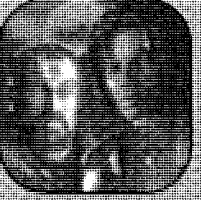

PlayStation
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URBAN CHAOS™
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EIDOS
INTERACTIVE

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"In the year 1999 and seven months, from the sky will come the great king of terror. He will bring to life the great king of the Mongols. Before and after war reigns happily."

— Nostradamus

HAPPY NEW YEAR

During the closing months of the last millennium, the streets of Union City have witnessed a crime wave that is unprecedented in the city's long history. No one is more aware of this than D'arci Stern, a front-line rookie cop with the Union City Police Department. Suicides are up, vandalism and rioting have reached epidemic proportions and, with shootings and stabbings an almost nightly activity in some buildings, murder has never enjoyed such a boom in popularity. But it isn't just the rise in street crime that so unsettles Officer Stern. Sure, there had always been gang activity to contend with, and she is no stranger to crackpots spouting new religions or conspiracy theories or both. But with all these things together, the streets have taken on a new and sinister air, an air of casual violence and brooding menace, as if the fragile social order might at any moment descend into an intoxicating instability ...

WELCOME TO THE UCPD

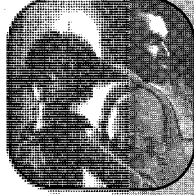
Walking the beat for the UCPD (Union City Police Department) is not an easy life. You and your fellow officers will not only be combating crime, you'll be fighting for the survival of mankind.

You start as D'arci Stern. As a rookie, you need to attend the Police Academy to train for the tough streets of Union City. Completing the Physical Training class will allow you to walk the beat. However, smart cops also complete both the Driving School and Combat Training. If you do, the UCPD may devise some special missions for a cop of your "caliber"!

Some parting advice ... don't let down the men in blue, and protect the citizens of Union City!

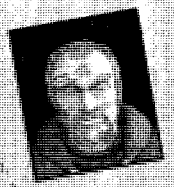
UCPD PERSONNEL FILE



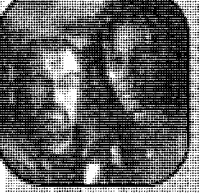


Name: Stern, D'arci
Rank: Rookie
DOB: 01/07/78
Comments: Officer Stern is an ambitious and enthusiastic young cop. Her commitment comes from a family with a strong tradition of law enforcement. Both her father and brother served in the force and both were sadly lost in the line of duty. However, D'arci also has a tendency to be headstrong and sometimes over-zealous in the execution of her duties. She is a loyal and dependable partner but seems to prefer working on her own. Officer Stern is extremely athletic, with an excellent level of stamina. At present, she can run faster and jump further than anyone else in the department.
Disciplinary History: 1983: Faced assault charges brought by the suspect accused of killing her brother. Charges dropped through insufficient evidence.
Addendum: D'arci is fast and agile in both movement and combat. While she can sprint, she is susceptible to injury.

UCPD FELON FILE



Name: McIntyre, Roger
DOB: 01/01/48
Current Address: None
Known Associates: None
Prior Convictions: Assault, deception, breaking and entering, impersonating a police officer, and resisting arrest. Numerous charges for firearms offenses, vagrancy and drunkenness.
Summary: Subject is extremely bad a former informant for this Department. Psychiatric reports indicate personality he appears to see himself as some kind of vigilante. The subject is extremely dangerous and should not be approached without backup under any circumstances.
Addendum: Roger has impressive strength and durability in combat, but he cannot sprint from danger.



SETTING UP

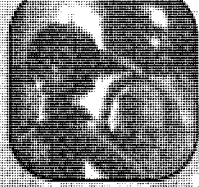
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **URBAN CHAOS** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

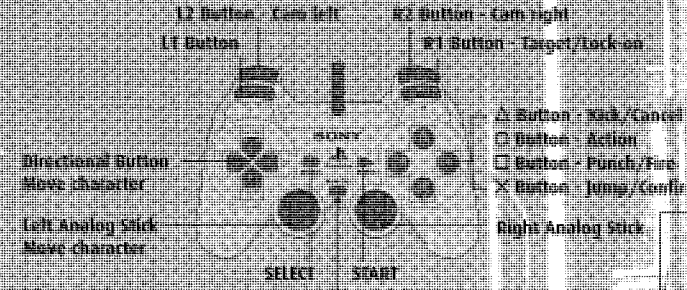
MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. You must have 1 free block in order to save games.

Important: Do not insert or remove peripherals or Memory Cards once the PlayStation game console power has been turned on.

CONTROLS





The controls are also used for digital controllers.

START button Start game, pause/view in-game menu

SELECT button Open inventory (press ✕ button to close)

Left Analog Stick (analog mode)/**Directional button** (digital mode)

- ↑ Jog forward
- → Jog right
- ← Jog left
- ↓ Jog backward

△ button Kick/Strong tackle

○ button Action: crouch down, sprint (when running), pick up/throw object, enter/exit vehicle, pull lever, talk to person, arrest prone suspect, search body, etc.

□ button Punch/Fire selected weapon

✕ button Jump, jumping kick

L3 button First person view; use Left Analog Stick/Directional button for unrestricted mode

L2 button Rotate camera left

R1 button Target/Lock-on; press during combat to cycle opponents

R2 button Rotate camera right

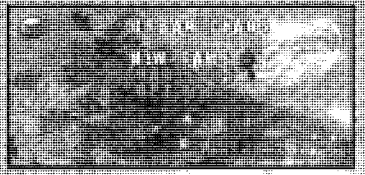
Note: Use Options mode (pages 6-7) to reassign button controls and set the DUALSHOCK™ analog controller vibration function.

GETTING STARTED

MENU CONTROLS

On menu and selection screens, select options by using the Directional button/Left Analog Stick to highlight your choice, then press the ✕ button to confirm its selection. Press the △ button to return to the previous menu.

MAIN MENU



Select one of the following:

New Game – Begin a new game.

Continue Game – Available after you've started a game, this option allows you to continue the game without saving.

Load Game – Load a previously saved game from a Memory Card.

Save Game – Save your current game.

Options – Change the game configuration from the Options menu.

OPTIONS



Select **Options** from the Main Menu to get to the Options menu. Highlight options and press the ✕ button to proceed or to change settings.

Audio Configuration

Audio Mode – Toggle Stereo or Mono.

Effects/Music/Speech Volume – Adjust volume of in-game sound effects, music and speech.

Return – Exit to the Options menu.

Screen Position

Position – Adjust the position of the display on your TV.

Controller Configuration

Standard Configurations – Select one of four settings.

Custom Configuration – Press the ✕ button to enter free configuration mode. Select each action and press the button you want to use to trigger it. Press the ✕ button when you're finished.

Vibration Function – Press the □ button to toggle the DUALSHOCK™ analog controller's vibration function ON/OFF.

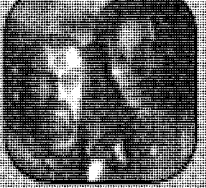
MAP MENU



On the Mission Select screen you will see a map of the city with markers indicating mission locations. (When you first begin a game, only Physical Training, Combat Training and Driving School are available.) Select a marker to see the missions available at that location. Select one of the listed missions to read the mission briefing. You must carry out these primary objectives in order to complete the mission successfully. If you're ready to accept the mission, press the ✕ button to confirm.

SAVING AND LOADING

Once you have successfully completed your mission, you will be asked if you want to save your progress to a Memory Card. Press the ✕ button repeatedly to select the SAVE option, confirm it, and return to the Main Menu. (You must be using a Memory Card with at least 1 free block in order to save.) To resume a saved game, select LOAD GAME from the Main Menu (see page 6).



CITY NAVIGATION

While in some missions you will have access to vehicles, in most you're on foot. Successful exploration and navigation of the city depends on sprinting, crawling, and jumping. (Water toilet bowls are not accessible.)

Jogging

Use the Directional buttons/Left Analog Stick to move your character in four directions. When you're using the Left Analog Stick, your character will always run. (Your character cannot run backward.)

Sprinting

Hold the Action button while jogging to sprint. (D'arci can only sprint for a limited time. Roper cannot sprint.)

Jumping

Use the Jump button for stationary jumps. Press the Jump button together with a Directional button or Left Analog Stick move to jump in that direction. You do have some control while in the air. Sprinting and jumping is recommended for rooftop leaps of faith.

Getting Over Obstacles

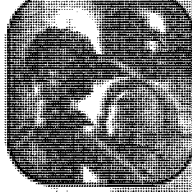
Scale small obstacles such as low walls and fences by running toward them and either vaulting them by pressing/moving ↑ or jumping them with the Jump button.

Crouching and Crawling

Hold down the Action button when stationary to crouch, then use the Directional buttons/ Left Analog Stick to begin crawling. Crouching and crawling are essential stealth moves.

Ladders

When you're standing close to the foot of the ladder, press/move ↑ to begin climbing. Press/move ↑↓ to climb up or down a ladder. Press the Jump button to dismount.



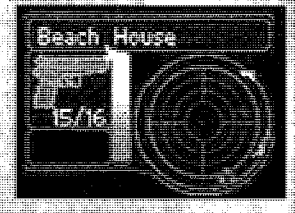
MAKING INQUIRIES

You can talk to anybody in the game by standing in front of the person and pressing the Action button to initiate a conversation. This is particularly useful if you want to question an eyewitness to a street crime and find out what that person knows. (If you're lucky you can often find a few witnesses hanging around a crime scene.)

ITEMS AND INVENTORY

You can pick up many items you see in the game by standing over them and pressing the Action button. Press SELECT to bring up your 'inventory': this is where all the items and weapons you have collected are displayed. Highlight an item, then press the ✕ button to close the inventory – the item will now be selected.

ON-SCREEN PANEL



The panel in the upper right of the screen shows your health meter, objective directions, and what you are carrying at the time. As objectives are added to your missions, these will appear as different colored arrows with an objective name on the Navigation Map. As you approach your target, the arrow will change to a small dot on the inside of the radar screen until it reaches the center of radar. On some missions there is a time limit; this is shown above the icon for your currently held item and will decrease as the mission progresses.

Health

Your health bar is next to the Navigation Map. As you are wounded your health will decrease until you die. Enemies will have a single red line meter for their health bar.

If you have been wounded you can get back to full strength by picking up a MediKit. Each MediKit instantly restores up to 50% of your health.

Disciplinary Violations

Should you deliberately or accidentally cause the death of an innocent civilian during the course of your duties, you will receive a citation for disciplinary violation. If you receive five citations you will be instantly removed from duty, forcing you to start the mission from the beginning. The Department takes a particularly dim view of the death of its patrol officers – killing a fellow police officer could result in instant dismissal and the termination of the mission.

The Department takes a very serious view on the killing of innocents. If you kill too many civilians, the Internal Affairs Department will begin an investigation into your actions. If civilian kills get too high, the Department will permanently remove you from duty.

Item Icon

This shows your currently selected weapon or a hand if you are unarmed. If the weapon selected is a gun, the amount of ammunition in the magazine is displayed below the icon. Press SELECT to activate the display.

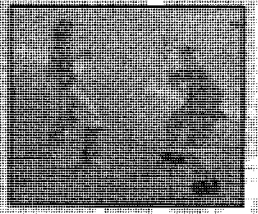
The Crime Rate

This percentage indicates the level of lawlessness in your area. The figure rises every time a crime is committed in the current district and drops every time you arrest a criminal. (The rise or fall depends on the nature of the crime committed). The crime rate only applies to one mission.

COMBAT

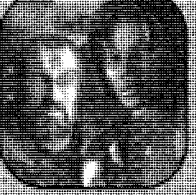
Many times you will have to resort to physical force to overcome suspects or anyone else looking you in the course of your duties. Sometimes, if your own safety is under threat, the use of lethal force is sanctioned.

COMBAT MODE



Once D'arci nears an opponent, she will enter combat mode. In this mode, an enemy health bar (a single red line meter) appears below the opponent. In combat, the bar will diminish until the opponent either dies or gets knocked down. Once an enemy is knocked down, D'arci can arrest the perp. Proper patrol arrest thugs, so you may want to administer "rough justice" on these punks.

Control	Action
Left Analog Stick/ Directional button	Movement. Use ➔ or ⬅ to circle an opponent, use to advance and retreat. If you are fighting multiple opponents, use to aim your attacks.
Action button	(default O) Arrest people. Also, pick up object (press the button while standing over object). To pick it up, press a second time to throw it.
Punch/Fire button	(default □) Punch. Use selected object. For knife or baseball bat, press the button to use that object. For gun, press the button to fire.
Kick button	(default △) Kick.
Jump button	(default ✕) Jumping kick.
Target button	(default R1) Use this while being attacked by multiple opponents to target and lock onto the opponent of your choice.



SPECIAL ATTACKS

Grabbing Opponents

Using ↑ + Punch to grab an enemy. You can then throw the opponent to the ground (for stunning or arresting) or knee the enemy in the stomach.

Blocking/Ducking Attacks

Blocking is achieved by backing away from the enemy. Diaz will auto-block. When in autoblock, use the Kick button to perform a foot sweep.

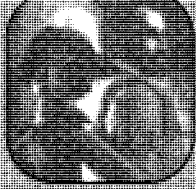
Sliding Tackle

Press the Kick button when running or sprinting to perform a sliding tackle. With correct timing, you can knock down two or more people. This may give you the chance to arrest an opponent before the perp has a chance to attack. Sprinting creates a longer slide tackle.

Fighting Multiple Opponents

When you come up against multiple opponents, they often try to surround and pummel you. In the worst case scenario, you will have an opponent to the front, one each to your left and right and a fourth behind you. Use ↑/↓/→/← to aim your attacks. For example, use → + Punch to throw a punch to the opponent standing to your left, while holding ↓ + Kick to kick out at the opponent behind you.

IDENTIFYING OPPONENTS

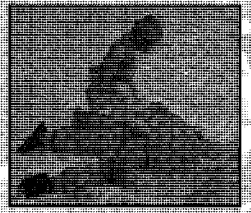


If you come up against more than one opponent, you can identify the gang members by the color of their jackets. Jacket color represents the overall strength of your opponent. Since all the UC gangs have united as the Wildcats, you can expect trouble on almost every corner.

Jacket Color	Opponent Strength	Description
Gray	Easy	These are the Wildcat punks you will meet early on in Union City.
Green	Medium	These Wildcat gang scumbags are more skilled in hand-to-hand combat and more accurate with weapons fire.
Red	Hard	The crack lieutenants of the Wildcats are deadly in unarmed combat and armed with a weapon. Be prepared for a serious rumble when they catch up with you.
Black	Off the Chart	Not much is known about these opponents. Rarely seen in daylight, they stalk the streets at night and appear to be much higher power. Armed with a lethal shotgun, black jackets are to be avoided.

DEALING WITH SUSPECTS

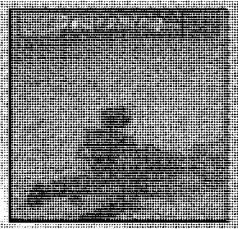
MAKING AN ARREST



You can arrest suspects only if you physically overpower them during hand-to-hand combat. While they are lying dazed on the ground, stand over them and press the Action button to handcuff them. If the suspect has been involved in criminal activity, the crime rate will be reduced.

Note: You only have a few moments to arrest suspects. After that they'll be back on their feet, either running off or ready to fight again.

SEARCHING SUSPECTS



You can frisk bodies or anybody you've placed under arrest for weapons or other concealed items. Stand over the suspect and hold down the Action button to begin the search. You will see a rising percentage bar to indicate how far the search has progressed. If it gets to 100% and you've found nothing, it's safe to assume the suspect is clean. If you do find something, it will appear next to the suspect. Stand over it and press the Action button to pick it up.

STEALTH

In many situations stealth tactics yield better results than a guns-a-blazin approach. To avoid attracting the attention of potential enemies, keep the following points in mind:

Keep Out of Sight

Enemies will be alerted to your presence even if they just glimpse your shadow. If there's low cover nearby, use it by crawling along on all fours. Hold the Action button, then use ↑/↓/→/← to move. If you're close to a wall, press the Action button to push flat against it, then use →/← to move along flush against it.

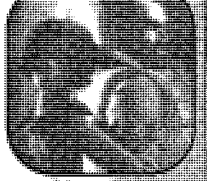
Keep Silent

Don't betray your position by making noise: firing a gun or accidentally kicking a can will alert your foes. However, you can sometimes use this to your advantage: throwing a can into another area will decoy guards away from your position.

Leave No Trace

Any evidence you leave as you pass through a sensitive area may be discovered by subsequent guard patrols. If you are badly injured (health bar in the red) you will leave a telltale blood trail that will be spotted by any guard who comes across it. Use a MediKit before proceeding.

USING VEHICLES

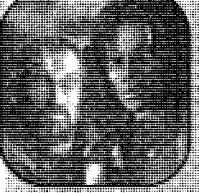


There are many vehicles on the streets of Union City: cars, vans, taxis, police cruisers, police SUVs. Each vehicle type is different in top speed, handling, and protection offered. Use vehicles at your discretion. (Because of the high crime rate, some vehicles are locked and unavailable.)

Control	Action
Action button	Enter/exit vehicle.
Left Analog Stick/ Directional button	Use ↑ to go forward and →/← to steer. Press ↓ to brake and go into reverse.
Kick button	Pursuit mode. Tap the button to accelerate to maximum speed. Tap again to resume normal driving speed.
Punch button	Press Punch + →/← while moving at speed to go into a handbrake turn (you will skid).

COMMANDEERING VEHICLES

As a police officer, you have access to police-impounded vehicles such as cars or vans. In desperate situations, you can even commandeer a vehicle by standing in front of it to block its passage, then firing a single shot as a warning. The driver will usually exit the vehicle and flee, leaving you free to climb in and drive off. Be careful though — some civilians will not give up their vehicles. You can also disable vehicles by firing rounds into them.



WEAPONS

Although you begin some missions with a weapon, you should be able to find better weapons fairly easily. You can often disarm an armed assailant during a brawl: when you see the weapon fall to the ground, walk over it and press the Action button to pick it up. You may also find ammo behind objects.

Remember: Even after a weapon is in your inventory, you must select it before you can use it.

FIREARMS

All guns work in the same way: when a target presents itself, D'arci or Rowe will auto-draw their firearm and a targeting icon will appear around the target to denote that you are armed and ready to fire. You cannot fire until the target has appeared – the delay depends on the type of gun used and the range. If you fire before the target appears, there is a percentage chance that you may miss your target.

When targeting, D'arci will challenge any person in her sights. Civilians normally freeze when ordered, and lay down for search when you press the Action button. Guilty suspects may run or challenge you. Be warned: the UCPD comes down hard on officers who shoot innocent people.

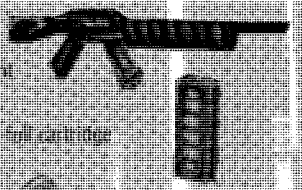
Warning: A firearm can be knocked out of your hand if you are punched or kicked while holding it.



Pistol – The pistol is a good all-round weapon. It has good short to mid-range accuracy coupled with a high fire rate.

Shotgun – Devastating at short range, this weapon has a slow reload time.



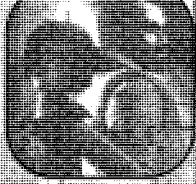


Assault Rifle – The best weapon for combat, the assault rifle has good fire rate with mid-range distance and excellent accuracy.

Pistol Clip – Pistol clips give the pistol a full cartridge of bullets.

Shotgun Shell – Shotgun shells carry an ammount which varies.

Rifle Clip – Rifle clips give the assault rifle a full cartridge of bullets.



EXPLOSIVES

Hand Grenade – Press the Punch button to pull the pin, press a second time to throw. The grenade has a six-second fuse. Once it is primed, you must throw it toward the target or be blown to bits.

Time Bomb – General-purpose explosives for all manner of demolition work. You either receive these at the start of a mission or find them during the level. Press the Punch button to place the bomb. You then have five seconds to clear the blast radius. These explosives have a devastating short-range blast and must be used as warranted by the mission briefing.

OTHER WEAPONS/ITEMS

If you do not have a gun or if you've run out of ammo, there are other ways to improve your chances in a street brawl. If you can disarm an opponent who is wielding a baseball bat or knife, you can pick these up and add them to your inventory. You can also pick up large objects such as crates and drums and throw these. Press the Action button while standing close to the object to pick it up. Move into position, then press a second time to throw.

Knife – A short-range weapon used in hand-to-hand combat. In the hands of an experienced user it can be deadly on sneak attacks.

Baseball Bat – Another hand-to-hand combat weapon, used to stun or drop opponents.

POWER-UPS

Each mission has power-ups that give an immediate boost when collected. Collect power-ups during each mission to cumulatively enhance D'arci and Roper to their maximum abilities. These are especially useful in later missions.

MediKit – Increases health by approximately 50%.

Stamina – Restores full health and increases your total health bar over time.

Reflexes/Accuracy – Accrues skill throughout the game. After a certain time your reaction times and shooting accuracy will improve.

Strength/Damage – Accrues power throughout the game. After a time, your character will be able to take and inflict more damage during combat.

Constitution/Speed – Delivers a short-term boost and long-term gain. Your character's overall speed and maximum running distance improve with each power-up.

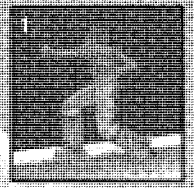
HAND-TO-HAND COMBAT MOVES

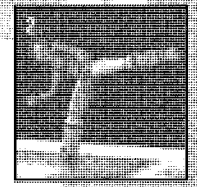
Combat moves are divided into three categories: Single, Combination and Special. You must be in combat mode to attempt combination attacks.

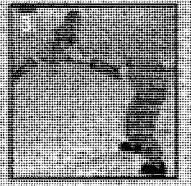
SINGLE MOVES

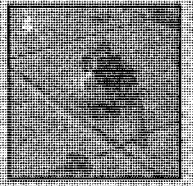
Single moves are one-button-press actions that inflict minimal damage, but are easy to execute. (Buttons shown are the default settings.)

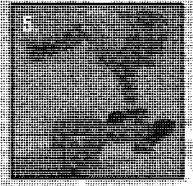
1. Punch	□ button (hold down)
2. Kick	△ button (direction specific)
3. Roundhouse Kick	✕ button
4. Slide Tackle	Run + △ button
5. Stomp	Closely face enemy on ground and press △ button.

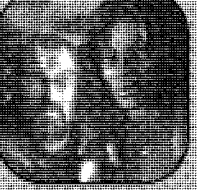












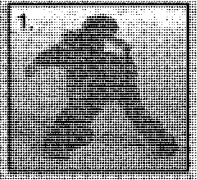
COMBINATION MOVES

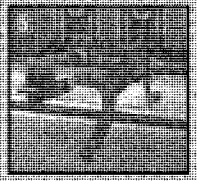
Combination moves are your best choices for quick, devastating attacks. You must be in combat mode close to your target and time the move so the enemy is not attacking. (Button shown are the default settings.)

1. Grapple	↑ + ☐ button.
2. Grapple and Throw	While in grapple, tap ☐ button.
3. Grapple Kick to Ribs	While in grapple, tap △ button.
4. Speed Jab	→ ← + ☐ button. (fast tap)
5. Fly Kick	Sprint, then jump, and press △ button. Target must be directly at the contact point of the down kick.

Successful attack combinations (three hits) yield a power combination that knocks down the enemy. There is a power combination for punching and kicking.

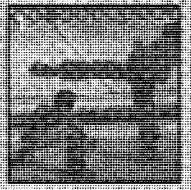
Note: Roper cannot grapple.

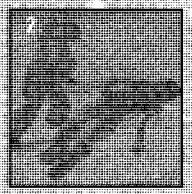


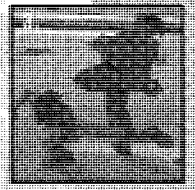


DEFENSE

1. Duck	↓ while being attacked.
2. Tumble	Jump + → ← to tumble away from a fight or break a grab hold.
3. Sweep	While in Duck, press △ button.







SPECIAL MOVES

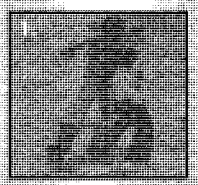
D'arci and Roper have special combat moves that inflict more damage to enemies and bring them to the ground.

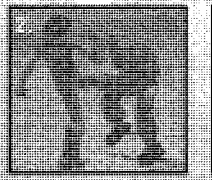
D'arci

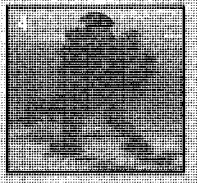
1. Elbow to Head	When directly behind a target, press ☐ button.
2. Groin Kick	When very close and facing target, press △ button (usually activated after an initial stomach kick).
3. Fly Kick	Run, then jump, and press △ button. Target must be directly at the contact point of the down kick. Sprinting kicks have a longer range.

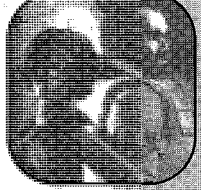
Roper

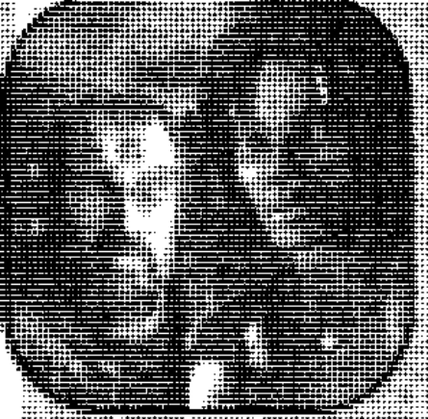
4. Throttle	Close in on your target and press ☐ button. Roper will then grab and throttle the opponent.
5. Fly Kick	Run, then jump and press △ button. Target must be directly at the contact point of the down kick. Roper has a much quicker fly kick than D'arci.











STREET SURVIVAL

Death comes all too easy on Urban Chaos streets. Here are some tactics to keep you in the fight.

- If you are chased by thugs, turning them near police officers will prompt the officers to assist you.
- If you are cornered you can tumble out of combat mode by pressing Jump + → or ←, retreat to safety.
- Save your bullets for the thugs armed with guns.
- When confronting groups of thugs, take out the first thug with a shot and then wrestle him. For the rest, use your combination moves for devastating attacks.
- When thugs charge you up a ladder, wait for them to climb up and then as they reach the top, give them a swift kick back down.
- Exploring the rooftops can have unseen benefits.
- Avoid running in the streets – cars are tougher than you!
- When you are chased, hide behind barrels or dumpsters to avoid pursuers.
- Shoot or jump over mines – they are deadly!
- In Combat Training, pay attention to the flashing icons on the left side of the screen. They will teach you the rhythm with which to perform Punch and Kick combos.

