.



### Garse Bradley

The boss of a terrorist group armed with military weapons. Has a secret base in the Virtua City underground.



### ???

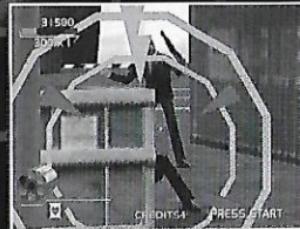
A key figure in charge of this series of incidents. Nothing is clear about him, but it seems like he holds a deep grudge against the Virtua Cops.

# TIPS

In "VIRTUA COP," enemies will attack you in various situations. This section introduces some basic techniques to efficiently shoot them.

## POINT 1 *Memorize the timing*

The most effective strategy in this game is to memorize times and locations at which the enemies show up. Since they show up at the same spots, memorizing them allows you to point the muzzle or cursor in advance. In this way, not only can you shoot them efficiently but you also get high points for shooting them quickly.



## POINT 2 *Shoot the flying grenades*

Some enemies throw weapons as well as shoot at you. Shooting the enemy who threw the grenade does not stop the grenade from flying towards you. Aim well and shoot it. Carefully determine its trajectory via the rainbow curve and quickly shoot it. One enemy throws 3 times, but you can shoot this enemy at the same time as the first throw to make the situation easier.



## POINT 3 *Create collateral damage*

Some stages are quite unsafe and contain explosives. But, you can shoot them and make use of the explosion to take down the nearby enemies. Note that you may need the magnum for its penetrating power to blow up some of the explosives.



## POINT 4 *Change the settings*

If changing the game difficulty to "EASY" in "OPTION (page 24)" is not working for you, changing the "GUN LOOSENESS" and "AUTO RELOAD" settings is recommended. If the bullets are more likely to hit the enemies and you do not have to manually reload, the battles will be much easier. The last resort is "FREE PLAY." This lets you continue the game as many times you wish.

# 2P PLAY

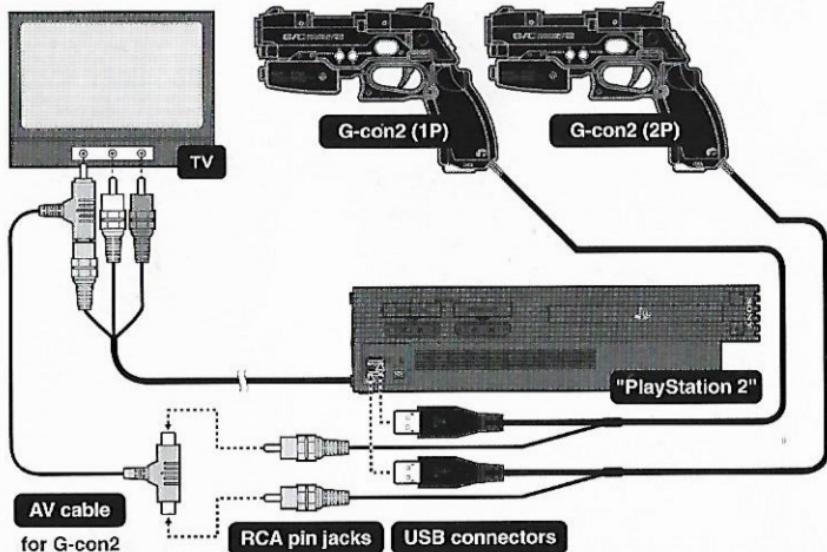
2 players can play "VIRTUA COP ELITE EDITION" at the same time. 2P play will make the game much more fun.

## Help each other

In "VIRTUA COP ELITE EDITION," helping each other to defeat the enemies will provide you with the fun and excitement of team play. When using "G-con2," refer to the diagram below and correctly connect them.

### Connecting 2 units of "G-con2"

In "VIRTUA COP ELITE EDITION," 2 players can play simultaneously by connecting 2 "G-con2" peripherals. To do so, first insert each of the USB connectors to the USB connectors of the "PlayStation® 2", and then connect each of the RCA pin jacks to the AV cable for "G-con2", as shown in the diagram.



## Set roles and go for the ending

The best part of 2-player "VIRTUA COP ELITE EDITION" is the perfect team play of Rage and Smarty. Assign each player a role to efficiently shoot the enemies. Dividing the screen horizontally or vertically, for example, to assign the area of responsibility will make the game easier.

Communicating with each other during the game is a good way to improve the partnership. Also, do not forget to cover your partner's mistakes.



▲A second player can join the game in the middle. To do so, press the START button of the 2P controller.



# TRAINING MODE

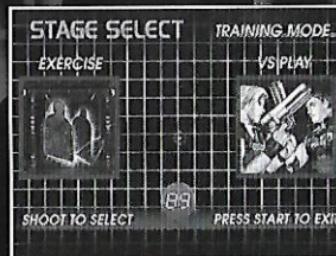
"VIRTUA COP ELITE EDITION" offers a training mode. Brush up your shooting skills to survive all the way through.

## Stages in the training mode

Select "TRAINING MODE" from the menu using the directional buttons and confirm with the X button. The stage selection screen shown on the right will be displayed. There are "EXERCISE" and "VS PLAY" stages in this mode.

Shooting the selected stage will start the training. Press the START button in the stage selection screen to return to the menu.

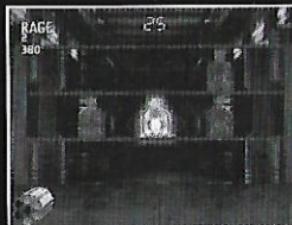
You cannot exit the training nor return to the stage selection screen in the middle of the training. You can, however, press the START button to pause the training.



### EXERCISE

The "EXERCISE" stage allows you to proceed while meeting given conditions within a time limit.

Selecting "EXERCISE" starts the first training, and conditions for completing the stage are displayed. Check the conditions and press the START button to start the training. Shoot the targets that show up on the screen. Shooting a red target will be counted as a miss, thus you get no points. RESULT will be shown when you finish. If the conditions are met, you will proceed to the next training. If not, the training is "INCOMPLETE," and "CONTINUE" will be displayed. To retry, press the START button before the countdown reaches 0. If the countdown reaches 0, "TOTAL RESULT" is displayed and the screen returns to the stage selection screen.



TOTAL RESULT	
TOTAL SHOTS	126
TOTAL HITS	80
ACCURACY	63.4%
TOTAL POINT	19960
YOUR RANK	
	10

### Result

SHOTS: Number of shots (number of bullets shot)

HITS: Number of hits (number of bullets hitting targets)

ACCURACY: Shooting accuracy

POINTS: Your points

## VS PLAY

The "VS PLAY" stage challenges you to shoot the targets, showing up one after another, as fast and accurately as possible to get higher points than your opponents and then proceed.

When "VS PLAY" is selected, the first opponent for training appears. The opponents in this stage are characters from the game mode. Press the START button to start "VS PLAY." Shoot the targets on the screen before your opponent shoots them. Shooting a red target will be counted as a miss, thus you get no points. When time is up, the result is displayed. The performances of both players will be evaluated. The player with better result is declared WINNER and will proceed to meet the next opponent.

The first opponent (TOM) is a slow shooter with low accuracy, but opponents will get better as you proceed. "CONTINUE" is displayed when you lose. Press the START button before the countdown reaches 0 to fight against the same opponent in a different stage. The game will be over if the countdown reaches 0, and the screen returns to the stage selection screen.

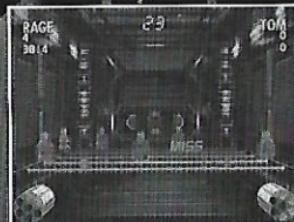
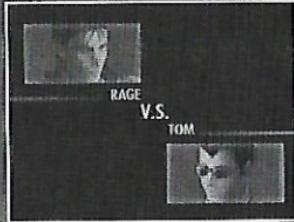
## Result

SHOTS: Number of shots (number of bullets shot)

HITS: Number of hits (number of bullets hitting targets)

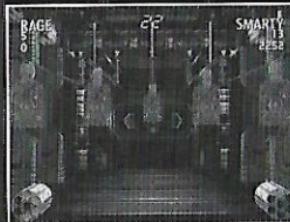
ACCURACY: Shooting accuracy

POINTS: Your points



RESULT	
RAGE	TOM
44	SHOTS 31
15	HITS 12
34.0%	ACCURACY 38.7%
2315	POINT 2045

WINNER  
PRESS START BUTTON



## Training with 2 players

Although "EXERCISE" is a training stage for 1 player only, 2 players can enjoy "VS PLAY."

2 player training starts when the second player joins while 1 player is playing "VS PLAY."

Players can compete. The player who gets higher points than the other becomes the winner.

Training while competing against each other will accelerate improvement of your skill.

# OPTION

Various game settings can be changed here. Changing the settings will make "VIRTUA COP ELITE EDITION" easier to play.

## Option items

You can change various game settings such as difficulty levels, button settings, and screen display. Select "OPTION" from the menu using the directional buttons and confirm with the X button. The settings for the 13 items displayed here can be changed in options. Select an item with the up and down directional buttons and switch settings with the left and right directional buttons.

Press the O button to return to the menu.

OPTION		1/2	R1 ... NEXT
<input checked="" type="checkbox"/>	DIFFICULTY	1 NORMAL	▼
<input checked="" type="checkbox"/>	GUN LOOSENESS	9	9
<input checked="" type="checkbox"/>	LIFE	4	4
<input checked="" type="checkbox"/>	CONTINUE	5	
<input checked="" type="checkbox"/>	AUDIO	STEREO	
<input checked="" type="checkbox"/>	CONTROLLER SETTING		
<input checked="" type="checkbox"/>	GUN ADJUST		
<input checked="" type="checkbox"/>	SIGHT		
<input checked="" type="checkbox"/>	AUTO RELOAD		
		ON	
		OFF	

### DIFFICULTY

Change the game difficulty to 3 different levels.  
[EASY/NORMAL/HARD] (default: NORMAL)

### GUN LOOSENESS

Enemies are more likely to get hit as this value becomes larger.  
[0 to 30] (default: 9)

### LIFE

Change the number of life points to start the game with.  
[1 to 9] (default: 4)

### CONTINUE

Change the number of times you can continue. FREE PLAY allows you to continue as many times you wish.  
[FREE PLAY or 0 to 9] (default: 5)

### AUDIO

Switch the output of in-game sound.  
[STEREO/MONURAL] (default: STEREO)

## CONTROLLER SETTINGS

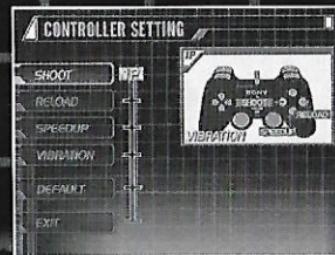
Change the button (trigger, reload, and acceleration) or vibration function (VIBRATION) settings of the controller. Select an item with the up and down directional buttons then press the button to give the function to. This changes the button settings.

[default button settings]

○ button: reload    □ button: trigger

× button: Accelerate the gun sight cursor

[VIBRATION: ON/OFF] (default: ON)



## CALIBRATE GUN

Change the gun sight settings of "G-con2." Refer to "BEFORE STARTING THE GAME" for details.

## SIGHT

Turn on/off the display of the lock-on sight.

[ON/OFF] (default: ON)

## AUTO RELOAD

Turn on/off automatic reload (feeding bullets).

[ON/OFF] (default: OFF)

## GUN SELECT

Turn on/off the availability of special weapons when the reload action is taken while the game is paused. [ON/OFF] (default: OFF)

## SOUND TEST

Listen to the in-game soundtrack. Select the sound with the up and down directional buttons and confirm with the × button.

## PLAY MODE

Select a play mode from "VC1" or "VC2."

[VC1/VC2/AUTO] (default: AUTO)

(When AUTO is selected, the play mode of the game currently being played is automatically selected.)

## LANGUAGE

Change the in-game language. Select the language with the up and down directional buttons, when chosen press START to exit.

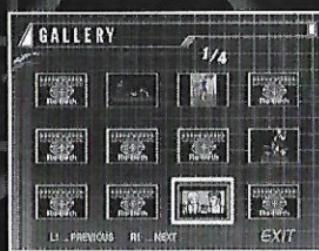
# GALLERY

You can see images from the world of "VIRTUA COP 1" and "VIRTUA COP 2" in this gallery.

## Enjoying the gallery

Select "GALLERY" from the menu using the directional buttons and confirm with the X button. The first of 4 pages in the gallery will be displayed. Select the image you wish to see with the directional buttons and confirm with the X button. The selected image will be displayed on the monitor screen. Press the L1 button to erase the message shown at the bottom of the screen. Press the O button to return to the image selection screen.

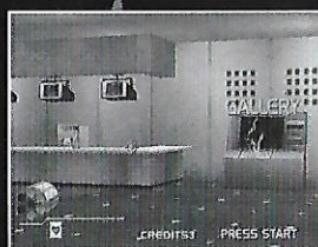
Use the L1 and R1 buttons to scroll the pages of the image selection screen. Select "EXIT" to return to the menu.



## How to obtain images

You cannot see any images in the gallery when you first start playing. You will be able to see the corresponding images in the gallery by shooting certain obstacles such as enemies or boxes in the game that show the word "GALLERY."

Shoot various things during the game so that you may be able to see all the images. "GALLERY" messages are hidden in unexpected places.

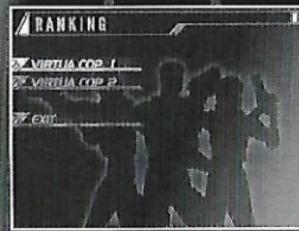


# RANKING

If your score is high enough to be in the top 10, you can leave your score in the ranking through name entry.

## Select ranking

Select "RANKING" from the menu using the directional buttons then confirm with the X button. The ranking selection screen will be displayed. There are 2 kinds of top 10 rankings, "VC1 mode" and "VC2 mode," with different calculation methods used for "VIRTUA COP 1" and "VIRTUA COP 2." Select either "VIRTUA COP 1" or "VIRTUA COP 2" and confirm with the X button. The ranking will be displayed. Press "EXIT" to return to the menu.



## See the ranking

The ranking for "VC1 mode" is shown on the left and "VC2 mode" on the right. Use the up and down directional buttons to scroll the pages (1st to 5th places, then 6th to 10th places). "VIRTUA COP 1" and "VIRTUA COP 2" show the same contents and they are as follows from the left:

Standings

Name

Score

Evaluation ranking

Press the O button to return to the ranking selection screen.

RANKING		VIRTUA COP 1	
		VC1 MODE	VC2 MODE
1	AOC	100000	570
2	NAR	90000	YUI
3	NAO	80000	HAS
4	SEG	70200	S.E.
5	M.M.	70000	5IN

RANKING		VIRTUA COP 1	
		VC1 MODE	VC2 MODE
6	SEG	67800	AKI
7	MAZ	60000	MSA
8	I50	50000	N.K.
9	JO	40000	AKA
10	H.H	30000	TAK

# SAVE/LOAD

You can manually save and load the game data. Or, you can use "AUTO SAVE" for automatic saving.

## Save/Load

Select "SAVE/LOAD" from the menu using the directional buttons and confirm with the X button. The SAVE/LOAD screen will be displayed.

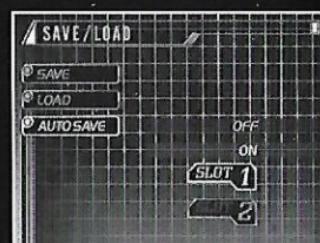
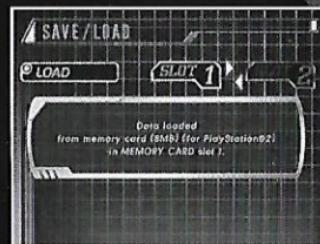
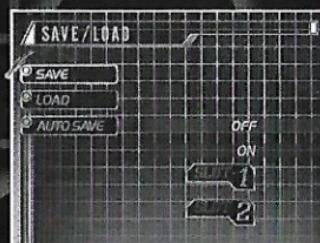
To save the data, select "SAVE" and confirm with the X button. Then select the MEMORY CARD slot to save the data in and confirm with the X button to allow the data to be saved. New data will be saved. Only one piece of data can be saved in a memory card (8MB) (for PlayStation®2).

To load the data, select "LOAD" and confirm with the X button. Then select the MEMORY CARD slot to load the data from and confirm with the X button. The data saved in the memory card (8MB) (for PlayStation®2) will be loaded.

## Auto save

Auto save is set to OFF by default. If "AUTO SAVE" is switched ON, game data will be automatically saved to a memory card (8MB) (for PlayStation®2) when the game is finished or the screen returns from the OPTION screen to the menu (only when the settings have been changed).

An auto save is executed when the ranking is displayed after game play. The auto save function becomes automatically cancelled if a different memory card (8MB) (for PlayStation®2) is inserted or the memory card (8MB) (for PlayStation®2) is taken out. "AUTO SAVE" cannot be turned ON if no memory card (8MB) (for PlayStation®2) is inserted in the MEMORY CARD slot.



## **NOTES**

## **NOTES**

## **NOTES**

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• Sverige	08 587 822 40	Män-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.
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LOOK FOR

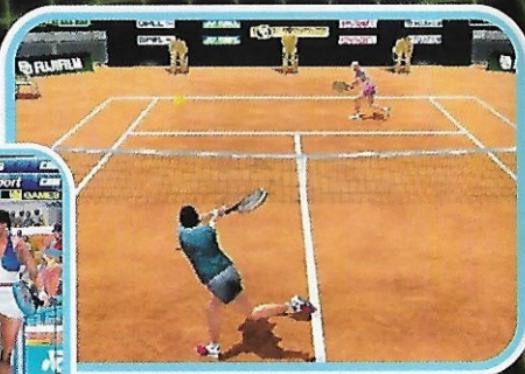
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