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.

EPILEPSY WARNING

Please Read Before Using This Game 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 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.
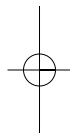
PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small 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.

COMMAND REFERENCE

PC Key Commands	Walker Actions	Mac Key Commands
Num 8/Num 5	Jog Forward/Backward	Up/Down Arrows
Num 4/ Num 6	Rotate Left/Right	Left/Right Arrows
Spacebar	Fire Gun	Spacebar
Alt	Fire Heavy Weapon	Apple
Ctrl	Fire Special Weapon	Option
Z	Jump	Control
Num 2	Action	Shift
Num 0	Change Target	C
Num 7/Num 9	Jink Left/Right	Z/X
Num 0 + Num 2	Transform to Hovercar	Shift + C
Num 2 + Num 8/Num 5	Walk Forward/Backward	Shift + Up/Down Arrows
Num 2 + Z	Crouch	Shift + Control
Num 2 + Num 7/Num 9	Short Jink Left/Right	Shift + Z/X
M	Map Key	P
Tab	Camera Key	Tab

PC Key Commands	Hovercar Actions	Mac Key Commands
Num 8/Num 5	Forward/Backward	Up/Down Arrows
Num 4/ Num 6	Rotate Left/Right	Left/Right Arrows
Spacebar	Fire Gun	Spacebar
Alt	Fire Heavy Weapon	Apple
Ctrl	Fire Special Weapon	Option
Z	Brake	Control
Num 2	Action	Shift
Num 0	Change Target	C
Num 7/Num 9	Jink Left/Right	Z/X
Num 0 + Num 2	Transform to Walker	Shift + C
M	Map Key	P
Tab	Camera Key	Tab

CONTENTS

INTRODUCTION

Future Cop™: L.A.P.D. is two unique games. In both you patrol the streets with the ultimate assault vehicle, X-1 Alpha. In Crime War, armed with an impressive arsenal, you must rid the city of the 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, crime, and a 9.1 earthquake devastated the city of Los Angeles. From the ruins, criminal gangs emerged to take control. 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, to date, met with virtually no success in its efforts to restore order and rid the city of these ruthless gangs. Now 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.
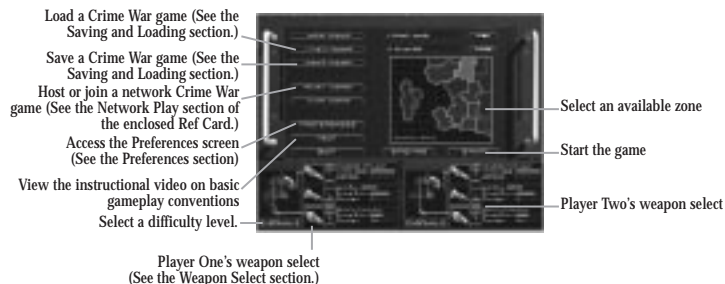
SETTING UP THE GAME

SET-UP MENU

The Set-up menu appears right after the opening movie. From here you can start a game, choose weapons for the X-1 Alpha, and load or save a game.

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

> **Note:** In this manual, when you are instructed to click an item, use your mouse to move the cursor over the item, then press and release the left mouse button.

STARTING CRIME WAR

• To view the Crime War Set-up menu, click MAP to toggle to **CRIME WAR**.

Load a Crime War game (See the Saving and Loading section.)

Save a Crime War game (See the Saving and Loading section.)

Host or join a network Crime War game (See the Network Play section of the enclosed Ref Card.)

Access the Preferences screen (See the Preferences section)

View the instructional video on basic gameplay conventions

Select a difficulty level.

Select an available zone

Start the game

Player Two's weapon select

Player One's weapon select (See the Weapon Select section.)

To play a Crime War game:

1. At the Crime War Set-up menu, click MODE to toggle **1 PLAYER/2 PLAYERS**.
2. Select the difficulty level at which you want to play: EASY, **NORMAL**, HARD.
3. Select the weapons with which you want to fight. (In 2 Player mode, both players must select weapons for their vehicles.)
• For the first zone, only the default weapons are available.
4. Highlight the zone you want to enter on the Zone Map.
• When you begin a NEW game, you start in **Griffith Park**. As you complete each zone, a new one becomes available on the Zone Map.
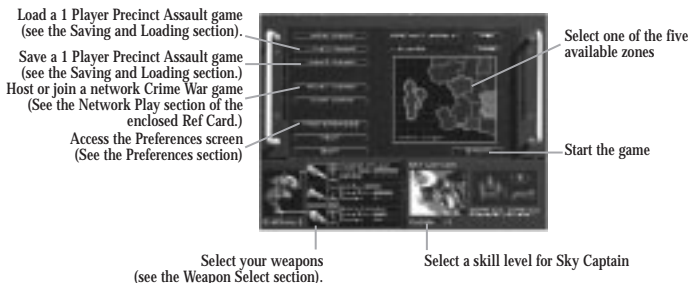5. Click the BRIEFING button to view important information about the upcoming zone.
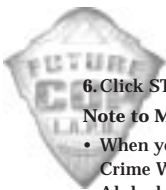
6. Click START to begin your game.

Note to Mac users: Double-click on the appropriate zone to begin your game.

• When you have successfully completed a zone, the game returns you to the Crime War Set-up menu. Here, you can select new weapons for the X-1 Alpha before entering the next zone.

STARTING PRECINCT ASSAULT

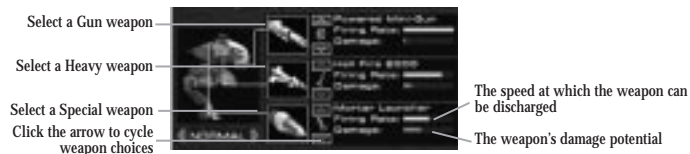• To view the Precinct Assault Set-up menu, click MAP to toggle to PRECINCT ASSAULT.

Load a 1 Player Precinct Assault game (see the Saving and Loading section).
Save a 1 Player Precinct Assault game (see the Saving and Loading section.)
Host or join a network Crime War game (See the Network Play section of the enclosed Ref Card.)
Access the Preferences screen (See the Preferences section)

Select one of the five available zones
Start the game

Select your weapons (see the Weapon Select section).
Select a skill level for Sky Captain

To play a Precinct Assault game:

1. At the Precinct Assault Set-up menu, click MODE to toggle **1 PLAYER/2 PLAYERS**.

2. Select the difficulty level at which you want to compete: EASY, **NORMAL**, HARD.

3. Select the weapons with which you want to fight. (In 2 Player mode, both players must select weapons for their vehicles.)

4. Highlight the zone you want to enter on the Zone Map.

• In 1 Player mode, Sky Captain becomes progressively tougher as you battle through the ten levels of each zone.

5. Click START to begin your match.

6. Once you complete a 1 Player match, press the **Map** key to advance to the next skill level or the **Camera** key to return to the Precinct Assault Set-up menu. Here, you can select new weapons for the X-1 Alpha before playing the next match. Upon completion of a 2 Player match, press the **Camera** key to return to the Precinct Assault Set-up menu.

SELECTING WEAPONS FOR THE X-1 ALPHA

Selecting weapons allows you to customise your arsenal for the zone you are entering. As you progress through the zones, there'll be a lot of new hardware to choose from, so pick the weapons that are most appropriate for a given zone.

Select a Gun weapon
Select a Heavy weapon
Select a Special weapon
Click the arrow to cycle weapon choices

The speed at which the weapon can be discharged
The weapon's damage potential

GUNS   Low-powered weapons such as guns and flamethrowers.

HEAVY WEAPONS   Weapons such as missiles and rockets.

SPECIAL WEAPONS High-powered weapons such as mines and mortars.

PREFERENCES

The Preferences screen allows you to change your Display Mode or access the Controller Configuration screen.

• To access the Preferences screen, click PREFERENCES on the Set-up menu.

PC Preferences Screen

DISPLAY MODE   Select the desired resolution. Your resolution options depend on the video mode supported by your graphics card.

PROCESSOR SELECT Choose your processor type or let *Future Cop* do it for you.

• To adjust your game controls, click CONTROLLER CONFIGURATION. The Controller Configuration screen appears. (See the Controller Configuration Screen section.)

• To adjust your game sound options, click AUDIO CONTROLS. The Audio Controls screen appears. (See the Audio Controls Screen section.)
Note to PC users: To change the 3D Graphics Renderer, you must run **Future Cop** - **3D Setup** from the START menu before starting the *Future Cop* program.

Macintosh Preferences Screen

RESOLUTION   Select the desired resolution. Your resolution options depend on the video mode supported by your graphics card.

3D ENGINE   Select the desired graphics hardware.

GRAPHICS   These settings improve the graphic quality of your game. Click to toggle Texture Coloring, Fill the Screen, or Texture Filtering ON/OFF. Use the slider to adjust the Brightness level.

Note: Greyed-out graphic options are available only with a 3-D accelerator.

SOUND   These settings improve the audio quality/level of your game. Click to toggle Extra Sound **ON/OFF** or to select a Sound or Music Volume level.

· **To adjust your game controls, click CONTROLLER CONFIGURATION. The Controller Configuration screen appears. (See the Controller Configuration Screen section.)**

Controller Configuration Screen
The Controller Configuration screen displays control settings for Players 1 and 2.

• **To change a command button/key, click the corresponding box to highlight the action you want to change, then press the button/key you want to assign to it.**

Audio Controls Screen
The Audio Controls screen allows you to adjust the volume levels for SOUND EFFECTS, MOVIES, and MUSIC.

• **To change the volume level of a sound option, click and drag the corresponding slider to the desired level.**

IN-GAME OPTIONS

PC Options

• **To pause the game and access the In-Game Options screen, press ESC.**

Resume game — | — Access the Controller Configuration screen]

Return to the Set-up menu | Access the Audio Controls screen
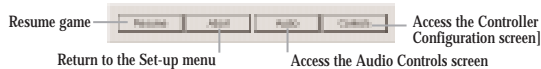
Macintosh Options

• **To pause the game and access the In-Game Options screen, press ESC.**

Resume game — | — Exit Future Cop

Return to the Set-up menu | Access the Preferences screen

PLAYING THE GAME
PLAYING CRIME WAR

In Crime War, you must clear out the criminal elements from the various zones, before they can eradicate you.

ZONE BRIEFING

The Briefing option defines your objectives for the upcoming zone. Listen to the instructions carefully or press SHIFT to advance to the gameplay screen.

SURVIVING IN THE STREETS

• **Once inside a zone, you are authorised to dispense justice in any fashion you deem necessary. If enemy fire completely wastes your Armour Level, however, you'll have to restart at the beginning of the zone.**

Radar —

Your Walker —

Armour Level —

Video Dispatch Window —

Gun ammo —

Heavy ammo   Special ammo
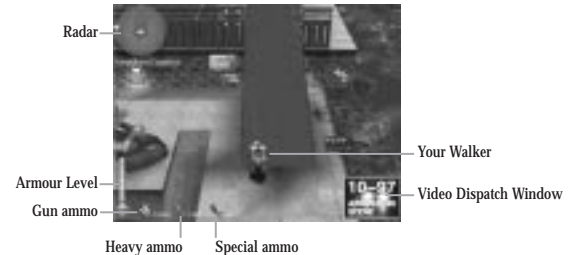
Once you clear a zone of its criminals, a video sequence plays and the Crime War Set-up Menu screen appears. At this point, you have the option to save your game or continue on to the next zone.

CRIME WAR MAP SCREEN

The Crime War Map screen is a useful tool for navigating through a zone. If you are not sure where to go next or become lost in a zone, 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 the Map key.**

Use the arrow keys to scroll the Crime War Map screen and view the entire zone. Press the **Action** key to re-centre the map on your current location.

Yellow triangles are power-ups.
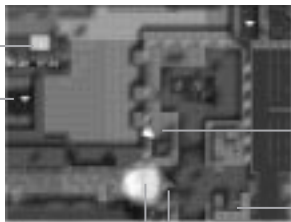
The white triangle represents your location.

Green triangles highlight the location of switches to open locked doors or power down energy fields.

The pulsating green circle represents the area of your current objective.

Red triangles display enemy locations, proportionate to their actual size.

RADAR

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

ICON	REPRESENTS
White Triangle Player One	
Red Dots	Enemies
Red Triangles	Crime Lieutenants
Red Diamond	Crimelord

ICON	REPRESENTS
Green Diamond	Your next objective
Green Dots	Switches, elevators, secondary objectives
Yellow Triangles	Reloaders
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 also appears occasionally throughout the zone to relay important information regarding power-ups and mission objectives.

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 into overcoming the obstacles you'll face on your beat.

2 PLAYER MODE

In 2 Player mode, a pair of players works in tandem to bring Law and Order back to LA. To your advantage, you possess twice the firepower. However, you'll be sharing a single Armour Level gauge, so watch your partner's back.

The arrows point to the location of your partner.

Player one's X-1 Alpha

Player two's X-1 Alpha

TIP: As it can be difficult for two players to share one keyboard, we recommend that Player 2 use a joypad controller.
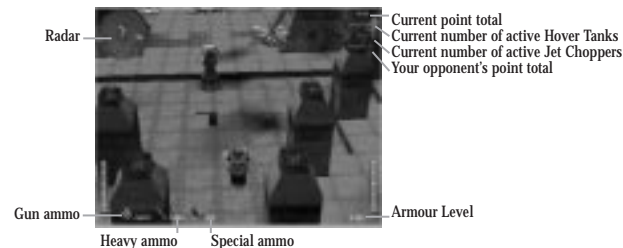
PLAYING PRECINCT ASSAULT

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, a challenging and ruthless Artificial Intelligence (AI) opponent. Each of the five playable zones consists of 10 skill levels. You begin at level one and each victory brings you to another level with a progressively more difficult Sky Captain.

PRECINCT ASSAULT GAME SCREEN

Radar

Current point total
Current number of active Hover Tanks
Current number of active Jet Choppers
Your opponent's point total
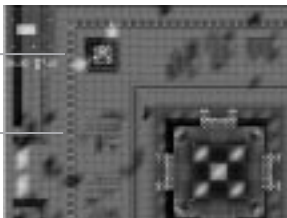
Gun ammo

Armour Level

Heavy ammo   Special ammo

PRECINCT ASSAULT MAP SCREEN

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

View the Precinct Assault Map screen to see the location of all red team units, blue team units, and neutral (green) units.

Yellow triangles indicate power-ups.

Use the arrow keys to scroll the Precinct Assault Map screen and view the entire zone. Press the **Action** key to re-centre the map on your current location.

- To view the Precinct Assault Map screen (and pause the game), press the **Map** key.
  Note: Pressing the **Map** key in a 2 Player Competitive Precinct Assault match brings up the Precinct Assault Map screen, but does not pause the game. Press **Esc** on the Precinct Assault Map screen to pause the game.

SCORING AND SPENDING POINTS

Points play an important role in 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 just one Walker, 10 points, and a handful of turrets lining the perimeter of your base, you must build up your forces. The two ways to accomplish this are by using generators and claiming neutral turrets.

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. (See the Spending and Scoring Points section.)

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

 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 50 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 (Grey) turrets that either team may claim.

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

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

- Each time you claim a neutral turret, you gain one point and some extra firepower.
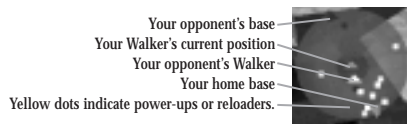
Outposts
Outposts are neutral bases that you can seize to expand your territory and production capabilities. There are four outposts in each battleground. However, it costs 30 points to take control of an outpost.
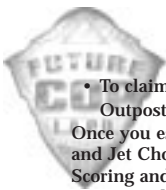
- To claim a neutral outpost, you must have at least 30 points. Stand near the Outpost generator near the entrance, and press the **Action** key.

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. (See the Scoring and Spending Points section.) 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. Forces can be distinguished by their colours. Green is neutral.

Your opponent's base
Your Walker's current position
Your opponent's Walker
Your home base
Yellow dots indicate power-ups or reloaders.

STEALTH POWER-UP

In addition to the standard power-ups (see the Power-Ups & Reloaders section), a special Stealth power-up is concealed 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 or Dreadnought 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 statistical breakdown of the match.
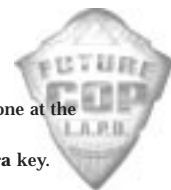
- To continue the game, press the **Map** key.

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

- To return to the Precinct Assault Set-up menu, press the **Camera** key.

2 PLAYER COMPETITIVE MODE

In Competitive mode, two players wage war in one of the five playable zones.

Player one's Walker   Player two's Walker

BATTLE FOR THE BASIN

THE TAC X-1 ALPHA

The streets of Los Angeles are some of the meanest in the world. Luckily you'll be patrolling them from the cockpit of the TAC X-1 Alpha, a miracle of modern engineering 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 agile 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 KEY

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

 • To activate a mechanism, position the X-1 Alpha close to the unit, and press the **Action** key.

The result of pressing the **Action** key 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** key as a walk modifier. If you travel on a ledge or raised platform, press and hold the **Action** key 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 you fire locks onto the target.

 • In situations where multiple enemies abound, press the **Target** key to cycle through available targets.

POWER-UPS & RELOADERS

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

Power-ups temporarily boost the power of a specific weapon type.

Reloaders replenish both weapon ammunition and armour.

 • To utilise a reloader in Crime War, stand near the mechanism, and press the **Action** key.

 • To utilise a reloader in Precinct Assault, run over the mechanism to power back up.
   Note: In Precinct Assault, power-ups and reloaders regenerate. In Crime War, they do not.

SAVING AND LOADING

PC SAVE/LOAD PROCEDURES

TO SAVE A CRIME WAR OR PRECINCT ASSAULT (SINGLE PLAYER ONLY) GAME:

 1. Click SAVE GAME on the Set-up menu. The Save menu appears.
 2. Highlight a save slot, and type a name for the save game file.
 3. Click OK to save the file.
    Note: As save files cannot be removed from the Save menu, click on a previously used save slot to overwrite old save data with new save data.

TO LOAD A SAVED CRIME WAR OR PRECINCT ASSAULT (SINGLE PLAYER ONLY):

 1. Click LOAD GAME on the Set-up menu. The Load menu appears.
 2. Highlight a saved game, and click OK.

MACINTOSH SAVE/LOAD PROCEDURES

TO SAVE A CRIME WAR OR PRECINCT ASSAULT (SINGLE PLAYER ONLY) GAME:

 1. Click SAVE GAME on the Set-up menu. The Save menu appears.
 2. Type a name for the save game file.
 3. Click SAVE to save the file.
    Note: As save files cannot be removed from the Save menu, click on a previously used save slot to overwrite old save data with new save data.

TO LOAD A SAVED CRIME WAR OR PRECINCT ASSAULT (SINGLE PLAYER ONLY):

 1. Click LOAD GAME on the Set-up menu. The Load menu appears.
 2. Highlight a saved game, and click OPEN.