



## **VirtuaCop™ Help**

VIRTUACOP(C)SEGA Enterprises, Ltd. 1994,1996

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# How to Play VirtuaCop

## SCREEN SIGNALS



During your play, the Cursor indicates where your shot will go when fired.

**Bonus Bar** fills up as you score multiple hits on your targets. Fill the bar completely to increase the value of your score by one. The bonus is reset to 1X if you hit a hostage.

Your **Score** is displayed with each hit. Shoot the weapon from an enemy's hand to obtain a Bull's Eye bonus of 5,000 points.

Each time you are hit by an enemy, you lose one point off your Life Markers. You also forfeit one Life Marker if you hit a hostage. Lose all your markers, and the game ends.

**Ammo** shows how many rounds are left in your gun. When you run out, the word RELOAD appears on screen. Try to avoid this. Reload often. If you are using a Power-up, the ammo for that weapon is shown here. Refer to Stages and Items.

**Lock-on Sight** displays your next target and level of safety. Green means you're still safe. Yellow means things are getting threatening. Red means your enemy is just about to fire. For an additional challenge, the Sight can be turned off in the Option screen. Refer to VirtuaCop MENU.

## Controls

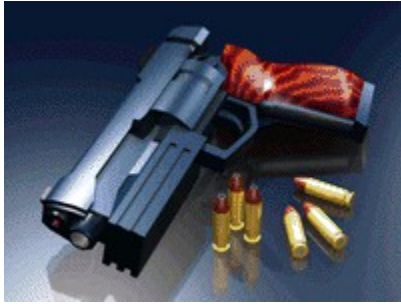
Take Control!

PC Keyboard

PC Gamepad(2Buttons)

PC Mouse

## TAKE CONTROL!



VirtuaCop can be played with 1 or 2 players. For two-player games, additional equipment (such as a PC-style keyboard or a PC game controller) is needed. Refer to The VirtuaCop Menu for a detailed explanation of Device Settings (F5 key).

\* The Device Settings (F5 key) are used to change button or key settings from their default values.

\* This game can be played using a PC-style mouse or keyboard, or a PC game pad, sold in most computer stores.

NOTE: Sega cannot guarantee perfect game compatibility with devices having more than three buttons( other than the Sega Saturn Control Pad).

## PC Keyboard(Default)

### Player 1:

Start Game	Space Key
Pause/Resume Game	F3 Key
Move Cursor...	
...UP	W Key
...DOWN	S Key
...RIGHT	D Key
...LEFT	A Key
Shoot	V Key
Reload	H Key (Press twice quickly)
Speed Cursor Movement	Hold G Key While pressing the Direction keys
Menu Selection	W Key, S Key
Menu Entry	Space Key

### Player 2:

Start Game	Enter Key
Pause/Resume Game	F3 Key
Move Cursor...	
...UP	Up Arrow Key
...DOWN	Down Arrow Key
...RIGHT	Right Arrow Key
...LEFT	Left Arrow Key
Shoot	0[Num] Key
Reload	3[Num] Key (Press twice quickly)
Speed Cursor Movement	Hold '2[Num]' Key While pressing the Direction keys
Menu Selection	Right Arrow Key, Left Arrow Key
Menu Entry	Enter Key

## PC Game Pad ( 2 buttons) (Default)

Game Start	Firebutton 1
Pause/Resume Game	F3 Key
Move Cursor	D-Pad
Shoot	Firebutton 1
Reload	Firebutton 2 (Press twice quickly)
Speed Cursor Movement	Hold Firebutton 2 and press the D-pad
Menu Selection	D-pad UP/DOWN
Menu Entry	Firebutton 1

## PC Mouse (Default)

Game Start	Left Button
Pause/Resume Game	F3 Key
Move Cursor	Mouse
Shoot	Left Button
Reload	Right Button (Press twice quickly)
Menu Selection	Move mouse UP/DOWN
Menu Entry	Left Button

## **VirtuaCop @MENU**

The following is the game menu of the Windows 95 version of VirtuaCop.

**VirtuaCop Help** :F1

**Key Help** : Alt + F1

**Restart Game** : Alt + F2

**Pause Game** : F3

**Exit Game** : Alt + F4

**Device Settings** : F5

**Graphics Config.** : F6

**Network Mode** : F9

Pressing one of these keys (or key combinations) brings up the corresponding display at the top of the game screen.  
This automatically pauses a game in progress.



VirtuaCop Help (F1)

Minimize the VirtuaCop game and turns to desktop, then display VirtuaCop Help dialog. You must maximize the game to resume the game.

## Key Help (Alt + F1)

This window displays a list of the keys used in VirtuaCop. Keys cannot be selected while in the Key Help screen.

To return to the game, press Esc.

### Restart Game (Alt + F2)

This key combination is used to reset the game. Be aware that resetting a game in progress will erase all the data for that game. You are automatically returned to the Title screen after restarting.

Note: This function is not available when you are in a option screen which you can access from the mode selection in the game title.

### Pause Game (F3)

This key is used to pause the game. Pressing it again continues the game. You can not pause the game from the Title screen.

Exit Game (Alt + F4)

When you press this key combination you quit the game and are returned to the computer desktop.

## Device Settings (F5)

This menu lets you select input devices and change the button and key functions used in playing VirtuaCop.

Controls:

Up, Down : Select the item you wish to change

Right, Left : Select the new setting

Esc : Return to the game without saving changes

Player: Select the player for which input device settings are changed.

Device: Choose the input device for the selected player.

Some items on this screen, such as input devices that are not connected and settings corresponding to an input device not in use, cannot be selected. Items that are not accessible appear in gray.

There are three input device selections: Mouse, Keyboard and Game Pad. For details on changing key or button functions for each type of input device, refer to the following sections.

**Mouse**

**Keyboard**

**Gamepad**

## Mouse

When you select Mouse, the following screen appears:

Controls:

Up, Down : Select the item you wish to change

Right, Left : Select the new setting

Esc: Return to the game without saving changes

Select Setting Type: Choose either button setting Type 1 or Type 2. The functions for Left Mouse Button and Right Mouse Button, displayed directly below the Type Setting, change automatically according to your selection.

Pointer speed: Select the speed of the mouse pointer.

Slow: Half the speed of the current mouse setting in your Windows 95 control panel.

Normal: The same speed of the current mouse setting in your Windows 95 control panel.

Fast: Twice the speed of the current mouse setting in your Windows 95 control panel.

Pointer Trail & Length: Select the length of the Pointer Trail.

OFF: Cut off the trail.

Short: The trail is short.

Normal: The trail is normal length.

Long: The trail is long.

Default: Set to default setting.

## Keyboard

When you select Keyboard, the following screen appears:

Controls:

Up, Down : Select the item you wish to change

Right, Left : Select the new setting

Esc: Return to the game without saving changes

Using the Right and Left Arrow keys for each selection, you can change the function of any valid key. Customize the keyboard to suit your style.

Default: Set to default setting.



## Game Pad

When you select Game Pad, the following screen appears:

Controls:

Up, Down : Select the item you wish to change

Right, Left : Select the new setting

Esc: Return to the game without saving changes

Select Setting Type: Choose either button setting Type 1 or Type 2. The functions for Fire Buttons 1 and 2, displayed directly below the Type Setting, change automatically according to your selection.

Default: Set to default setting.

## Graphics Config. (F6)

This key allows you to re-configure the graphics for VirtuaCop.

### Controls:

Up, Down : Select the item you wish to change

Right, Left : Select the new setting

Esc: Return to the game without saving changes

Resolution: Change the resolution of your game screen. Depending on the monitor capacity of your computer, some settings listed below can not be selected. Settings that cannot be selected appear in gray. Each time you select a new resolution setting, the screen automatically changes. There may, however, be a slight delay while the computer processes the change.

Depending on your computer's monitor capacity, any of the four settings below may be selected.

High-8 :High-resolution, 8bit colors

Low-8 :Low-resolution, 8bit colors

High-16:High-resolution, 16bit colors

Low-16 :Low-resolution, 16bit colors

Screen Mode: Change the size of the screen.

Full Screen :Full Screen Sized game.

Quarter Screen :Quarter size of the full screen. Game runs faster.

Background Details: Select the level of background detail from the choices below.

High : Normal Detail

Low : Low Detail

Motion : Select the motion type for the game.

Fast :Fast motion

Smooth :smooth motion

## Network Mode (F9)

Using the proper connecting cable, you can play VirtuaCop together with another player.

1. To enter network mode
2. Network mode dialogue box/Link Game
3. When in network mode

1. To enter network mode:

1) Start the game.

2) Press the F9 key at any screen except the Sega logo screen or the AM 2 R&D logo screen.

3) The game will stop, and the network mode dialogue box will appear.

Note: Press F9 again to disconnect the network.

Note: Please be sure to setup the modem correctly before you play network mode.

Note: Please be sure to have a correct type of LAN (TCP or IPX) before you play network mode.

## 2. Network mode dialogue box/Link Game

In this dialogue box, you can see...

1) Provider

2) Name

3) Session

1) Provider

Select the network type :

**Modem Connection For DirectPlay**

: Play a networked game using a modem.

**WinSock IPX Connection For DirectPlay**

: Play a networked game using the LAN IPX protocol.

**WinSock TCP Connection For DirectPlay**

: Play a networked game using the LAN TCP protocol.

You cannot use the type which you have not set up in your computer.

## 2) Name

Input the name you wish to use for yourself during the game. Potential opponents will see this name when deciding who to play against, so be sure to choose an appropriate name.

### 3) Session

Decide whether you will be the host or the guest when playing the game.

When using a modem

When using Winsock IPX or TCP



When using Winsock IPX or TCP

**<Choosing to be the host and waiting for an opponent>**

Select "New Session", then press OK to put the screen into wait mode. The game begins when an opponent selects you as a host and links up with your computer.

**<Choosing to be the guest and selecting another computer as the host>**

Press the arrow pointing downwards in the Session box. If there is a name other than "New Session" listed, this indicates that another player is waiting for an opponent. Select the name of the player you wish to play against and press OK. The game starts after the network connection is made.

When using a modem

**<Choosing to be the host and waiting for an opponent>**

Select "New Session", then press OK to put the screen into wait mode. The game begins when an opponent selects you as a host and links up with your computer.

**<Choosing to be the guest and selecting another computer as the host>**

"Dial New Number" will appear in the Session box. Select this and press OK. A dialogue box will appear for dialing the telephone number.

**\_\_ Dialogue Box \_\_**

**/ Where to Dial / Section**

- 1) Country Code: Input country code.( This cannot normally be input.)
- 2) Area Code: Input area code. (This cannot normally be input.)
- 3) Phone number: Input your opponent's telephone number.

**/ How to Dial / Section**

- 4) "Use Country Code and Area Code" check box:

Check this box to be able to input codes into 1) and 2) above.

- 5) Your Location: The country can be selected from this list.
- 6) "Dialing Property" button: Settings screen for dialing (for Windows).

**/ Connect Using / Section**

- 7) TAPI Line: Specify modem type.

Note: This will be displayed if the software has been properly installed. If the modem is connected and it is not displayed, activate "Modem" in the ControlPanel.

- 8) "Configure Line" button: Displays the modem properties.

3. When in network mode:

- 1) Alt + F2 cannot be used to reset the game.
- 2) Press F9 to disconnect the network.
- 3) The game will stop if your opponent changes game settings.
- 4) The only input device for which settings can be made with the F5 key is the mouse.
- 5) Only "Arcade" or "Training" modes can be selected at the Title screen.
- 6) When you select "Training", this brings automatically "VS PLAY" mode.
- 7) You cannot change the motion option in F6 "Graphic Settings" screen.
- 8) You cannot see the movie and the instruction demo.

## VirtuaCop @Story

### VIRTUA CITY UNDER SIEGE



One month ago, a veteran detective in the Virtua City Police Department uncovered an illegal gun-running operation that was taking place in the middle of the city. He managed to trace the runners back to a mysterious and powerful crime syndicate, and had a mountain of evidence to back his claims... until he was discovered and eliminated. Some of his evidence made it back to headquarters, a special task force was formed, and you were called for the job.

Here's what it all comes down to: you're a cop, one of the city's finest, stalking the gun-runners in the most scumbag-infested districts of the city. And it's an all-out war between the syndicate and the law.

Grab your gun and ammo, and get ready to dispense some justice on these mean streets. Clean out docks and warehouses of armed smugglers; clear office buildings of scum. Pick snipers off distant buildings and dodge axe-wielding maniacs as they charge you from out of nowhere. Armored thugs lob axes and grenades into the fray\_if you don't deal with them first, you'll have to try your luck at shooting their projectiles out of the air. And watch out for the bystanders\_hitting one is just as bad as shooting yourself. And bear in mind that the bad guys are not above taking hostages.



It'll take a steady hand, lightning reflexes and nerves of steel to fulfill your duty. Are you up to the task?

# VirtuaCop Title Screen

Getting Started

Stage Select

GETTING STARTED

Following the Sega logo is an intro screen. Press Start at any time to bring up the Title screen.

FROM THE TITLE SCREEN:



Function	Choose Mode	Enter mode
PC Keyboard Player1	W Key, S Key	SPACE Key
PC Keyboard Player2	P Key, ; Key	ENTER Key
PC Control Pad	D-Pad UP/DOWN	SPACE or ENTER Key
Sega Saturn Control Pad	D-Pad UP/DOWN	Start Button
PC Mouse	Mouse movement	Left mouse button



Arcade lets you play an arcade-style game. Choose Training to practice your target-style shooting (for one or two players) or choose Option to configure your game or sample music and sound effects.

OPTIONS



Function	Choose Option	Change Option
PC Keyboard Player1	W Key, S Key	A Key, D Key
PC Keyboard Player2	P Key, ; Key	L Key, ' Key
PC Control Pad	D-Pad UP/DOWN	D-Pad LEFT/RIGHT
Sega Saturn Control Pad	D-Pad UP/DOWN	D-Pad LEFT/RIGHT
PC Mouse	Mouse movement	Left Button

To leave the Option screen, highlight EXIT and press Start.

**Difficulty:** Choose an Easy, Normal or Hard game.

**Gun Looseness:** Makes your enemies easier or harder to hit. The smaller the number, harder to hit.

**Life:** Choose from 1 to 9 Health points per game.

**Continue:** Choose from 0 to 9 chances to continue your game, or select FREE PLAY for unlimited Continues.

**Sight:** Leave the Lock-on Sight on to help you locate your next target, or turn it off to make the game more challenging.

Default cancels the setting you have made and returns the alignment to its default setting.

Cancel returns the gun to default setting and returns you to the target to try again.

If you are satisfied with your setting, select Exit to return to the Options screen.

## STAGE SELECT



Once you select Arcade Mode and press Start, the Stage Select screen appears. Shoot the stage you wish to enter.

## GAME OVER/CONTINUE

When you run out of Health points, the game ends. You will be asked if you wish to continue. Press Start before the timer reaches zero to continue play at your current level. The game ends when you run out of Continues. In a 2-player game, the game ends when both players run out of Continues.

## NAME ENTRY

So how good was your marksmanship? Good enough to make the top ten? If so, you'll see the Name Entry screen after the game ends. You have 20 seconds to enter three initials. To select the initial, shoot the desired letter. If you make a mistake, shoot "BS" to back up a space. When you are finished, select ED and see where you rank!



## Stages and Power-Ups

[About Stages...](#)

[About Power-Ups...](#)

## About STAGES...

Each Stage has two scenes. At the end of each scene, you'll see your score and a rating of your accuracy. After the second scene, you face the Boss of that stage.

### Stage 1: ARMS BLACK MARKET



Play a deadly game of hide and seek among stacks of crates in the dock warehouse district. Keep calm here\_a hasty trigger finger could be your downfall.

### Stage 2: UNDERGROUND WEAPON STORAGE



Here things start getting ugly. Axe-wielding thugs charge you from up close, and other slimeballs lob grenades and other weapons at you from their hiding places. Pick off oncoming projectiles to save Life Markers. And watch out for the rampaging construction equipment...

### Stage 3: GANG HEADQUARTERS



Welcome to Syndicate headquarters. Time to flush the head rat from his hole. Engage in guerrilla warfare amidst a jungle of desks, computers and helpless hostages...

## About Power-ups...

Power-up icons are concealed in each stage. Uncover and shoot one to grab the Power-up. If you've picked up a weapon Power-up, a special ammo indicator will replace the normal Ammo indicator as long as the Power-up is active. Special weapons last until you are hit, or until you run out of ammo.

**Automatic** gives you 15 rounds of ammunition that you can reload a unlimited number of times.

**Machine Gun** gives you 30 rounds of ammunition. Hold down the fire button or trigger to hose 'em! This Power-up lasts until you run out of ammo.

**Rifle** gives you 24 rounds that you can fire three at a time. This Power-up lasts until you run out of ammo.

**Magnum** gives you 6 rounds that are powerful enough to drill through armor. You can reload an unlimited number of times.

**Shotgun** gives you 6 rounds of wide-range firepower. You can reload an unlimited number of times.

**Life** gives you one extra Life Marker.

## Characters Profile

### VIRTUACOP

We are the VirtuaCops, a special team assigned to the Investigations Branch of Virtua City's Second Police Division.

### **RAGE**



AKA: Michael Hardy

Rash and impulsive, Rage is a known troublemaker, but nonetheless a good cop. He uses a combination of uncanny intuition and brute strength to get out of the toughest situations.

### **SMARTY**



AKA: James Cools

Calm and collected, Smarty is the "nice guy" of the team. He is known for his shrewd intelligence and top-class marksman's abilities. He has been Rage's partner ever since he was assigned to the Second Police Division.

*Your Mission:* As Rage or Smarty, it's up to you to defend Virtua City from all manner of criminal scum. Your gun has a six-round capacity. keep it loaded and ready to fire. It's a jungle out there!

### ENEMY BOSSES

Only the VirtuaCops can stop the evil terrorist syndicate that endangers the city!

### **KONG**

Kong started out as a professional wrestler, but was banished from the ring for dirty fighting. After joining Virtua City's underground crime syndicate, Kong fought his way to the top and now enjoys worldwide fame as the syndicate's boss.

**KING**

An ex-soldier famous for turning everywhere he goes into a blood-drenched battlefield, King uses his guerrilla training and the support of other ex-soldiers to accomplish his foul deeds.

**JOE FANG**

An aspiring "go-getter" who worked inside various crime rings until he achieved his current status. Now he's an infamous terrorist who is wanted by the governments of principal countries all over the world.

**THE PUPPET MASTER**

On the surface, he appears merely to be the president of a multinational enterprise. But in reality, he holds the strings to many key criminal organizations, and plans to build a major underground weapons factory in Virtua City.

## **Contact Address**

If you should encounter any problems of VirtuaCop please refer to the warranty card found within the package, or to the package itself. we cannot respond to any inquiries regarding game play, hints or tips.

Sega disclaims all the responsibilities in this CD-ROM hardware and contents of the game.

## Copyrights and Trademarks

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## About VirtuaCop...

VIRTUACOP<TM> for Windows95  
ver. 1.00

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**Original Game Designed by @AM2**  
**Supervisor : Yu Suzuki**

And  
Special Thanks to SEGASaturn Version STAFF



@

\*\*\* SEGASATURN Version “VirtuaCop” Staff Credit \*\*\*

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**Read here first!**

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### WARNINGS

**: READ BEFORE PLAYING VIRTUACOP<TM> :**

EPILEPSY WARNING :A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game --- dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions --- IMMEDIATELY discontinue use and consult your physician before resuming play.

Machine Gun (30 rounds ammo)



Rifle (24 rounds ammo)



Automatic(15 rounds ammo)



Shotgun (6 rounds ammo)



Magnum (6 rounds ammo)





Life





