
PlayStation
NTSC U/C
PlayStation
G.POLICE
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00544
94001
PSYGNOSIS

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SECURITY WARNING

This document is coded XX3/a. It contains information classified under Article 1 of G-Police internal directive 7c. Discussion of the document's contents is strictly forbidden beyond G-Police designated areas. For a list of all such designated areas, please consult your induction papers and updates.

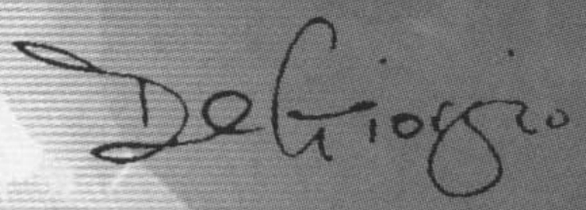
As an experienced G-Police officer on Callisto, you will be aware that a major episode in our brief history has now officially drawn to a close. You will need no reminding that the war between the corporations is over and the slaughter is supposedly at an end.

However, you could be forgiven for thinking that in fact, little has changed.

There is still bloodshed on the streets of Callisto. There are criminal syndicates doing what they please. Nanosoft loyalists are practising what can only be described as terrorism. There is a climate of discontent among the public who feel that the G-Police are failing them. All this must change.

It has come to my notice that the G-Police on Callisto have requested military assistance and I note that units from the United Earth Marine Corps are now on their way. Although this backup is no doubt required, I am anxious, that as G-Police officers, you do not let down the name of the force or those who have lost their lives in the course of their duties. I have therefore recommended that this document be distributed as a 'reminder' of your obligations under the G-Police Declaration of 2089.

I am sure you are capable of restoring peace to this colony. Please ensure that my confidence is not misplaced.



Chief Commissioner DeGiorgio
G-Police Central Command



START UP

To play G-Police: Weapons Of Justice on your PlayStation® game Console:

1. Set up your PlayStation® game Console in accordance with the instruction manual supplied with the system.

2. Open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.

3. Close the Disc cover and press the POWER button to begin play.

4. Follow the on-screen instructions.

Animated video sequences can be skipped by pressing the ⊗ button or the START button on the Controller.

WARNING! It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Make sure you have enough free blocks on your Memory card before commencing play. G-Police: Weapons Of Justice uses 1 Memory card block.

MENU NAVIGATION

Menus within G-Police: Weapons Of Justice are navigated by using the Directional buttons to highlight an option, the ⊗ button to confirm a selection and the △ button to return to the previous menu.

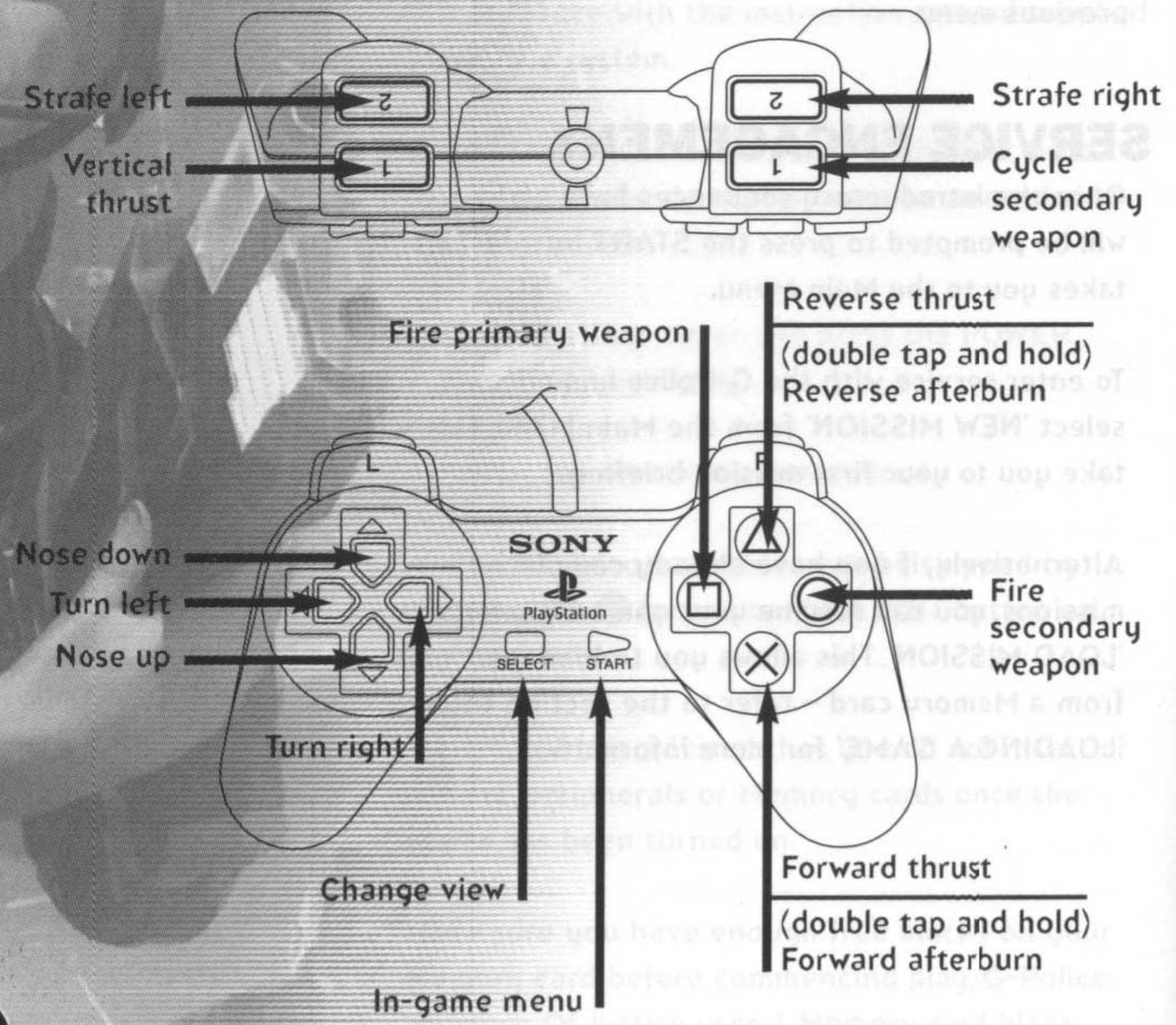
SERVICE ENGAGEMENT

Once the introductory sequences have played, you will be prompted to press the START button. This takes you to the Main Menu.

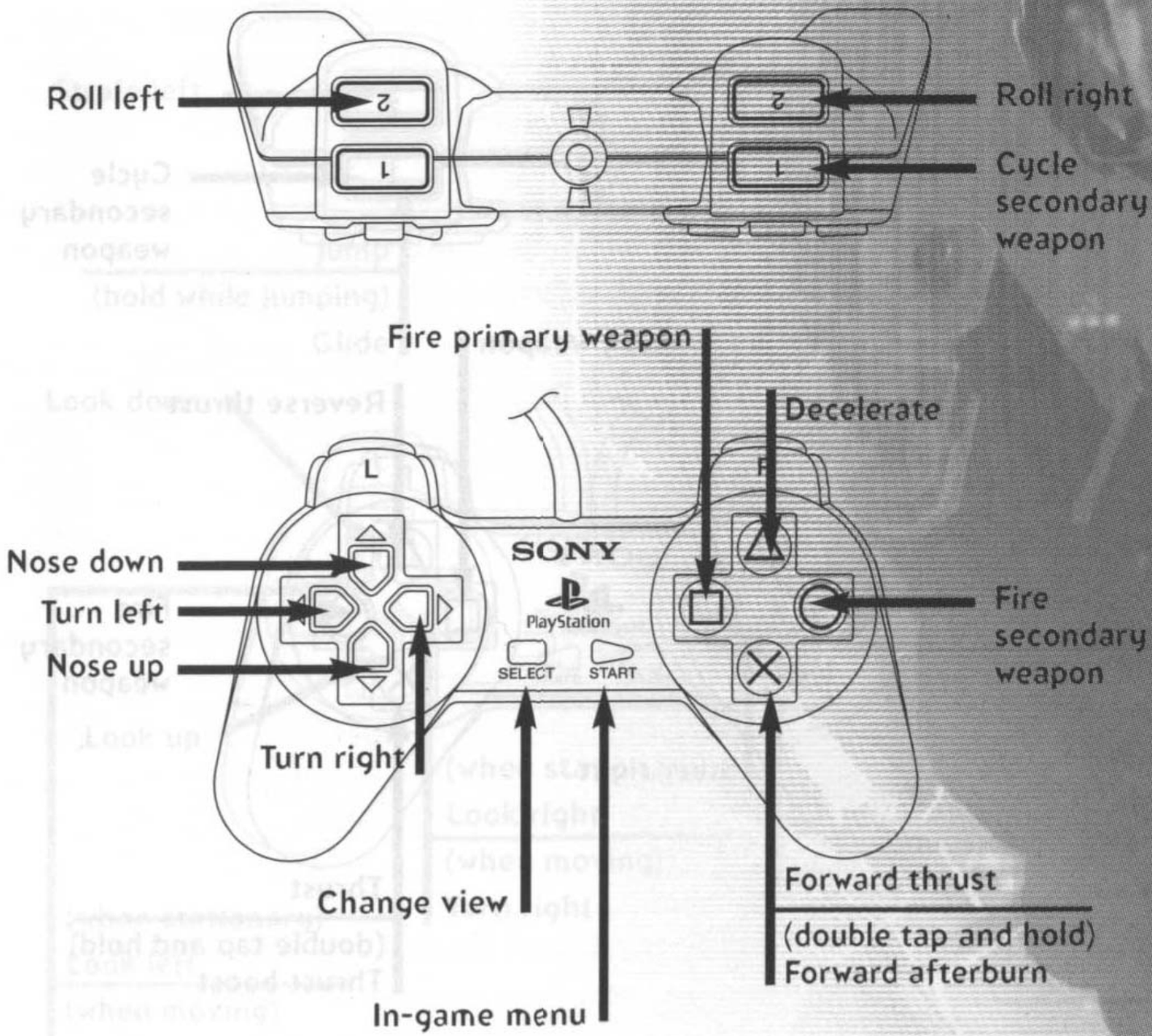
To enter service with the G-Police immediately, select 'NEW MISSION' from the Main Menu. This will take you to your first mission briefing.

Alternatively, if you have already completed missions, you can resume your game by selecting 'LOAD MISSION'. This allows you to load your game from a Memory card – refer to the section titled 'LOADING A GAME' for more information.

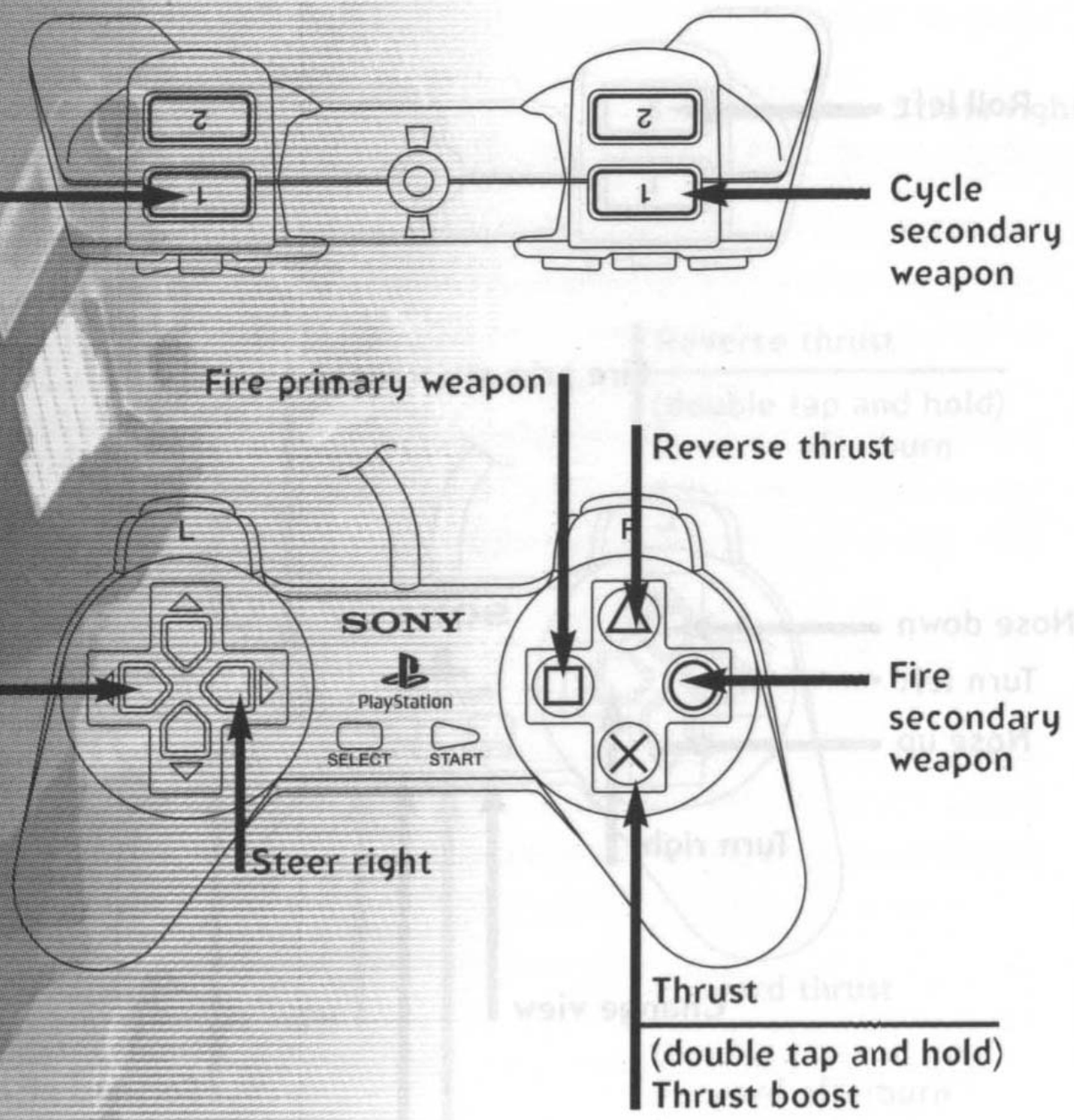
VEHICLE CONTROL



VEHICLE CONTROL

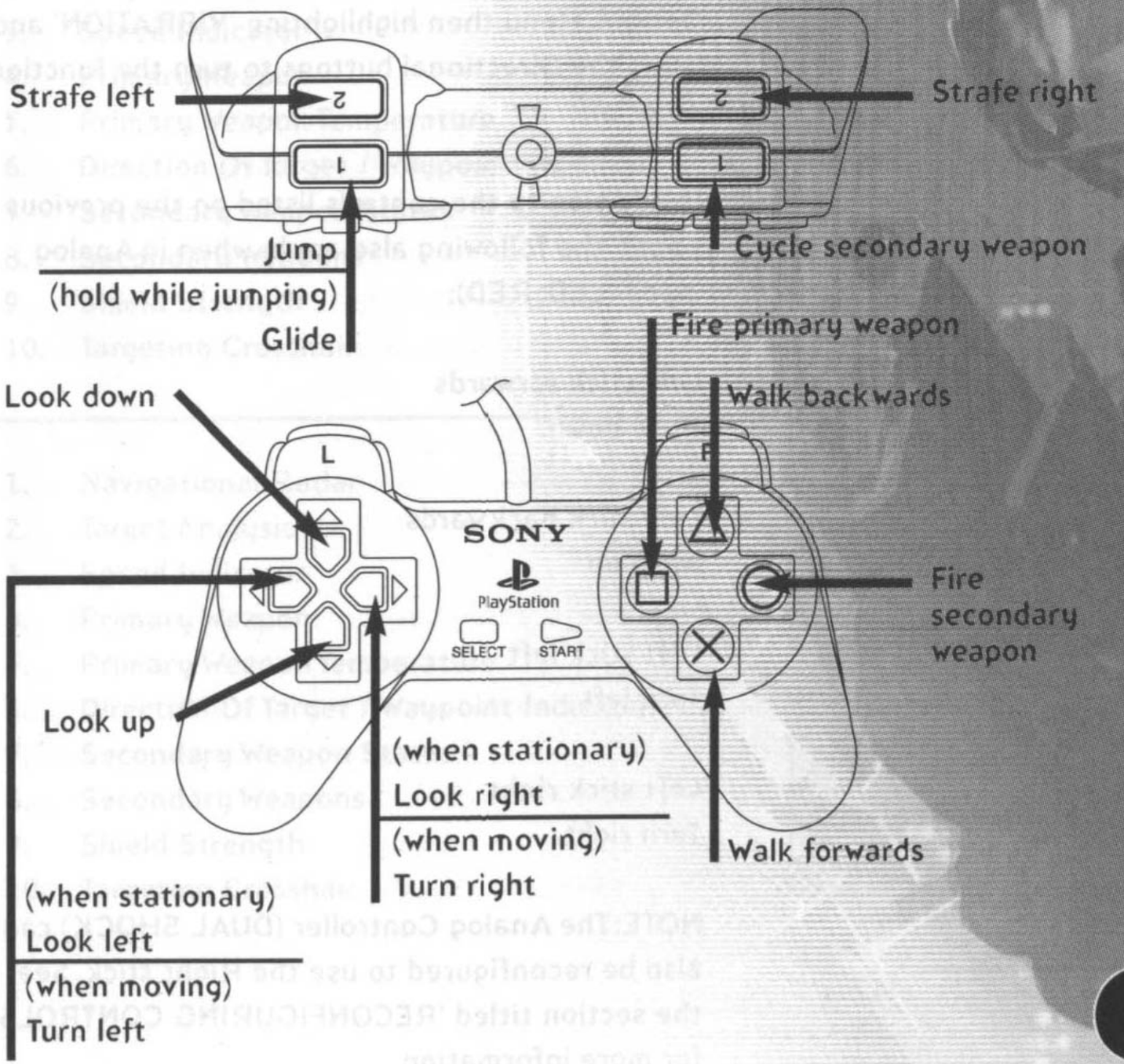


VEHICLE CONTROL



RHINO

VEHICLE CONTROL





USING AN ANALOG CONTROLLER (DUAL SHOCK)

If you are using an Analog Controller (DUAL SHOCK), the vibration function can be turned on and off by choosing 'CONTROLLER' from the Options Menu then highlighting 'VIBRATION' and using the Directional buttons to turn the function on or off.

In addition to the controls listed on the previous pages, the following also apply when in Analog mode (LED: RED):

Left stick forwards
Nose down

Left stick backwards
Nose up

Left stick left
Turn left

Left stick right
Turn right

NOTE: The Analog Controller (DUAL SHOCK) can also be reconfigured to use the Right stick. See the section titled 'RECONFIGURING CONTROLS' for more information.

HEAD-UP DISPLAY

HAVOC / VENOM

1. Navigational Radar
2. Target Analysis
3. Speed Indicator
4. Primary Weapon
5. Primary Weapon Temperature
6. Direction Of Target / Waypoint Indicator
7. Secondary Weapon Status
8. Secondary Weapons
9. Shield Strength
10. Targeting Crosshair



CORSAIR

1. Navigational Radar
2. Target Analysis
3. Speed Indicator
4. Primary Weapon
5. Primary Weapon Temperature
6. Direction Of Target / Waypoint Indicator
7. Secondary Weapon Status
8. Secondary Weapons
9. Shield Strength
10. Targeting Crosshair

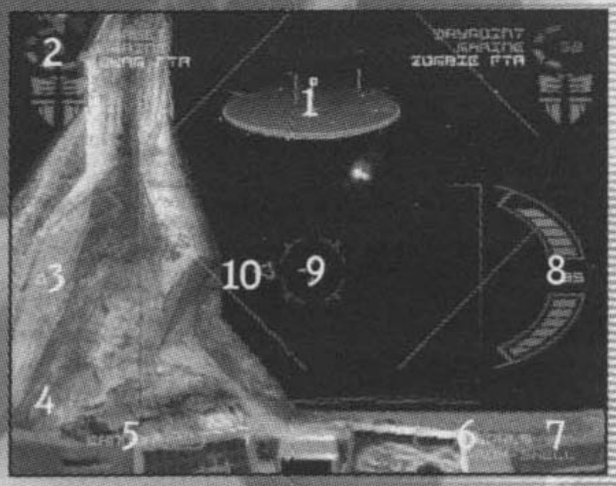


RHINO



1. Navigational Radar
2. Shield Strength
3. Speed Indicator
4. Primary Weapon
5. Primary Weapon Temperature
6. Secondary Weapon Status
7. Secondary Weapons
8. Targeting Crosshair
9. Waypoint Indicator

RAPTOR



1. Navigational Radar
2. Target Analysis
3. Speed Indicator
4. Primary Weapon
5. Primary Weapon Temperature
6. Secondary Weapon Status
7. Secondary Weapons
8. Shield Strength
9. Targeting Crosshair
10. Waypoint Indicator

TARGET ANALYSIS

Displays information on your currently locked target. Automatic scanning systems will lock on to targets located toward the centre of the HUD and identify G-Police vehicles, certain civilian craft and corporate vessels. You will also be informed when suspect vehicles are of unknown origin.

SPEED INDICATOR

Displays the current speed of your craft.

PRIMARY WEAPON

This is the standard primary weapon fitted to your craft. Fire by pressing the ● button.

PRIMARY WEAPON TEMPERATURE

Prolonged use of the primary weapon will result in the weapon system overheating. The system will then cut out until cooling has occurred. This gauge allows you to assess when overheating is imminent.

WAYPOINT INDICATOR

The arrow indicates the direction of your next waypoint.

SECONDARY WEAPON STATUS

This indicator will either display the remaining quantity of the current secondary weapon or the weapon system's temperature. This will depend on weapon type.





SECONDARY WEAPONS

A list of available secondary weapons appears here. Your currently selected weapon is at the top. Cycle through secondary weapons using the R1 button.

SHIELD STRENGTH

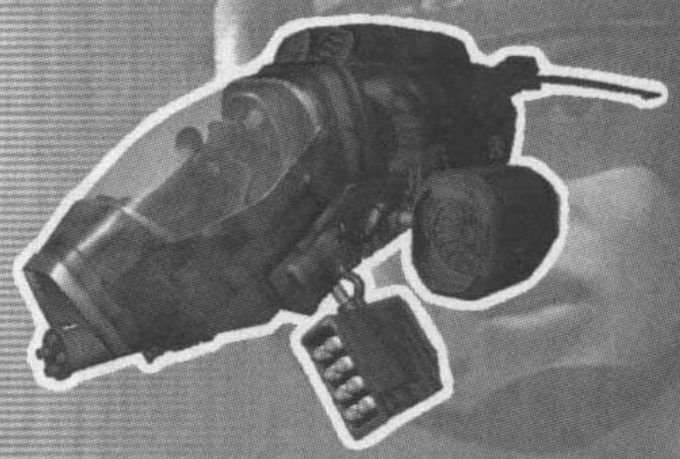
This gauge displays the strength of your vehicle's shield. Shield strength will be depleted as a result of collisions or weapon hits, though auto-maintenance systems will regenerate shields after a brief period. However, be aware that these systems will not guard against intense bouts of damage.

TARGETING CROSSHAIR

Use this crosshair for targeting unguided weapons.

MANOEUVRING YOUR CRAFT

As you are aware, the G-Police values skilled pilots and makes extensive use of flying vehicles such as the Havoc, Venom and Corsair. As one of our most experienced pilots, you will continue to undertake air-based missions, though occasionally circumstances may demand the use of other vehicles. You should be aware that all G-Police pilots are now expected to be competent users of both the Rhino and the Raptor.



FLYING FORWARDS

Press and hold the ⊗ button to fly forwards. Releasing the ⊗ button will cause the craft to hover.

FLYING BACKWARDS

Press and hold the △ button to fly backwards. Like forward thrust, releasing the △ button will cause the craft to hover. Reverse thrust can also be used to decelerate rapidly when flying forwards.

AFTERBURNERS

A very rapid increase in speed up to maximum can be attained by using your craft's afterburners. Double tap and hold the ⊗ button to operate this function or double tap and hold the △ button to operate this function in reverse.

LEFT, RIGHT, RAISE NOSE, LOWER NOSE

The Directional buttons are used to steer the craft. Use the Up Directional button to lower the nose, the Down Directional button to raise the nose, and the Left and Right Directional button to steer left and right respectively.

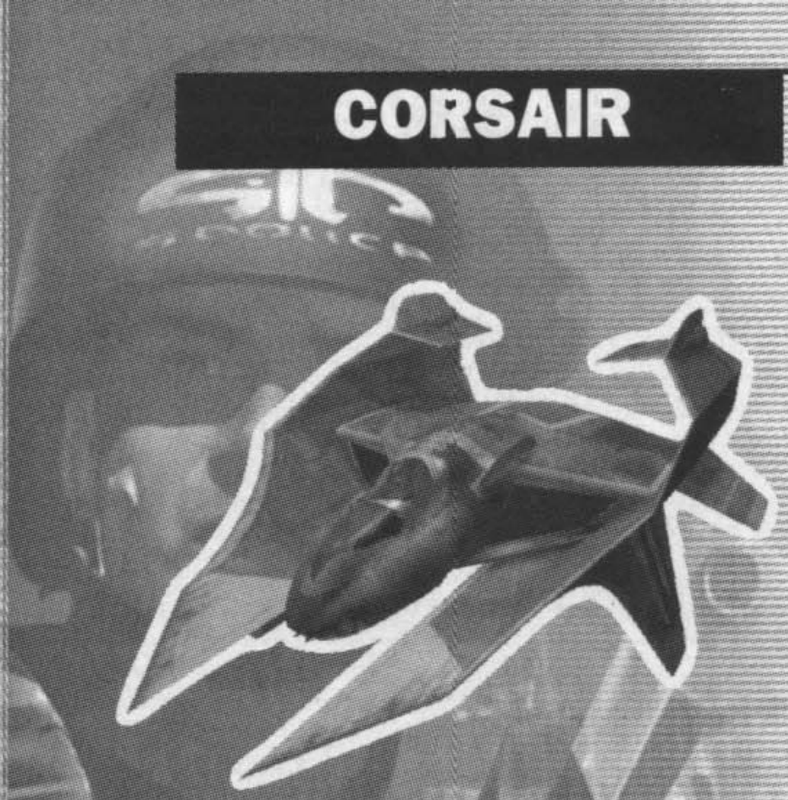
VERTICAL THRUST

You are able to climb vertically by pressing the L1 button. This function can be used while hovering or flying.

STRAFE LEFT/RIGHT

Use the L2 and R2 buttons to strafe left or right respectively.

CORSAIR



FLYING FORWARDS

Press and hold the ⊗ button to fly forwards. Releasing the ⊗ button will cause the craft to slow down to a halt.

DECELERATING

Press and hold the △ button to decelerate. The Corsair cannot fly backwards.

AFTERBURNERS

A very rapid increase in speed up to maximum can be attained by using your craft's afterburners. Double tap and hold the ⊗ button to operate this function.

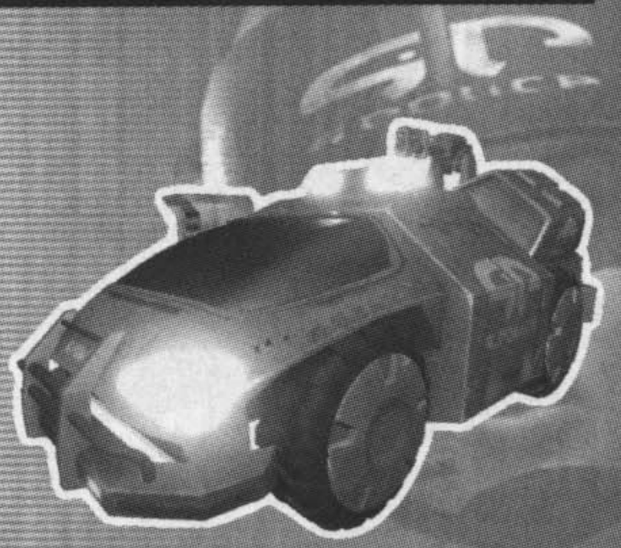
LEFT, RIGHT, RAISE NOSE, LOWER NOSE

The Directional buttons are used to steer the craft. Use the Up Directional button to lower the nose, the Down Directional button to raise the nose, and the Left and Right Directional button to steer left and right respectively.

ROLL

You are able to roll the Corsair anti-clockwise and clockwise by pressing the L2 and R2 buttons respectively.

RHINO



FORWARD AND REVERSE

Forward thrust is engaged by pressing and holding the ⊗ button. Reverse thrust is engaged by pressing and holding the △ button. Reverse thrust will propel the vehicle backwards, although it can also be used to brake rapidly while travelling forwards.

STEERING

The Left and Right Directional buttons are used to steer left and right respectively.

HANDBRAKE

Tapping and holding down the L1 button will activate the handbrake, enabling quicker deceleration and tighter corner handling.

THRUST BOOST

Double tap and hold the ⊗ button to boost your Rhino's thrust once the 'BOOST AVAILABLE' option appears on the Rhino HUD.

RAPTOR



WALK FORWARDS

Forward movement is engaged by pressing and holding the ⊗ button.

WALK BACKWARDS

Reverse movement is engaged by pressing and holding the △ button.

TURNING LEFT AND RIGHT

Use the Left and Right Directional buttons to turn left and right .

LOOKING UP AND DOWN

Use the Up and Down Directional buttons to look up and down.

JUMPING

Powerful hydraulic systems enable your vehicle to take jump-steps. A jump is performed by pressing and releasing the L1 button. If the L1 button is pressed and held while performing a jump, the vehicle's glide aerofoils will be activated and you will descend much more slowly than normal. This enables you to glide for a short distance, perhaps when crossing a wide gap.

STRAFE LEFT/RIGHT

Use the L2 and R2 buttons to strafe left or right respectively.

BRIEFINGS

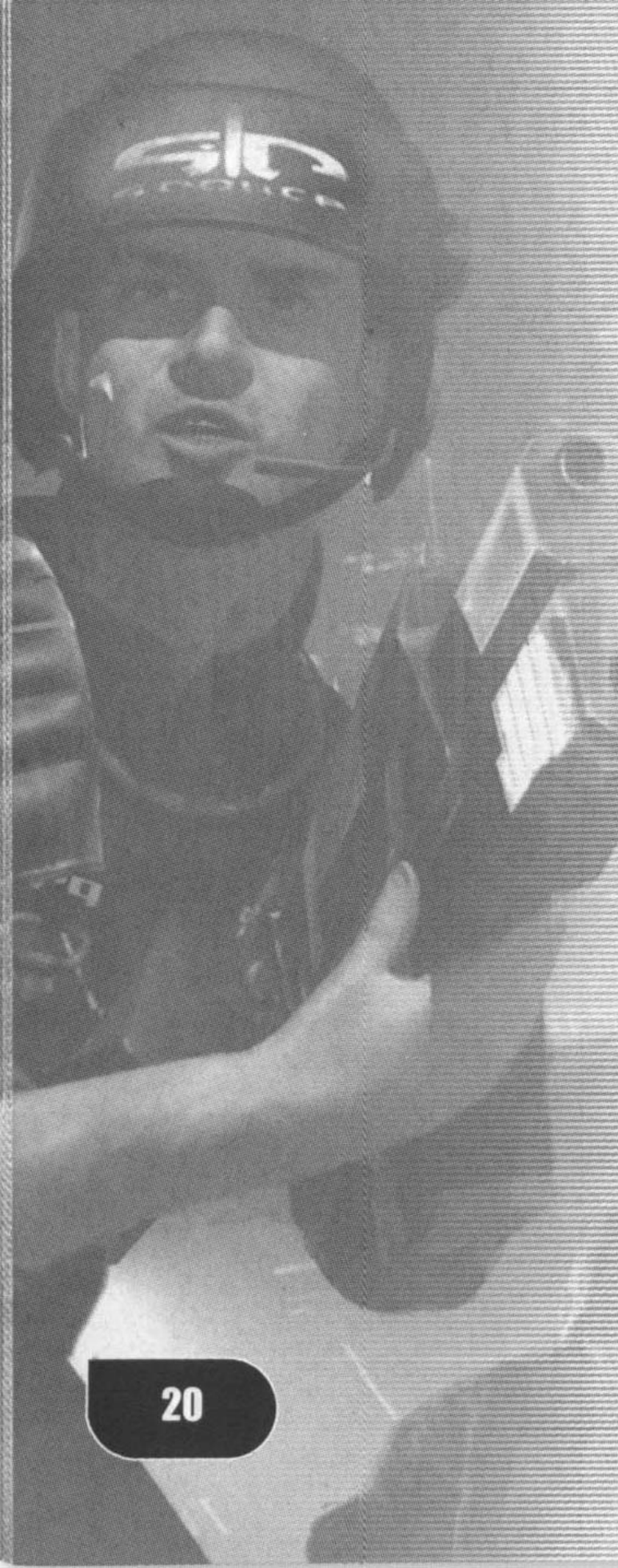
All missions are preceded by a briefing downloaded from G-Police HQ. You will be given background information and objectives, though these may be updated via your communication system during the mission.

Where the briefing takes up more than one screen, press the Up and Down Directional buttons to scroll text. When you are ready to continue, press the START button.

WEAPON STATUS

Your briefing is followed by a status report detailing the weapons you will have available. Use the Up and Down Directional buttons to switch between weapon types. When you are ready to continue, press the ⊗ button. You will be taken to the start of the mission.





MISSIONS

WAYPOINTS

You will be instructed to make your way to a waypoint in order to carry out your mission objectives. The waypoint co-ordinates will be downloaded to your navigation system, which then displays a red arrow next to your HUD targeting crosshair. This is the waypoint indicator – it will point in the direction of your next waypoint. When you are moving in the correct direction, the indicator will disappear from view. A waypoint may be a location, a suspect vehicle or some other target.

USING YOUR NAVIGATIONAL RADAR

The navigational radar is located in the top centre of the HUD. It takes the form of a green circle on which coloured dots appear indicating the presence of other vehicles. Locked targets are represented by coloured squares. Your own position is marked by the centre of the circle.

The coloured markers are coded as follows:

G-Police - blue Civilians - white

Gangs - green Marines - red

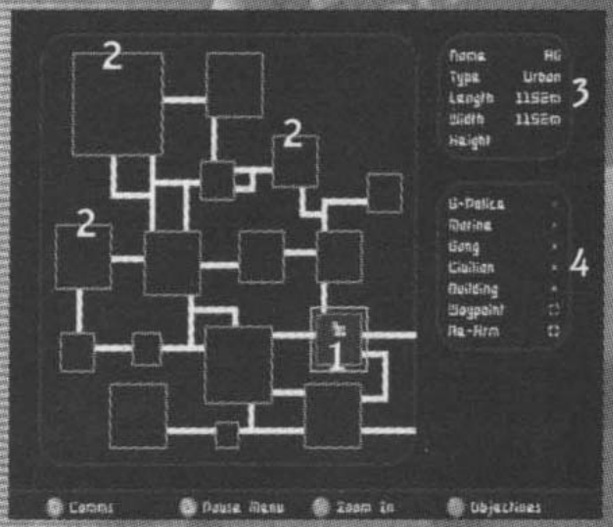
If you are using an airborne gunship, the radar also indicates your height above the ground. As you fly higher, the radar separates into 2 circles. The top circle is the plane on which you are flying while the bottom circle represents ground level.

USING THE MAP

The map is accessed by pressing the △ button from the In-Game Pause Menu.

When you access the map, the dome in which you are currently operating will be highlighted. Switch between other domes by using the Directional buttons.

The highlighted dome can be zoomed by pressing the ⊗ button. Zoom further in by pressing the ⊗ button and zoom out by pressing the △ button. Once the map is zoomed, use the Directional buttons to move around the view.



1. Current dome
2. Other domes
3. Dome data
4. Key

MISSION OBJECTIVES

Review your mission objectives by pressing the ◎ button while on the map screen. Unless you are playing the game in 'EASY' mode, you will be given both primary and secondary objectives. Primary objectives must be completed in order to progress to the next mission; outstanding G-Police officers will also complete secondary objectives, although their completion is not vital to the success of the mission. However, if the game is being played in 'EASY' mode, you will only have primary objectives to complete. Press the ◎ button again to return to the In-Game Menu.



COMMUNICATIONS

Review your communications with G-Police HQ and other characters by pressing the ▣ button while on the map screen. Press the ▣ button again to return to the In-Game Menu.

SCANNING AND LOCKING TARGETS

When a suitable target is located towards the centre of your HUD, your targeting systems will scan the object and initiate a lock. When this occurs, the target's data will appear in the top left of the HUD. Missile guidance systems will use this lock to target guided weapons, though you should be aware that the locked target is not necessarily unfriendly – the system can also lock on to G-Police vehicles and certain innocent civilian craft.

COMMANDING WINGMEN / COMMANDING GROUND TEAMS

When you undertake a mission with a wingman, you can command them to attack a target.

Select 'WINGMAN' from the list of secondary weapons, then lock onto the required target. When the target is locked (its data will appear in the top left of your HUD), press the ◉ button to command the wingman to attack.

Ground teams are commanded in the same way, though you will have to select 'GRND-TM' from the secondary weapon list instead of 'WINGMAN'.

REARMING YOUR CRAFT

When using an airborne gunship, you can re-arm the craft by flying onto a re-arm point during a mission. When using the raptor, you can re-arm the craft by landing on a re-arm point during a mission. These are marked on the map – see the 'USING THE MAP' section for more information.

Once you fly onto the re-arm point, you will receive a pre-determined quantity of weapons and your shield will recharge by 50%. Your gunship can only re-arm once at each re-arming point.

SHIELD STRENGTH

Your craft is protected by shielding technology which prevents collisions and weapon hits damaging the vehicle. However, continued impact diminishes the shield strength – if steps are not taken to prevent further impact, the shield will be rendered useless leading to the destruction of your craft.

The shield strength gauge is an orange/red bar on the HUD - although it will decrease in size as you take damage, the shield will recharge slowly if no further damage occurs.



DEBRIEFINGS

All missions are followed by a debriefing. This will inform you which mission objectives, if any, were met successfully and which were failed. It also carries additional mission statistics. When you are ready to continue, press the START button.
You will then be able to choose 'CONTINUE' to carry on with the game or 'SAVE GAME' to record your progress on a Memory card. You will also have 'OPTIONS' and 'DATABASE' available. For more information on the G-Police DATABASE, see the manual section titled 'DATABASE'.

USING WEAPONS

PRIMARY WEAPONS

Primary weapons are standard cannons, though the precise weapon type varies depending on the craft. They are fired by pressing the ▣ button and are susceptible to overheating if used continuously for prolonged periods.

HAVOC CANNON: LAVOCHKIN GSH45-80 30MM CANNON.
Fires standard 30mm case-less armour piercing rounds. Rate of fire is in excess of 50 rounds per second.

VENOM CANNON: HENSCHEL AAG-53E 25MM CANNON.
Fires uranium tipped 25mm case-less light armour-piercing rounds. Rate of fire is in excess of 80 rounds per sec with a scatter effect.

RAPTOR CANNON: HENSCHEL RC35S.
Fires uranium tipped 35mm case-less armour piercing rounds at a rate exceeding 95 rounds per sec with a devastating scattering effect.

RHINO CANNON: LAVOCHKIN OUC20 - 20MM REAPER CANNON.
The Rhino comes equipped with a side mounted, multipurpose Ordnance Unit. This unit can either house a 20mm Cannon or a 60 GW medium range assault laser. The 'Reaper' cannon is capable of tearing through civilian vehicles and minor obstacles with ease.

VENOM LASER 1: ROTHBART OPTICS BW26M - 80GW INDUSTRIAL LASER.
Fires short rapid bursts of intense heat energy that can easily cut through the unprotected hull of most craft.



VENOM LASER 2: ROTHBART OPTICS CN101 - 120GW MILITARY LASER.

The CN101 has a twin capacitor/charger unit allowing a faster rate of discharge as well as a higher power output than its older cousin.

RHINO LASER: LAVOCHKIN OUL60 - 60GW ASSAULT LASER.

The assault laser is housed in the same side mounted Ordnance Unit as the Rhino's 20mm Reaper Cannon. It is capable of tearing through most obstructions such as civilian traffic and road blocks.

CORSAIR CANNON: 'HELLFIRE' MK II PLASMA CANNON.

A constant volley of plasma energy spheres is ejected at very high speed with a destructive scattering effect. Excessive use overheats the coils, so allow them to cool before commencing firing.

SECONDARY WEAPONS

A number of secondary weapons may be fitted to your craft, though the precise weapon types will vary from mission to mission. Some secondary weapons have guidance systems which need to lock on to a target before they will operate correctly. Refer to the 'SCANNING AND LOCKING TARGETS' section for detailed information.

Use the R1 button to cycle through the secondary weapon list until your chosen weapon is at the top. Once lock on has occurred, fire the weapon using the ◎ button. Be aware that this does not guarantee a hit as the target may outmanoeuvre the weapon or the lock may be lost.

Unguided secondary weapons are also fired by pressing the ◎ button.

HAVOC MIS 1:TERACAN AIR-TO-AIR LOCKABLE 'SOUL SEEKER' MISSILE.
This weapon carries a lighter payload than other missile weapons. However, its accuracy more than compensates.

VENOM MIS 2: GEMINI PURSUIT MISSILE.
2 missiles are simultaneously launched in a 'V' formation, doubling the chances of a direct hit.

VENOM STARBURST: HENSCHEL 'STARBURST' DISPERSION MISSILES.
Once the ◎ button has been pressed, 8 auto-tracking missiles are launched. Each missile can lock on to its own independent target, so up to a maximum of 8 targets can be hit.



FRIEND OR FOE: 'VINDICATOR' ROCKET.
The weapon's targeting software allows it to specifically target certain groups of craft whereas civilians and other friendly forces will not be locked within the cross hairs.

HYPER VELOCITY MISSILE: 'SIREN' HYPERVELOCITY MISSILE.
The 'Siren' is a kinetic energy weapon which punches through the side of a craft. Targets cannot be locked since the 'Siren' travels in excess of 3km/sec and is unable to make adjustments to its flight path.

SONIC RKT: EFU-19 SONIC ROCKET.
The 'EFU-19' is fired in 2 salvos, each containing 3 rockets. Since the rockets are unguided and affect a large area, care must be taken to avoid indiscriminate collateral damage.

HYP RKTS: 'BANSHEE' - HYPERVELOCITY ROCKET.
Like the 'Siren', the 'Banshee' relies on kinetic energy to damage craft. It can either be launched individually or in quick succession dependant upon the length of time the ◉ button is held down.

NAPALM RKT: BBQ MK III - NAPALM ROCKET.
Napalm rockets are launched in pairs using the 'painter' bomb target to determine the point of impact. Use with extreme caution.

FLAK CANNON RAPTOR: 'HARBINGER' - FLAK CANNON.
The 'Harbinger' shell detonates when within range of any craft - caution should be exercised since both friendly forces and civilians will detonate the warhead.

MINI MISSILES: HKr - PURSUIT MISSILE.
A single press of the ◉ button unleashes 6 HKr's; each one will seek out a craft with an enemy ID.

EXPLOSIVE SHELL RHINO: MBL02 MORTAR.
The point of impact for each shell is determined using the 'painter' bomb target - the shell then causes hemispherical shock waves which damage vehicles and obstacles without destroying Callisto's roads.

CORSAIR HOMING MISSILE: 'HELIX' HOMING ROCKET.
The 3 warheads travel past the target's position before breaking away in separate directions and converging back upon the target. The initial flight phase of the 'Helix' also makes it a useful unguided close range weapon.



CORSAIR STARBURST: HENSCHEL 'SUPER STARBURST' MK II DISPERSION MISSILE.
Once the ◉ button has been pressed, the pilot can sequentially designate up to a maximum of 8 viable targets. The moment the ◉ button is released, 8 dispersion missiles launch towards these selected targets.

EPP: ROTHBART OPTICS 'EPP' MK II ELECTROMAGNETIC PULSE PARALYSER.
The EPP disables craft without incurring any damage. Larger craft may require multiple charges before their flight systems can be disabled.

CORSAIR BOMB 1: SVERDLOFF 'CLEARWATER' MK IV - FUSION WARHEAD.
The 'Clearwater' has a localised effect without generating high levels of dangerous fallout. The pilot should release the warhead once the 'Corsair' is on a collision vector with a required target.

HAVOC BOMB 1: VANGUARD MK II - 'BUILDING BUSTER' BOMB.
Upon detonation, this bomb emits low frequency shock waves which damage large structures but leave civilian traffic and other craft unharmed.

VENOM BOMB 2: CB05 - 'CLUSTER' BOMB.
Each CB05 detonates a set height above the ground, causing damage to ground units without harming roads or buildings. Up to 5 bomblets can be dispensed in quick succession dependant upon the length of time the ◎ button is depressed. The point of impact for each bomblet is determined using the bombsight.

TRAINING

G-Police has been designed to train you as you progress through the game's missions. Occasionally you will be given some on-screen training text, instructing you how to use a vehicle, or perform a certain task. Once you have read the information, press the ⊗ button to continue your mission.

SAVING A GAME

On completion of a mission, you will have the opportunity to 'SAVE GAME'. This will save your progress to a Memory card if you have one correctly inserted according to your Console instructions. Remember that you are advised not to insert or remove Memory cards once the power has been turned on.

Once 'SAVE MISSION' has been selected, the game will check for Memory cards. If both Memory card slots are in use, use the Left and Right Directional buttons to highlight the Memory card you wish to use.



Press the ⊗ button when the correct Memory card is highlighted. Press the ⊗ button to confirm 'SAVE GAME', then use the Up and Down Directional buttons to highlight the save game slot you wish to use. Press the ⊗ button to confirm your choice.

When the save is complete, press the △ button to return to the previous menu.

LOADING A GAME

MEMORY CARD

To load a previously saved game from a Memory card, make sure you have the Memory card correctly inserted according to your Console instructions. Remember that you are advised not to insert or remove Memory cards once the power has been turned on.

Select 'LOAD MISSION' from the Main Menu, then select 'MEMORY CARD'. If both Memory card slots are in use, use the Left and Right Directional buttons to highlight your chosen Memory card then press the ⊗ button to confirm. Press the ⊗ button to select 'LOAD GAME' then use the Up and Down Directional buttons to highlight the used game slot you wish to load. Press the ⊗ button to confirm. Once the load is complete, you will be able to choose 'CONTINUE' to return to the game.

DATABASE

A database of movies, music, concept artwork and 15 secret missions is accessed by selecting 'DATABASE' from the Main Menu. Many of these options will, at first, be unavailable. As you play through the game completing missions and finding secrets, you will eventually unlock the entire database.

OPTIONS

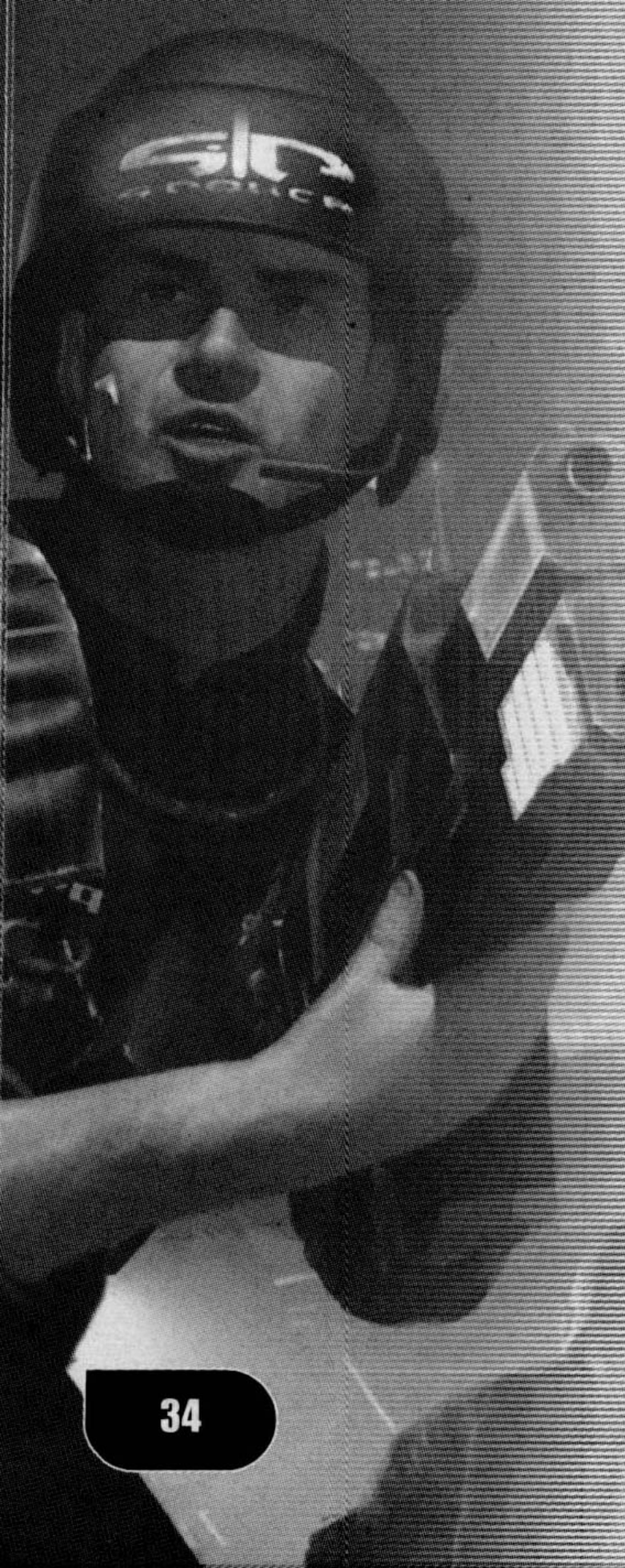
The Options Menu is accessed by selecting 'OPTIONS' from the Main Menu.

SOUND SETUP

Alter 'BGM VOLUME' (the volume of background music), 'SFX VOLUME' (the volume of sound effects) and 'SPEECH VOLUME' (the volume of in-game speech). You can also choose a 'SOUND MODE' from 'MONO', 'STEREO' and 'DOLBY'.

CONTROLLER

The 'BUTTON CONFIGURATION' option allows you to reconfigure your Controller buttons – see the section titled 'RECONFIGURING CONTROLS' for more information. If you have an Analog Controller (DUAL SHOCK), you can turn 'VIBRATION' on or off.



INVERT PITCH

Use this option to reverse the functionality of the Up and Down Directional buttons when playing the game.

GAME SETUP

'BLUR MODE' can be turned on or off.
'COMMUNICATIONS TEXT' can also be turned on or off – this is the text which appears on-screen when you receive an in-coming communication.
'GAMMA CORRECTION' can be increased or decreased using the Directional buttons.

SCREEN ADJUST

Use the Directional buttons to centre the game screen on your TV, then press the ⊗ button to confirm when it is set correctly.

PASSWORD

A password system has been implemented enabling you to input cheats that will become available over time. No passwords are provided by completion of missions. Use the Directional buttons to highlight letters and press the ⊗ button to enter them. Use the ▣ button to delete characters.

A correct password will result in a mission number or other information appearing at the bottom right of the password box. When the password has been entered, highlight 'END' and press the ⊗ button.

RECONFIGURING CONTROLS

To reconfigure your Controller, select 'OPTIONS' from the Main Menu followed by 'CONTROLLER' from the Options Menu. You should then choose 'BUTTON CONFIGURATION'.

Use the Directional buttons to highlight the function you wish to change, then press the ⊗ button to confirm. Press the Controller button you wish to use instead. Repeat this procedure until all buttons are set correctly. If you need to return to the default setting, press the □ button.

When all buttons are configured correctly, press the △ button. You will be asked to confirm your changes. Highlight 'YES' and press the ⊗ button to confirm your changes or the △ button to return to the Button Configuration screen.

IN-GAME MENU

Access the In-Game Menu by pressing the START button during a mission.

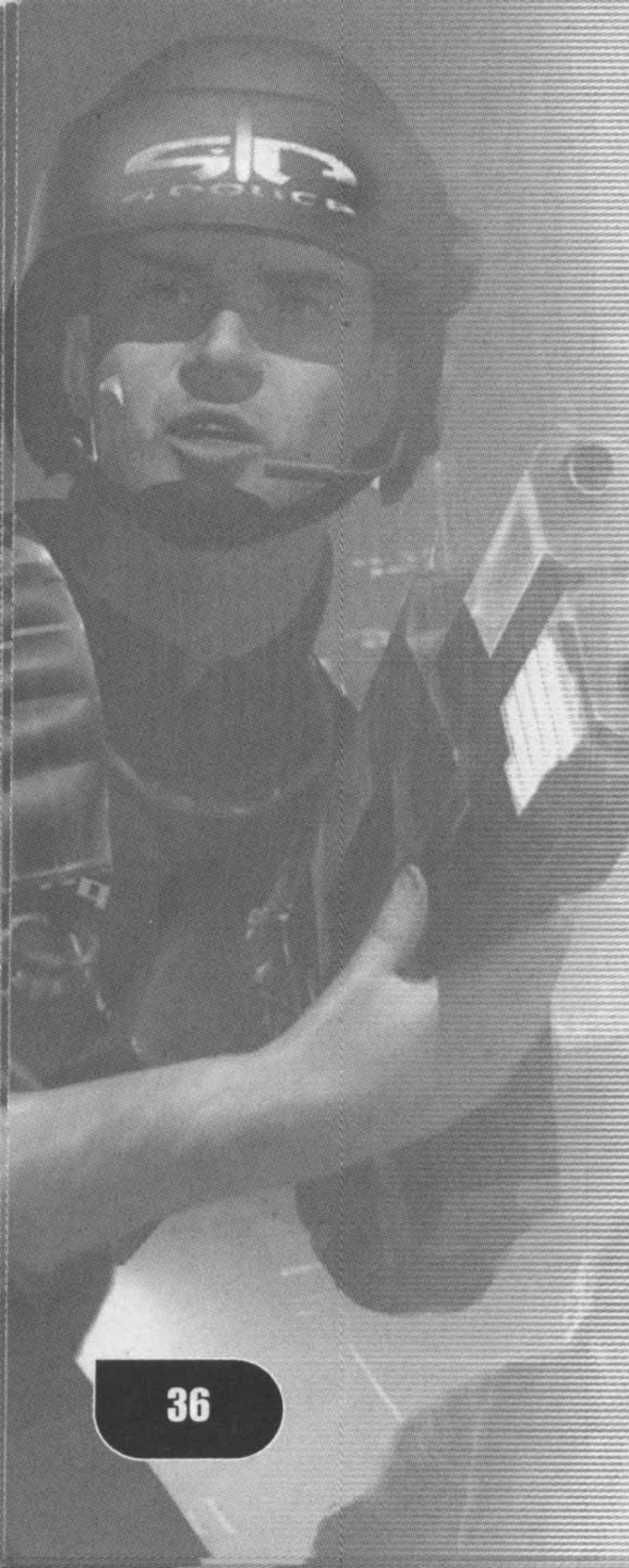
RESUME

Return to the mission at the point you left it.

RESTART

Return to the start of the current mission.





OPTIONS
Access the In-Game Options Menu.

QUIT
Abandon the current mission and return to the Main Menu.

COMMS
Press the ■ button to access a log of all incoming communications.

MAP
Press the △ button to access the in-game map. Refer to the 'USING THE MAP' section for more information.

OBJECTIVES
Press the ○ button to review current mission objectives.

IN-GAME OPTIONS MENU

Access the In-Game Options Menu by selecting 'OPTIONS' from the In-Game Menu.

VIEW
The default view is 'COCKPIT', though this option also gives you the opportunity to use 'FULL SCREEN,' 'DROP CAM' and 'FOLLOW CAM' views.



MUS VOL

Use the Left and Right Directional buttons to alter the volume of music.

SFX VOL

Use the Left and Right Directional buttons to alter the volume of sound effects.

SPEECH VOL

Use the Left and Right Directional buttons to alter the volume of speech effects.

CRUISE CONTROL

Use the Left and Right Directional buttons to turn this function on or off. When cruise control is active, your craft will not decelerate of its own accord.

VIBRATION

Use the Left and Right Directional buttons to turn the function on or off. This option can only be adjusted when using an Analog Controller (DUAL SHOCK).

MOTION BLUR

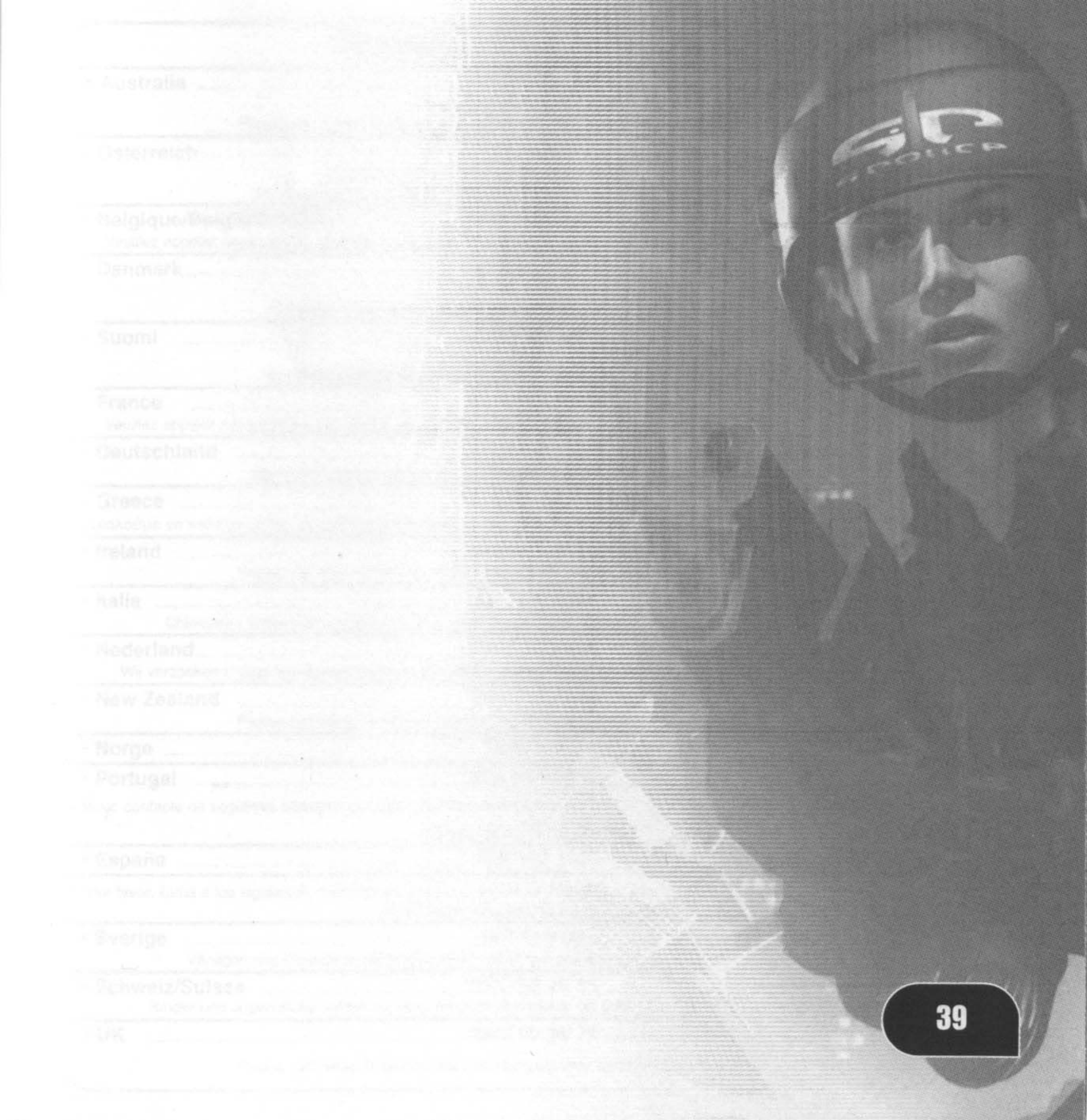
Use the Directional buttons to turn this visual effect on or off.



CREDITS

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