
ELECTRONIC ARTS
PlayStation
NTSC U/C
PlayStation
FUTURE
COP
L.A.P.D.
SERVE · PROTECT · SURVIVE
L.A.P.D.
TEEN
CONTENT RATED BY
ESRB
SLUS-00739

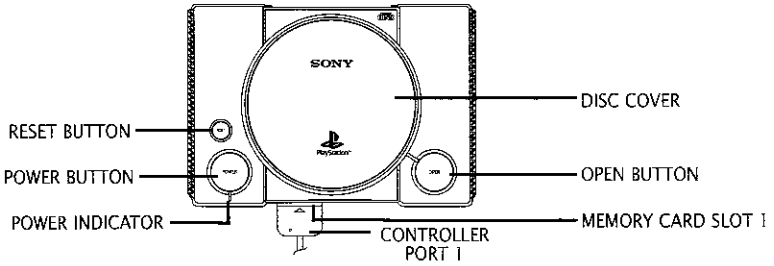
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➢ **For more info** about this and other titles, check out Electronic Arts™ on the web at **www.ea.com**.

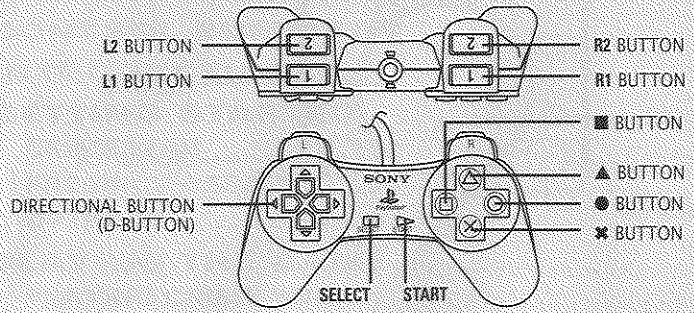
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STARTING THE GAME



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

CONTROL SUMMARY



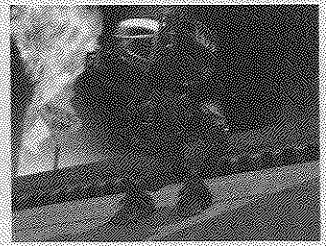
The following are the default controls for *Future Cop: L.A.P.D.*

COMMAND	WALKER ACTIONS	HOVERCAR ACTIONS
D-Button ↕	Jog Forward/Backward	Forward/Backward
D-Button ↔	Rotate Left/Right	Rotate Left/Right
✖	Fire Heavy Weapon	Fire Heavy Weapon
●	Fire Special Weapon	Fire Special Weapon
■	Fire Gun	Fire Gun
▲	Jump	Brake
L1	Action	Action
R1	Change Target	Change Target
L2/R2	Jink Left/Right	Jink Left/Right
L1 + R1	Transform to Hovercar	Transform to Walker
D-Button ↕ + L1	Walk Forward/Backward	N/A
L1 + ▲	Crouch	N/A
L1 + L2/R2	Short Jink Left/Right	N/A

INTRODUCTION

Welcome to *Future Cop: L.A.P.D.* where you patrol the streets with the ultimate police assault vehicle in two unique games. In Crime War, armed with a daunting arsenal, you must rid the city of the criminal vermin who control certain sections of Los Angeles. In Precinct Assault, you command an assault force and must outwit your opponent in a tactical, real-time strategy battle.

BACKGROUND



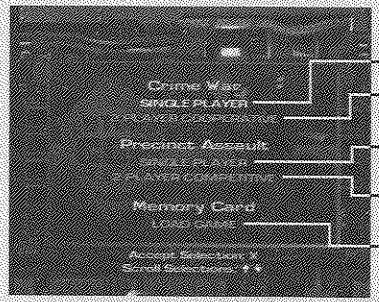
During the 21st century, social decay, overpopulation, crime, and a 9.1 earthquake devastated the city of Los Angeles. From the ruins, criminal gangs emerged to take control of the remains. They have divided the city into various zones of influence where they run their criminal operations and prey upon the weak and desolate.

Sadly, the L.A.P.D. has met with virtually no success in its efforts to restore the peace and rid the city of these ruthless gangs. Consistently outgunned and undermanned, LA's finest have waged a losing battle that seems to grow bleaker each year as the casualties mount and more ground is lost.

The time has come to take back the streets. With the help of the most technologically-advanced vehicle ever created, the TAC (Tactical Assault & Combat) X-1 Alpha, and armed with some state-of-the-art firepower, you've got a chance to Serve, Protect, ... and Survive.

GETTING STARTED

MAIN MENU



BEGIN A ONE-PLAYER CRIME WAR

BEGIN A COOPERATIVE TWO-PLAYER CRIME WAR

BEGIN A ONE-PLAYER PRECINCT ASSAULT

BEGIN A COMPETITIVE TWO-PLAYER PRECINCT ASSAULT

LOAD A SAVED GAME

- To select an option, D-button ↕ to highlight it, then press ✖.

*NOTE: Default settings are listed in **bold** type in this manual.*

CRIME WAR

- To begin a Crime War game, select **SINGLE PLAYER** or 2 PLAYER COOPERATIVE. The Crime War rules video plays the first time after the system is powered-up, then the Setup screen appears.

SETUP SCREEN

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

To enter your name:

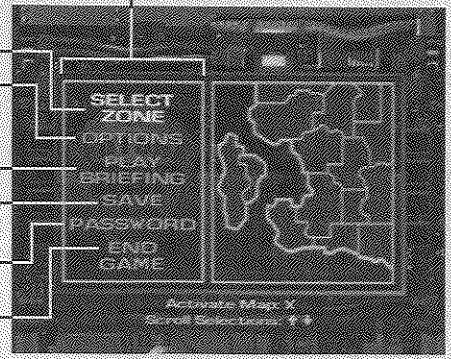
1. Highlight NAME on the Setup screen, and press ✖.
2. D-button ↕ to cycle through the alphabet, and D-button ↔ to move to the next space.
3. Press ✖ to confirm the name you've entered.

To select a difficulty level:

1. D-button ↕ to highlight SKILL on the Setup screen.
2. D-button ↔ to highlight EASY, **NORMAL**, or DIFFICULT, and press ✖ to confirm your selection.
   - To continue to the Crime War Zone Select screen, D-button ↕ to highlight READY, and press ✖.

CRIME WAR ZONE SELECT SCREEN

D-BUTTON ↕ TO HIGHLIGHT AN OPTION AND PRESS ✖ TO SELECT.



CHOOSE A ZONE TO PLAY

ACCESS THE OPTIONS SCREEN (➢ *OPTIONS* ON P. 10.)

VIEW THE CRIME WAR RULES VIDEO

SAVE A GAME (➢ *SAVING AND LOADING* ON P. 25.)

ACCESS THE PASSWORD SCREEN (➢ *PASSWORD SCREEN* ON P. 25.)

QUIT THE GAME AND RETURN TO THE MAIN MENU

To select a zone:

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

WEAPON SELECT SCREEN

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

- D-Button ↕ to select a hardpoint, D-Button ↔ to select a weapon.

GUN	Low-powered weapons such as guns and flamethrowers.
HEAVY	Medium-powered weapons such as missiles and lasers.
SPECIAL	High-powered weapons such as mines and mortars.

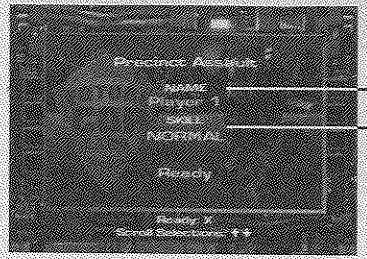
NOTE: *The number that follows each weapon type represents the number of choices available. The number increases as you progress through the zones.*

- To accept your weapon selection, highlight **READY** and press ✖. Your Crime War game begins. (➢ *Playing Crime War* on p. 11.)

PRECINCT ASSAULT

- To begin a Precinct Assault match, select SINGLE PLAYER or 2 PLAYER COMPETITIVE. The Precinct Assault rules video plays the first time after the system is powered-up, and is followed by the Point Value screen. Press ✖ to advance to the Setup screen.

SETUP SCREEN

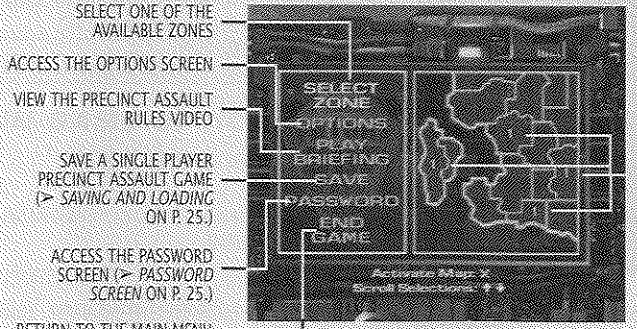


ENTER A NAME

SELECT A SKILL LEVEL

- To continue to the Precinct Assault Zone Select screen, D-button ↕ to highlight READY, and press ✖.

PRECINCT ASSAULT ZONE SELECT SCREEN



SELECT ONE OF THE AVAILABLE ZONES

ACCESS THE OPTIONS SCREEN

VIEW THE PRECINCT ASSAULT RULES VIDEO

SAVE A SINGLE PLAYER PRECINCT ASSAULT GAME (➢ *SAVING AND LOADING* ON P. 25.)

ACCESS THE PASSWORD SCREEN (➢ *PASSWORD SCREEN* ON P. 25.)

RETURN TO THE MAIN MENU

THE HIGHEST LEVEL REACHED IN THE ZONE.

To select a zone in Precinct Assault:

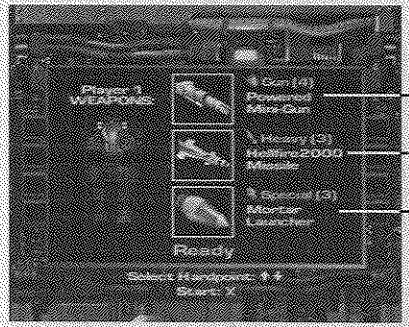
1. Highlight **SELECT ZONE** and press ✖. The Zone map becomes active.

   On the Zone map, D-Button in any direction to cycle through the available zones, and press ✖ to select a highlighted zone.

   If you've completed any of the ten difficulty levels in the zone, the Select Level of Play menu appears. D-Button ↕ to highlight a difficulty level (1-10) and press ✖. The Weapon Select screen appears.

WEAPON SELECT SCREEN

(➢ *Weapon Select Screen* on p. 8.)



SELECT A GUN WEAPON

SELECT A HEAVY WEAPON

SELECT A SPECIAL WEAPON

- To accept your weapon selection, highlight **READY** and press ✖. Your Precinct Assault game begins. (➢ *Playing Precinct Assault* on p. 16.)

OPTIONS

OPTIONS SCREEN

- To access the Options screen, select OPTIONS on the Zone Select screen.
- To highlight an option, D-Button ↕.

VOLUMES — To adjust the volume level of the SOUND FX, MUSIC, and CINEMATICS, D-Button ↔.

SOUND MODE — Toggle **STEREO** or MONO.

NOTE: *The Cinematics volume also controls in-game voices.*

CONTROLLER OPTIONS — Highlight CONTROLLER OPTIONS, and press ✖ to enter the Controller Options Screen. On the Controller Options screen, D-Button ↕ to view Walker and Hovercar controls, and D-Button ↔ to select from any of four pre-set configurations. Press ✖ to return to the Options screen.

NOTE: *In two player mode, only the player who selects CONTROLLER OPTIONS enters the Controller Options screen.*

NOTE: *Analog controllers must be set to Analog mode to view Analog controller options.*

IN-GAME OPTIONS

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

VOLUMES — To adjust the volume level of the SOUND FX, MUSIC, and VOICES, D-Button ↔.

SOUND MODE — Toggle **STEREO** or MONO.

QUIT — Press ✖, and toggle **NO** or YES.

PLAYING THE GAME

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

PLAYING CRIME WAR

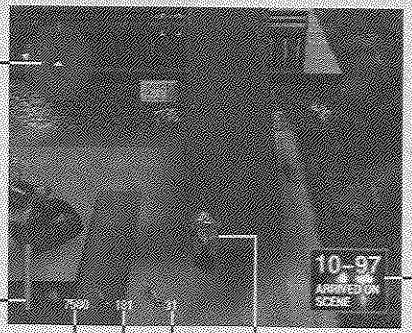
In Crime War, you must eliminate the criminal elements from a selected zone, before they can eliminate you.

ZONE BRIEFING

The Zone Briefing screen defines your objectives in a given level. Listen to the instructions carefully or press ✖ to advance to the Weapon Select screen. (➢ *Weapon Select Screen* on p. 8.)

SURVIVING IN THE STREETS

Once inside a zone, you are authorized to dispense justice in any fashion necessary. It's a war out there and you're playing for keeps, so pay attention to your surroundings and neutralize anything that gets in your way. If enemy fire completely wastes your Armor Level, you'll have to restart at the beginning of the zone.



Once you clear a zone of its criminals, the Crime War Zone® Select screen appears. At this point, you have the option to save your game, view your password, continue on to the next zone, or return to the Main menu.

CRIME WAR MAP SCREEN

The Crime War Map screen is a useful tool for navigating through a level. If you are not sure where to go next or become lost in a level, look for the flashing green area on the Map screen and travel there to continue your assignment.

- To view the Crime War Map screen, press **START**.

D-BUTTON IN ANY DIRECTION TO SCROLL THE CRIME WAR MAP SCREEN AND VIEW THE ENTIRE LEVEL. PRESS THE ACTION BUTTON TO RE-CENTER THE MAP ON YOUR CURRENT LOCATION.



RADAR

The radar displays the location of people or objects in the immediate vicinity.

ICON	REPRESENTS...	ICON	REPRESENTS...
White Triangle	Player One	**Green Circle**	Next objective
Red Dots	Enemies	**Green Dots**	Switches, elevators, secondary objectives
Red Triangles	Crime Lieutenants	**Yellow Triangles**	Reloaders
Red Diamond	Crimelord	**Blue Triangle (2P-only)**	Player Two

VIDEO DISPATCH WINDOW

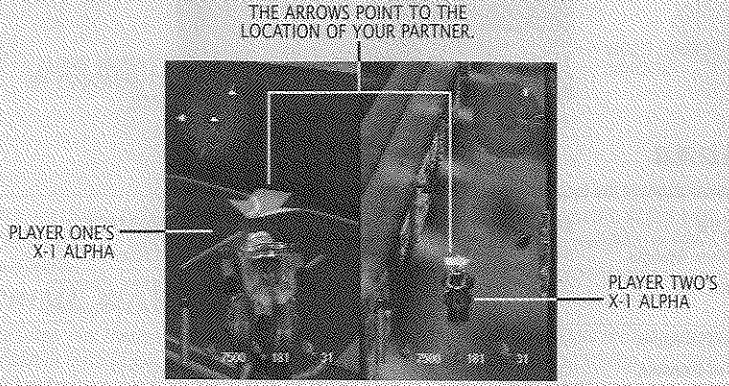
Upon entering a zone, the Video Dispatch Window appears in the lower-right corner of the screen. It appears occasionally throughout the zone to relay important information.

DISPATCHER

Frequently during the course of your assignment, you'll receive radio transmissions from the L.A.P.D.'s hotshot dispatcher. Pay attention to her directions, as she often provides valuable insight about overcoming obstacles you'll face on your beat.

COOPERATIVE MODE

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



THE GANGS

Each zone in Crime War is controlled by a vicious and powerful gang, determined to make your career on the force a short one. Here's a rundown of the various gang leaders and the zones they occupy in the LA Basin area:

Griffith Park – Heir to the Mysterio Optics fortune and leader of a band of outlaws known as the Observers, Myles Mysterio is used to getting what he wants. To that end, he has used his wealth to develop powerful plasma weapons and even went as far as vaporizing Northern American flight 1550 as a show of force. Now, after seizing control of the Griffith Park Observatory, the terrified citizens of Los Angeles wait in fear and wonder when he will strike again.

Zuma Beach – Dr. Xerxes Zeno, the king of designer drugs, is the power broker in this zone of the city that is notorious for illegal narcotics. As of late, rumors abound of a deadly new drug known as Xtreme Z that reportedly kills nearly anyone who ingests it. Perhaps the only one with answers is Zeno, who is conveniently holed-up in the automated pharmaceutical processing plant in the center of the zone.

La Brea Tar Pits – At one time, Tiffany Kline was a mild-mannered podiatrist, until the collapse of her Rodeo Drive medical practice. These days, Tiffany is High Priestess of a new age cult that worships a mutated worm. To feed its "god", the cult regularly sacrifices innocent people and animals, but now they've kidnapped their first high-profile victim: Mayor Bevaqua's daughter, Carmen.

Venice Beach – Venice Beach is dominated by the De Tuna family, one of the most powerful crime syndicates in the city. This Mafia-like organization deals in many of the traditional rackets, such as illegal gambling, extortion, and money-lending. Strangely though, Big Vic De Tuna, the most well-known figure in the criminal underworld, has organized a peace conference with the L.A.P.D. to settle their differences. However, something smells fishy here. Could it be a trap?

Hell's Gate Prison - Veyhar Telkai is one of the world's deadliest assassins. In one terrorist attack alone, he and his forces murdered 58 people and seriously injured 189 more. Up until a few hours ago, Telkai was securely incarcerated within the confines of Hell's Gate Prison, serving multiple life sentences for his heinous crimes. However, forces from his terrorist group, Apocalypse, sprung their former leader and took control of the facility. If Telkai is allowed to escape, more will surely pay the price.

Studio City – The netherworld of Studio City is home to Lhoric Hollywood, a brilliant though deranged scientist, who has subjected himself to a series of experimental mutations. At one time, he developed weapons for the government, but when his views were considered too extreme, he retreated underground to continue his experiments. Vowing revenge on the surface world, he has used his advanced knowledge of chemistry, nuclear physics, and genetics to develop a plutioactive toxin capable of wiping out all life in Los Angeles. Lhoric has also experimented with deadly nuclear waste, littered throughout the underground, to create a powerful mutant army.

LAX Spaceport - Professor Megelito Amoremenos is the leader and financier of an amoral scientific group that performs bizarre experiments to turn human beings into grotesque monsters. With the help of remnants of the other LA Basin gangs, Amoremenos has now seized control of the LAX Spaceport and seeks to monopolize control of all commodities that enter into the LA Basin. He intends to use this control to generate capital that will allow him to continue his pursuit of scientific insanity.

Long Beach – Deep within the heart of the LBC stands MacroBus, an advanced technology compound owned by Vladimir Leech. With the help of his high tech cronies and MAL (Mentally Augmented Logic), a super computer of unparalleled intelligence, Leech has begun an assault on the banking records, stock transfer protocols, and security communications of the Greater Los Angeles area. And within a matter of hours, he will control the economy of the entire region.

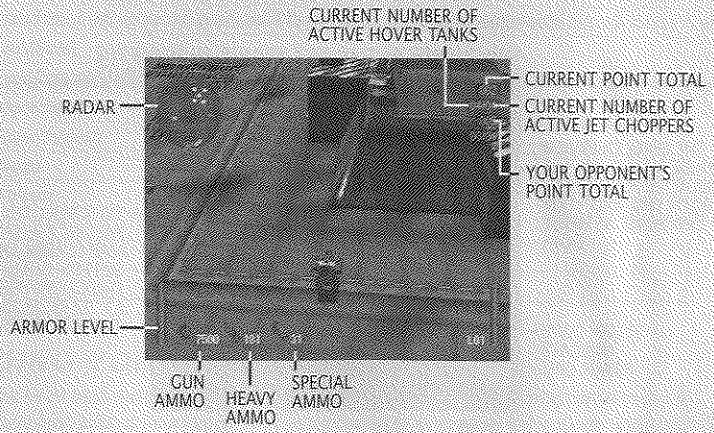
PLAYING PRECINCT ASSAULT

Precinct Assault is unique in concept and design. Two competitors, designated as the Red team and the Blue team, engage in a strategic battle, the ultimate goal of which is the successful invasion of an opponent's base.

SINGLE PLAYER PRECINCT ASSAULT

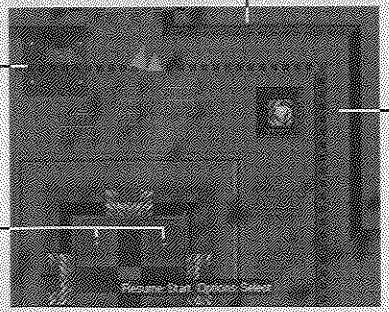
In Single Player Precinct Assault, you battle Sky Captain, an Artificial Intelligence opponent. Each of the four playable zones consists of ten levels, beginning with level one, and with each victory, you begin the next level at a progressively higher difficulty level.

PRECINCT ASSAULT GAME SCREEN



PRECINCT ASSAULT MAP SCREEN

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



- To view the Precinct Assault Map screen (and pause the game), press **START**.

NOTE: *Pressing **START** in a 2 Player Competitive Precinct Assault match brings up the Precinct Assault Map screen, but does not pause the game. Press **SELECT** on the Precinct Assault Map screen to pause the game.*

SCORING AND SPENDING POINTS

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

NOTE: *Each time your Walker (or Hovercar) is destroyed, you return to the central area of your base in a new Walker at a cost of 10 points.*

Unit Type	Cost To Build	Award Points Value
Hover Tank(Base)	1	1
Hover Tank(Outpost)	2	1
Jet Chopper(Base)	1	1
Jet Chopper(Outpost)	2	1
Dreadnought	50	5
Flying Fortress	50	5
Walker	10	10
Enemy Turrets	N/A	1
Neutral Turrets	N/A	1
Neutral Outposts	30	N/A

BUILDING YOUR FORCES

Because you begin each match with only one Walker and a handful of turrets lining the perimeter of your base, you must build up your forces. The two main ways to accomplish this are using generators and claiming neutral forces.

GENERATORS

Generators produce the forces you need to engage an opponent. You begin a match with two generators: one for building Hover Tanks and the other for Jet Choppers. The initial generators are near the central area of the base. The number listed on the generator is the amount of points needed to produce a unit. (➢ *Scoring and Spending Points* on p. 18.)

- To use a generator, stand in front of the generator, and press **L1**.



HOVER TANK GENERATORS PRODUCE GROUND FORCES THAT SEEK OUT THE ENEMY'S BASE. WHEN YOUR HOVER TANK ENTERS THE CENTRAL AREA OF THE ENEMY'S BASE, YOU WIN.



JET CHOPPER GENERATORS PRODUCE AERIAL FORCES THAT DEFEND YOUR BASE FROM ENEMY FORCES.

After you accumulate fifty or more points, you gain two more types of generators that allow you to build Dreadnoughts and Flying Fortresses.



A DREADNOUGHT IS A STRONGER VERSION OF THE HOVER TANK. IF IT ENTERS THE CENTRAL AREA OF YOUR ENEMY'S BASE, YOU WIN.



THE FLYING FORTRESS IS A LARGER, MORE POWERFUL VERSION OF THE JET CHOPPER.

NEUTRAL FORCES

In addition to the Red and Blue teams, each battleground contains neutral (Gray) forces that either team may claim.

Turrets

Turrets are mounted cannons that blast any enemy forces within the immediate vicinity.

- To claim a neutral turret, stand near the turret and press **L1**. The turret's color changes to match your team.

Each time you claim a neutral turret, you gain one point and some extra firepower.

Outposts

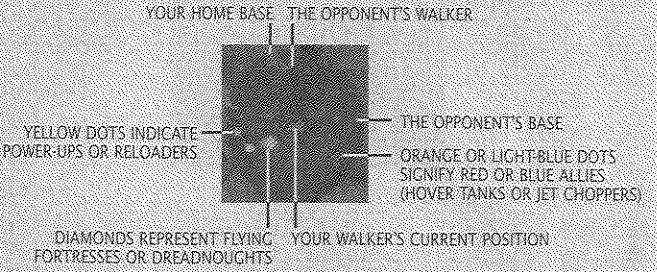
Outposts are neutral bases that you can seize to expand your territory and production capabilities. There are four outposts in each battleground. However, there is a cost of 30 points to take control of an outpost.

- To claim a neutral outpost, stand near the Outpost generator near the entrance, and press **L1**.

Once you establish an outpost, you gain the ability to produce Hover Tanks and Jet Choppers in this area, although at slightly-higher point cost. (➢ *Scoring and Spending Points* on p. 18.) Additionally, all outpost turrets become permanently friendly.

RADAR

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



STEALTH POWER-UP

In addition to the standard power-ups (➢ *Power-Ups & Reloaders* on p. 24.), you can find a special Stealth power-up in Precinct Assault.



THE STEALTH POWER-UP TEMPORARILY RENDERS YOUR CHARACTER COMPLETELY INVISIBLE TO THE ENEMY PLAYER, THE ENEMY'S RADAR, AND LOCK-ON WEAPONS.

WINNING THE MATCH

Victory is achieved when a Hover Tank from one team successfully enters the central area of the opposing team's base.

NOTE: *Your Walker takes damage from the opposing team's base floor tiles.*

Upon completion of a Precinct Assault match, the Results screen appears. The Results screen provides a detailed breakdown of various statistics recorded in the match.



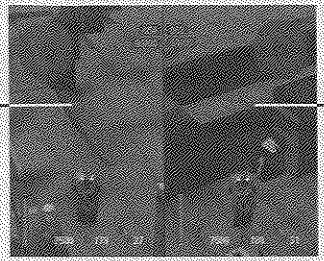
- To continue the game, press **START**.

  If you win in Single Player Precinct Assault, you continue in the zone at the next level of difficulty. If you lose, you replay the current level in the zone.

- To return to the Precinct Assault Zone Select screen, press **SELECT**.

2 PLAYER COMPETITIVE MODE

In Competitive mode, with the use of a split-screen, two players wage war in one of the four playable game zones.



BATTLE FOR THE BASIN

THE TAC X-1 ALPHA

The streets of Los Angeles are some of the roughest you're likely to encounter. Luckily you'll be patrolling them in the cockpit of the TAC X-1 Alpha, a revolutionary miracle of modern science with the ability to transform into two unique vehicles: the Walker and the Hovercar. This state-of-the-art patrol unit is extremely durable, armed to the teeth, and capable of handling the worst the gangs have to offer.

WALKER

Offering a nice blend of firepower and maneuverability, the Walker is the perfect choice for high-risk situations and shootouts. It is fast and has the ability to jump to higher or lower levels.

HOVERCAR

This sleek vehicle can be defined as the squad car of the future. Hovering several feet above the ground, it is extremely fast, has the ability to rotate in place, and can travel over water. The Hovercar is ideal for traveling over obstacles such as mines and under some obstacles.

THE ACTION BUTTON

Within each zone, you'll encounter many switches, levers, and platforms.

- To activate a mechanism, stand close to the unit, and press **L1**.

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

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

CHANGING TARGETS

As a state-of-the-art vehicle, the X-1 Alpha is equipped with an automatic targeting system that locks-on to enemies in the nearby vicinity. When the red beam appears, any ammunition that is fired locks onto the target. However, in situations where multiple enemies abound, press **R1** to lock-on to the enemy or threat of your choice.

POWER-UPS & RELOADERS

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



POWER-UPS TEMPORARILY BOOST THE POWER OF A SPECIFIC WEAPON TYPE.

RELOADERS REPLENISH BOTH WEAPON AMMUNITION OR ARMOR.

- To utilize a reloader, stand near the mechanism, and press the Action button.

NOTE: *In Precinct Assault, power-ups and reloaders regenerate. In Crime War, they do not.*

NOTE: *In Single Player Crime War or Precinct Assault, controller two may fire weapons. Player One maintains complete control of X-1 Alpha even when Player Two is firing.*

SAVING AND LOADING

To save a Crime War or Precinct Assault (single player only) game:

1. Insert a memory card into memory card slot 1.
2. Highlight SAVE on the Zone Select screen, and press ✖. The Save Game screen appears.
3. D-Button ↕ to highlight an empty save slot or overwrite a used save slot, and press ✖.
4. To name the saved game, D-Button ↕ to change letters, and D-Button ↔ to highlight a new character. To complete the save, press ✖.

To load a saved Crime War or Precinct Assault (single player only):

1. Insert a memory card with the stored game you wish to continue.
2. Highlight LOAD GAME on the Main menu, and press ✖. The Load Game screen appears.
3. D-Button ↕ to highlight a saved game, and press ✖.

NOTE: *Never insert or remove a memory card while loading or saving files.*

PASSWORD SCREEN

The Password screen allows you to continue a Crime War or single player Precinct Assault game without a memory card.

To find a password:

1. Complete a zone in Crime War or single player Precinct Assault. The Zone Select screen appears.
2. Highlight PASSWORD on the Zone Select screen, and press ✖. The Password screen appears.

The current password appears along the bottom of the Password screen.

To enter a password:

1. Highlight PASSWORD on the Zone Select screen, and press ✖. The Password screen appears.
2. On the Password screen, D-Button ↕ to cycle characters, and D-Button ↔ to move to the next space.
3. When the appropriate password is entered, press ✖ to confirm your selection.