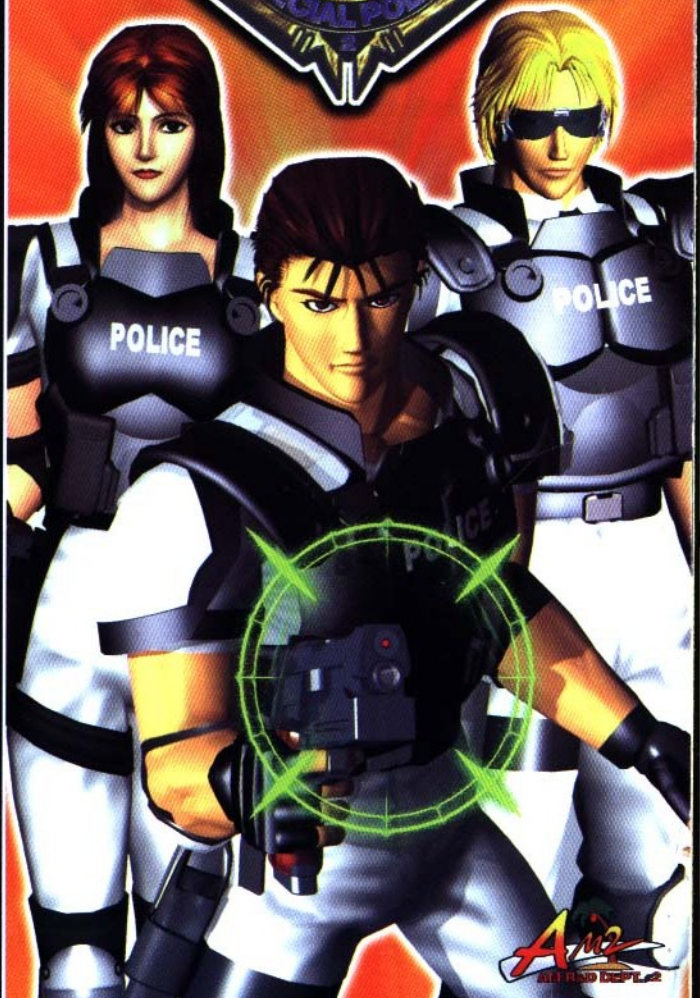
SEGA™

SEGA SATURN™

VIRTUA COP 2™



COMPACT DISC

INSTRUCTION MANUAL

ENGLISH

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **IMMEDIATELY** discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

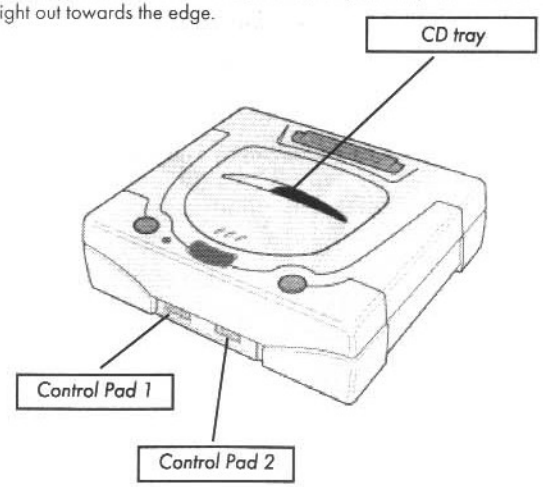
- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

STARTING UP: HOW TO USE YOUR SEGA SATURN SYSTEM

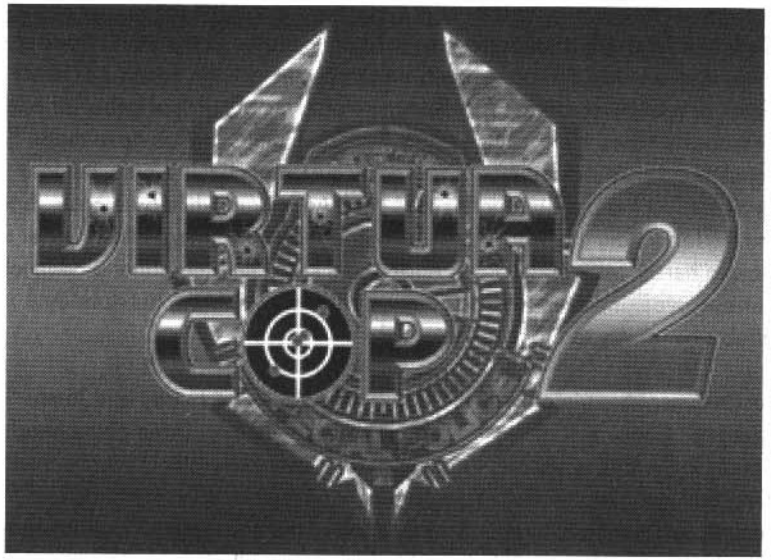
This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player–doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.



VIRTUA COP 2™



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TROUBLE IN VIRTUA CITY

Detective Janet Marshall is the new face on the force at the VCPD Special Investigations Unit. Her specialty is subject profiling – the analysis of every detail at a crime scene used to determine patterns of criminal behavior and personality types. Her acumen and expertise in the crime lab have made her reputation and put more than a few nasty customers behind bars. But last year she lost her partner and mentor, Nick Anderson, while on a case. Janet left the lab to join the Special Investigations team this spring, allowing her to devote herself to tracking down Anderson's killers full-time. Janet is definitely her own woman, some would say she's just plain stubborn, but nobody doubts her ability to crack tough cases.

Last summer, the original Virtua Cops, Michael "Rage" Hardy and James "Smarty" Cools, shut down the EVL Inc. criminal empire. Three of the head figures in the EVL syndicate - company president Eldon Vile, security chief King and gang leader Boss Kong are cooling their heels in the maximum security federal pen. And the final member of the EVL gang of four, international terrorist Joe Fang, is believed to have been killed in a helicopter crash, though the body was never recovered.

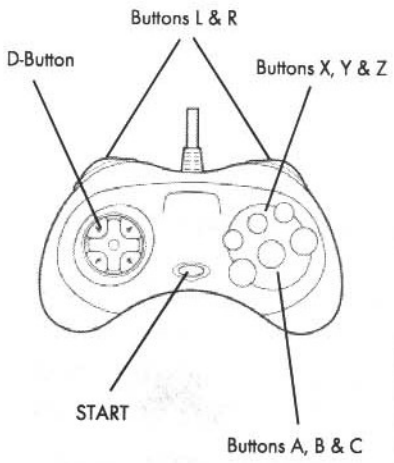
After the downfall of EVL Inc., a comprehensive investigation of their black market and gun-running activities was launched. The Virtua City Bank is under suspicion of involvement in an immense money-laundering operation, and the bank vice-president has recently met with an untimely "accidental" death.

Following his death, a secret database was discovered, showing periodical transfers of funds between EVL and the Virtua City Bank, but the money, equivalent to a small country's GNP, has somehow disappeared.

Rage, Smarty and Janet smell a rat, and it doesn't smell good. Some new danger threatens Virtua City.

CHOOSE YOUR WEAPON

SEGA SATURN CONTROL PAD



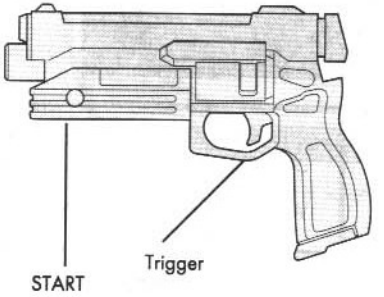
START	Pauses/restarts game
D-BUTTON	Highlights selections Moves cursor around screen
BUTTON A*	Fires weapon
BUTTON B*	Reloads weapon
BUTTON C*	Speeds up sight movement

BUTTONS X, Y, Z, L and R are not used.

***Note:** The functions for these buttons can be re-assigned in the Controller Settings section of Options.

SEGA STUNNER ARCADE GUN

Try the Sega Stunner for the most realistic, arcade-style shooting action! Just point and fire.



TRIGGER	Highlights selections in Options screens Fires weapon in gameplay Reloads weapon (aim offscreen and pull once)
START	Pauses/restarts game

Note: For best results, always point the Stunner straight at the screen and remain the same distance from the screen when playing. **Never point the stunner at another person.**

GETTING DOWN TO BUSINESS



A game intro follows the Sega logo. Watch it, or press Start at any time during the intro to move to the Title screen. Press Start again to enter the Mode Select screen.

In the Mode Select screen, select Arcade Mode or Options.

When using a Control Pad, highlight modes by pressing the D-Button UP or DOWN to highlight, and Button A, C or Start to enter.

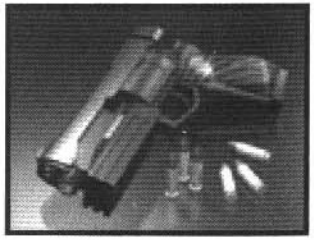
When using a Stunner, pull the trigger to highlight modes and press Start to enter.

ARCADE MODE

Arcade Mode begins with the Stage Select screen. Aim at the stage you want to start the game from and fire your weapon to select. You can choose to begin the game at any of the three stage levels – Beginner, Medium or Expert. You have ten seconds to select a stage. If the timer runs out, the Beginner stage is automatically selected.



YOUR GUN



A gun is a cop's best friend, and it's good to know your friends. Your standard-issue weapon is a six-round service revolver. Using it is simple – just take aim and fire.

CONTROL PAD

AIM	Move the cursor on-screen by pressing the D-Button in any direction.
SPEED UP	Press Button C* while taking AIM to make the cursor move more quickly.
FIRE	Press Button A* to FIRE when the AIM cursor is positioned over your target.
RELOAD	Press Button B* to RELOAD when your cylinder starts getting empty. You can RELOAD even when there are rounds left in your weapon. It's a good idea to RELOAD whenever you have the chance because there might not be time in the heat of a shootout.

**Note: These button functions can be reassigned in the "Controller Settings" section of "Options".*

STUNNER

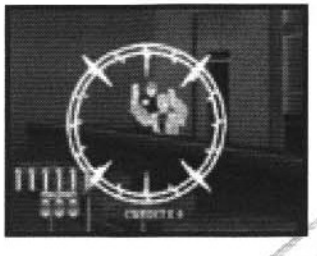
AIM*	Point the Stunner at the area of the screen you want to shoot. There is no on-screen cursor for the Stunner.
FIRE	Pull the Trigger.
RELOAD	AIM off-screen and FIRE.

**Note: The Stunner's AIM can be adjusted in the "Calibrate Gun" section of "Options".*

PLAYING BY THE BOOK

The object of the game is to clean up Virtua City by ridding it of some of its less desirable characters. This is done by shooting them. You are armed with a six-round weapon with sufficient stopping power to put most bad guys down with a single shot. But for a real test of your marksmanship, try these bonus-point shots:

3-Point Shot	The 3-Point Shot bonus is given for hitting a single target with three rounds before he fades off screen.
Justice Shot	The Justice Shot bonus is awarded for hitting the weapon arm of your target, putting him out of commission, but leaving hope for rehabilitation.



You'll need a sharp eye and steady hand to make these shots, because the bad guys don't just stand around waiting for you to shoot them; they fight back with everything they've got. You lose a Life Marker each time one of their shots hits you. And to further complicate things, there are defenceless civilians running around the crime scene. Be careful not to shoot civilians – you lose a Life Marker if you do.

Damaging public and private property is not encouraged by the higher-ups back at the precinct. But extreme situations call for extreme measures, so don't be afraid to blast the occasional oil drum, cash machine or potted fern if it gets in your line of fire. Some objects in the background blow up when you shoot them, some may fall off the walls onto unwary criminals, and others may contain Power-Up items to boost your firepower and increase survivability.



POWER-UPS

There are various Power-Up items hidden throughout each stage. Shoot a Power-Up to acquire it. The Power-Up automatically becomes the active weapon for your character. Some Power-Up weapons can be re-loaded, others have only one clip. Power-Up weapons are lost when you lose a Life Marker.



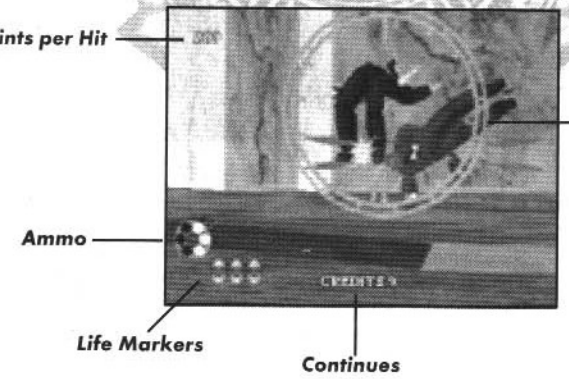
Automatic | Rifle | Machine Gun | Shotgun | Magnum | Life Marker

Automatic	Automatics hold a 15-round clip. They can be reloaded any number of times.
Rifle	Rifles carry 24 rounds, firing in three-round bursts. A rifle cannot be reloaded so choose your shots well.
Machine Gun	The machine gun has a 30-round magazine. You can squeeze off one-shot semi-auto bursts, or pull the trigger and hold to fire in full auto. Machine guns can't be reloaded.
Shot Gun	Shot guns spray pellets over a wide area, making it easier to hit what you aim at. They hold six shells in the magazine and can be reloaded an unlimited number of times.
Magnum	The magnum has armour-piercing capabilities, making it possible to shoot through obstacles and hit the bad guys taking cover behind them. Magnums hold six rounds and can be reloaded any number of times.
Life Up	Life Up adds one Life Marker to your character's supply.

THE GAME SCREEN

There are two game screen output types – VC2 (the default type) and VC1 (a reproduction of the original Virtua Cop screen output). See "Play Mode" in the "Options" section on page 18 for information on how to select gameplay modes.

VC2 MODE



Points per Hit Shows the number of points scored for each hit on an individual target. When you score a Justice Shot or 3-Point Shot, it is displayed below the score.

Ammo* Displays the number of rounds remaining in the weapon you are currently using. When you run out of ammo, the word RELOAD begins flashing on-screen.

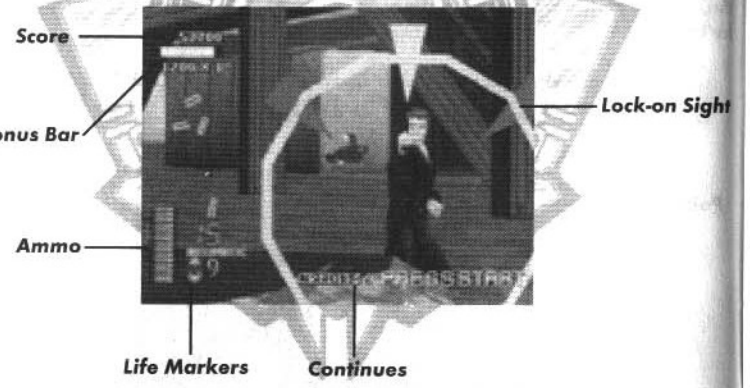
Life Markers Shows the number of Life Markers remaining.

Lock-on Sight Highlights your next target and shows how long you have before he fires. A green sight means you still have time. When the sight turns yellow, he's getting ready to shoot, and a red sight means 'Watch out!' The sight turns blue after you put at least one round in the bad guy. (See "Sight" in the "Options" section on page 18 for information on how to turn the sight ON/OFF).

Continues Displays the number of Continues remaining in the game. FREE PLAY means you have unlimited Continues. See "Continue" in the "Options" section on page 17 for information on how to set the number of Continues per game.

**For more information on Power-Up weapons, see Power-Ups.*

VC1 MODE

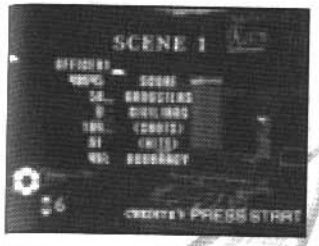


Score Shows your total score for the game so far.

Bonus Bar Indicates how close you are to reaching a new point multiplier level. The Bonus Bar gets longer every time you score mulitple hits on a target. When the bar fills up completely, the point multiplier goes up by one. The point multiplier increases the points you receive per hit. When you lose a Life, the Bonus Bar resets to zero and the point multiplier returns to 1X.

Note: The Lock-on sight, Ammo, Life Markers and Continues screen displays in VC1 mode are the same as those in VC2 mode.

RANKING



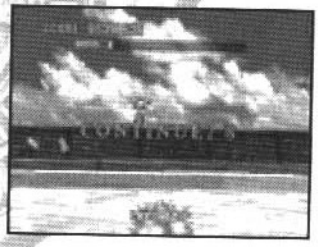
At various points during gameplay, a Ranking screen appears, assessing your performance in the current game. The Ranking screen shows data for:

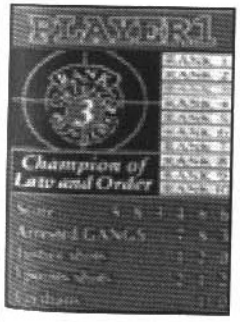
Score Your total point score for the current game
Gangsters The number of gangsters you have neutralis zed
Civilians The number of times you hit a civilian
Shots The total number of rounds fired
Hits The number of bullets that found their marks
Accuracy The percentage of shots that hit

GAME OVER/CONTINUE

The game ends when you lose your last Life Marker. If you have Continues remaining, you have the option of continuing the game from the same point where you lost the final Life Marker. Press Start before the countdown timer reaches zero to continue.

NOTE: See the "Continue" section of "Options" on page 17 for information on how to set the number of Continues per game.



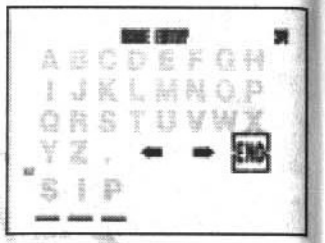


If you choose not to continue, or you run out of Continues, the GAME OVER message appears on-screen, followed by the final Ranking screen. This Ranking screen assigns you a rank based on your overall performance in several categories:

Score Your total score for the game
Gangs Arrested The total number of crooks you sent up the river
Justice Shots The number of Justice Shots you made during the game
3-Point Shots The number of times you scored a 3-Point Shot
Civilians The number of times you hit an innocent bystander

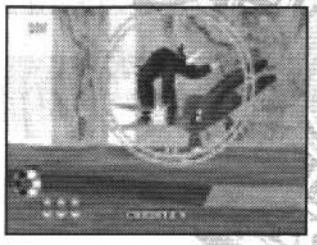
NAME ENTRY

When you finish a game with a top rank, you get to enter your initials. Shoot a character to enter it. Shoot the back or forward arrows to clear the previous or next character. Shoot END to finish entering your initials.



STAGES

Each stage is divided into two segments. After completing the first half of the stage, you can choose the path to follow for the second half by shooting one of the directional signboards on-screen. If you don't select a path quickly, the left-hand path is automatically selected. At the end of every stage, you have to face off with an EVL syndicate boss and see that he's brought to justice.

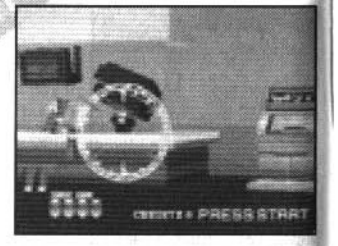


STAGE 1: BIG CHASE

You interrupt a jewellry heist in progress, and have to secure the area. Pursue the crooks in your squad car to a blazing gun battle on the other side of town. Bull, the boss at the end of this stage, likes to throw things when he gets angry – really big things.

STAGE 2: SAVE THE MAYOR

The bad guys have taken the mayor of Virtua City hostage and are holed up in a luxury ocean liner docked at Pier 10. Fight your way onto the ship and make a room by room search to rescue His Honour before EVL can cast a very decisive ballot against him. At the end of this stage, the Aero-Divers, a crack team of terrorists equipped with jet-packs and rocket launchers plans to bar your way off the Fiesta Deck.





STAGE 3:RAILLINE SHOOTOUT

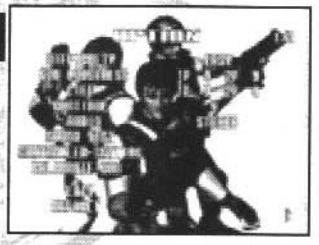
Follow the remaining gang members underground, through the Virtua City subway system. The trail leads to a cavernous warehouse where you battle onward to a climactic confrontation with the notorious Garse Bladley in his Cat Tank.

OPTIONS

There are two Options screens. The first screen appears when you enter Options.

> When using the Control Pad, press the D-Button UP/DOWN to highlight options. Press Button A, B, C or Start to make changes to the highlighted option.
>
> When using the Stunner, pull the Trigger to highlight options, and Start to make changes in the highlighted option.

OPTIONS SCREEN 1



Difficulty	Choose EASY, NORMAL or HARD for the level of gameplay.
Gun Looseness	Set the area of each gun's blast from 0 to 30. A high Gun Looseness value makes it easier to hit your targets.
Life	Set the number of Life Markers (1 to 9) per game for each player.
Continue	Decide how many times each player will be able to continue in a game. Choose from 0 to 9 Continues.
Audio	Set the sound output to Stereo or Monaural.
Sound Test	Sample the game's audio effects.
Controller Setting	Reassign button functions on the Control Pad. Press the D-Button UP/DOWN to highlight the function you want to set, then press the button (Button A, B or C) you want to asssign to it. You can assign the Speed Up and Reload functions to the same button. Controller Setting is only available when a Control Pad is connected to one of the Control Ports.
Calibrate Gun	Adjust the sighting on your Stunner. Press Start to begin calibrating the sights. Shoot the centre of the on-screen target several times to check

the shot placement. When you are satisfied with the accuracy, shoot off-screen to bring up the gun calibration menu. Pull the Trigger to cycle through the menu options and press Start to select an option. Select CANCEL to return to the gun calibration screen and continue adjusting the Stunner sights. Select DEFAULT to reset the Stunner sights to their default values. Select EXIT to return to the Options Screen 1. Calibrate Gun is only available when a Sega Stunner is connected to one of the Control Ports.

Exit Returns you to the Mode Select screen.

Default Resets all options in all the Options screens to their default values.

>>>> Moves forward to Options Screen 2.

OPTIONS SCREEN 2



Sight Turn the Lock-on Sights ON or OFF. Playing with the sights OFF adds an extra degree of challenge to the game by making it harder to choose targets.

Auto Reload Select ON to save valuable seconds in shootouts by having your weapon RELOAD automatically, or OFF for the default manual RELOAD.

Gun Select Turn Gun Select ON to give your cop extra firepower on demand, or leave it OFF to play with the default weapons only. When the Gun Select option is ON, you can bring up a weapon selection menu during gameplay by shooting off-screen while the game is Paused. Press the D-Button UP/DOWN (or pull the Trigger on the Stunner) to cycle through the weapons, and press Start to resume the game with the highlighted weapon as your new firearm.

Play Mode Select VC2 for the new Virtua Cop 2 screen displays, or VC1 to play the game with displays in the original Virtua Cop format. See "The Game Screen" on pages 13-14 for an explanation of the differences between the VC2 and VC1 screens.

Ranking Access the records of the top ranked cops for both VC2 and VC1 mode play.

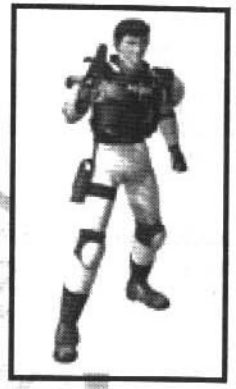
Exit Returns you to the Mode Select screen.

Default Resets all options in all the Options screens to their default values.

<<<< Moves back to Options Screen 1.

THE VIRTUA COPS

RAGE



Full Name: Michael Hardy
Birthday: August 7th
Blood Type: O
Likes: Dogs

Rage is a cop who always goes too far – the troublemaker on the force and a headache for the captain. But his drive and determination make him an invaluable member of the department when things get tough.



SMARTY

Full Name: James Cools
Birthday: February 13th
Blood Type: B
Likes: Driving

Where Rage is the number one hothead in Virtua City, Smarty, his partner, is level-headed and cool under fire. Rage may be quicker on the draw in a gunfight, but nobody disputes that Smarty is the top shot on the force.

JANET

Full Name: Janet Marshall
Birthday: September 24th
Blood Type: A
Likes: Cafe au lait



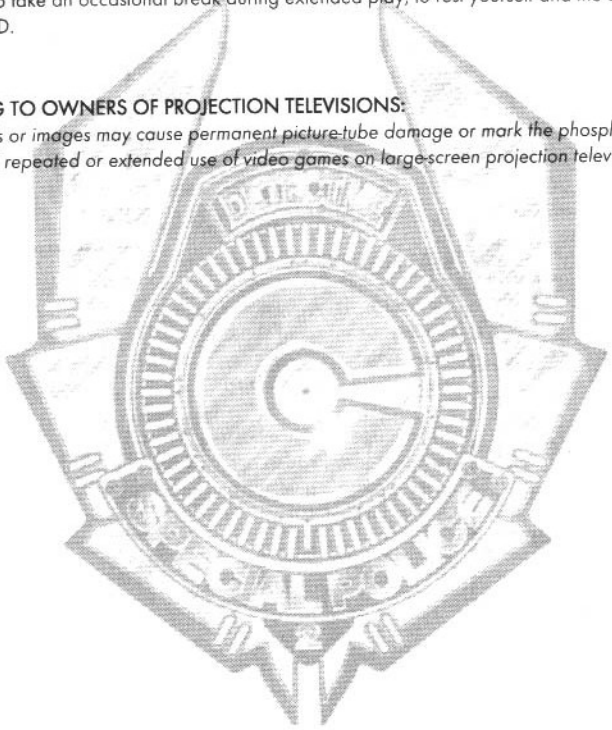
The newest member of the Virtua City Special Investigations team, Janet adds a new dimension of scientific objectivity to the war on crime. Her education and training have won her respect on the squad, and her accuracy with a gun makes her a crook's worst nightmare.

HANDLING YOUR SEGA SATURN CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.





AM R&D DEPT.#2

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672-4104-50

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