



NTSC U/C

PlayStation[®]



SLUS-00576
MN-PSX-642-0

CRIME KILLER[™]



60
Frames
per Second
of Intense Gameplay

NOTHING OUTFRUNS
THE LONG ARM OF THE LAW

Interplay[™]
BY GAMERS. FOR GAMERS.[™]

**WARNING: READ BEFORE USING YOUR PlayStation™
GAME CONSOLE.**

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected 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, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**CITY POLICE DEPARTMENT
OFFICER TRANSFER PAPERS****CONTENTS**

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GETTING STARTED

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

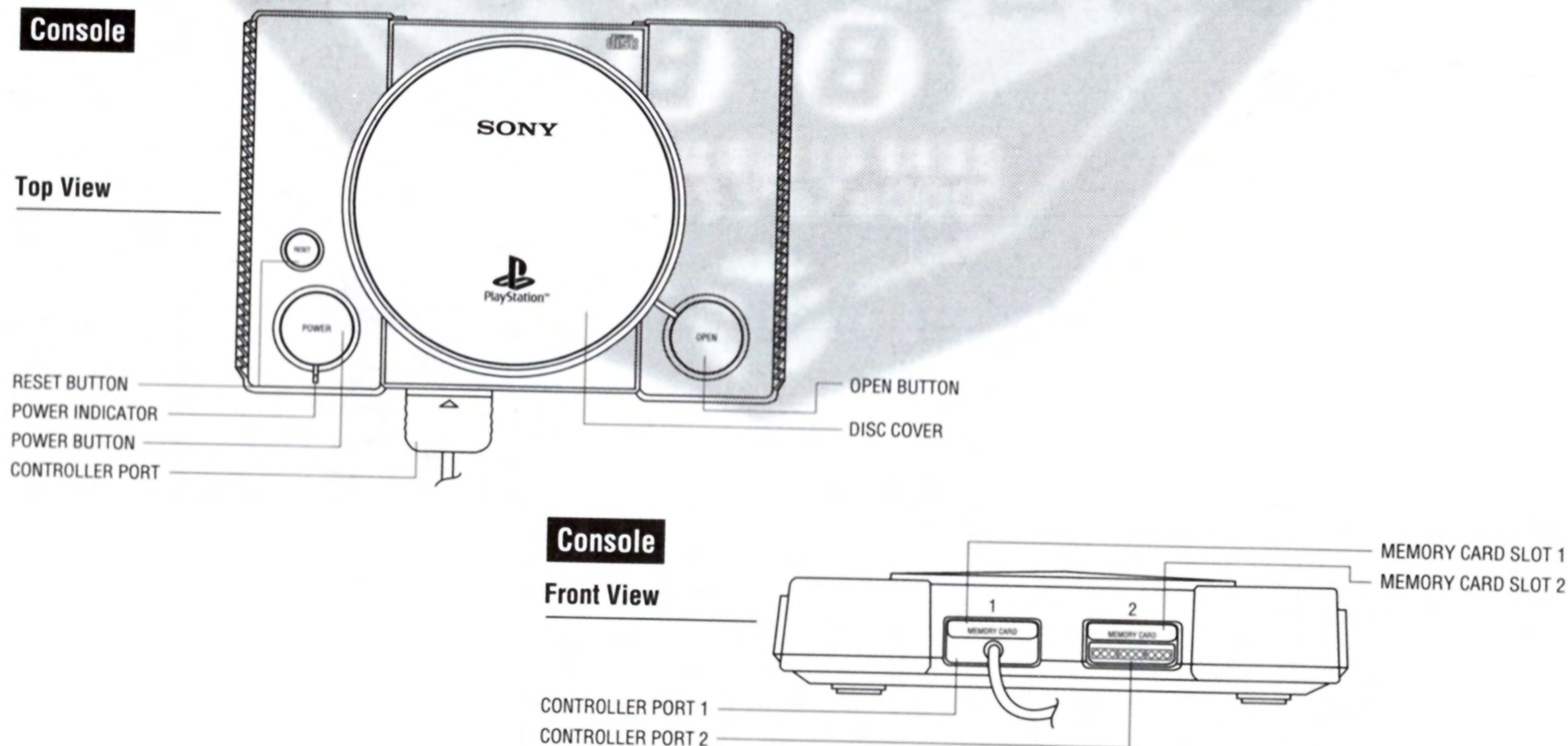
Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.

Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

Now follow on-screen instructions to start the game.

WARNING!

Do not insert or remove Controllers or any other peripherals once the power has been turned on.



THE FUTURE

"The world of tomorrow turned out to be just like the world of today. Sure, some things have changed. After the escape of the Petrol Bug a few years back, technology kinda took a side-step. It turned out some Eastern company had created a new kind of super light-powered battery pack. When the petrol vanished, they started using these power packs to run practically everything. Cars, factories - even food mixers! Then they started making real-life, ray guns, and things really went wild.

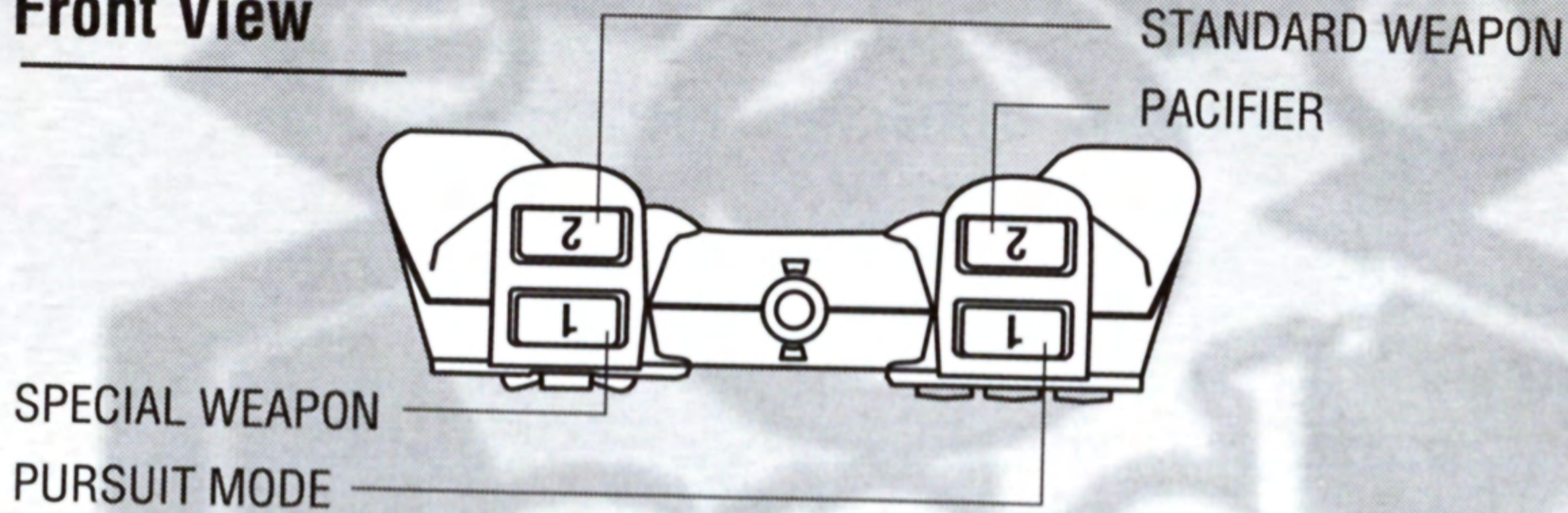
See, all the wealth and power was now going into the various companies that grew up around the power packs. The original governments and ruling powers had always lived off the backs of the old industrial economy, and with that out of the way, they were near dead. Crime became rampant throughout the cities. This was partly due to the new technology they could get their hands on, but mostly because the cities couldn't afford to run the police departments anymore.

For a while there, things started to look really bad. Until last year, when the URIEL Consortium bought the City Police Department and let them back out onto the streets complete with trademarks and a logo. URIEL had been the founding father of the company which had accidentally created the Petrol Bug, so I guess they were just trying to make amends. Whatever. Now the cops are just as well armed as the criminals and a full scale war is going to break out between law... and lawlessness."

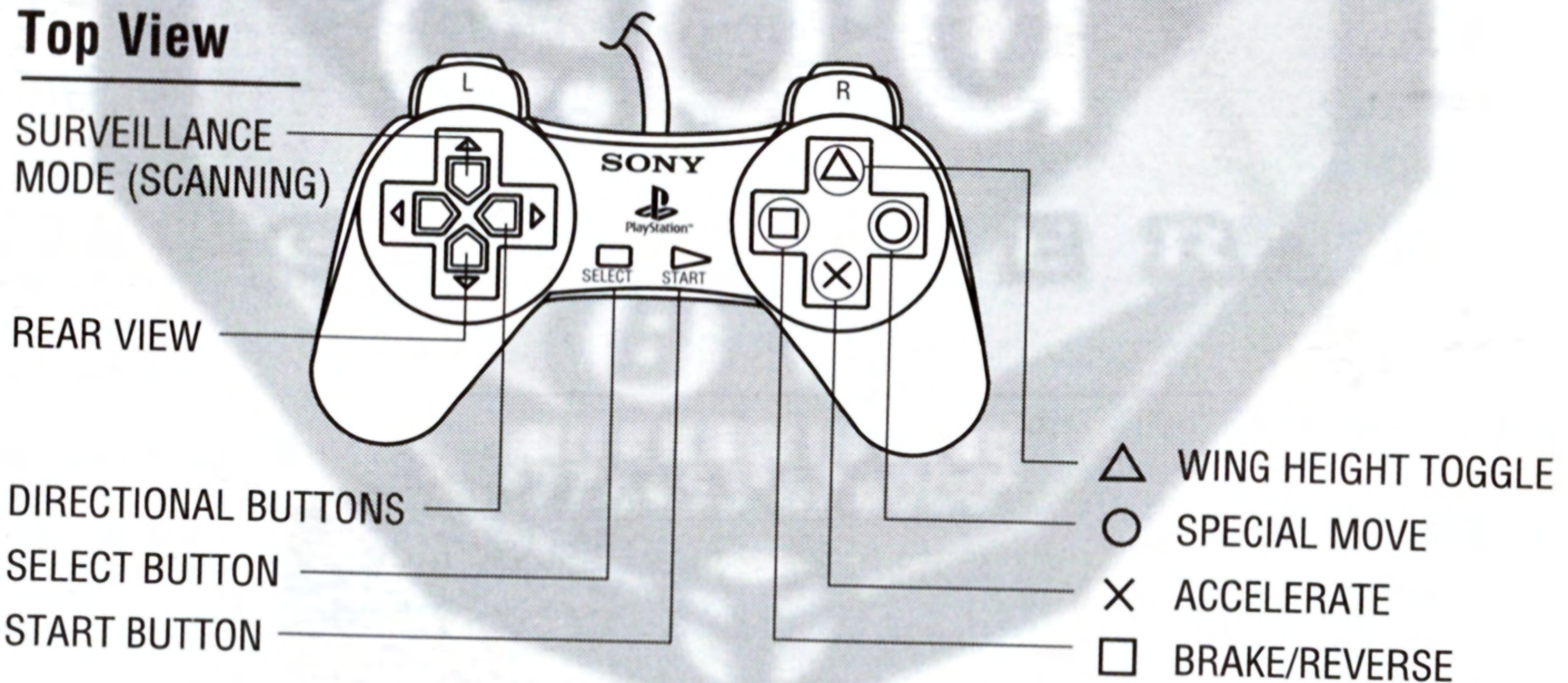
CONTROLLING YOUR VEHICLE

Controller

Front View

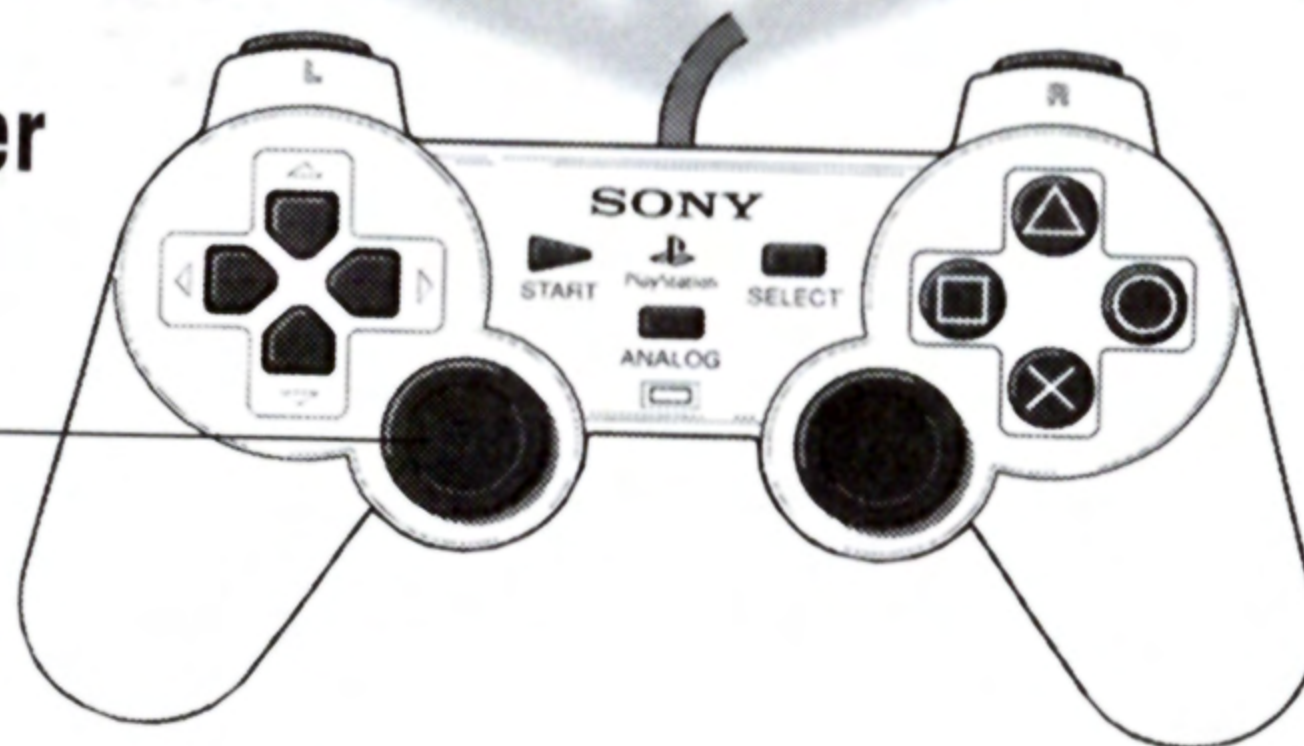


Top View

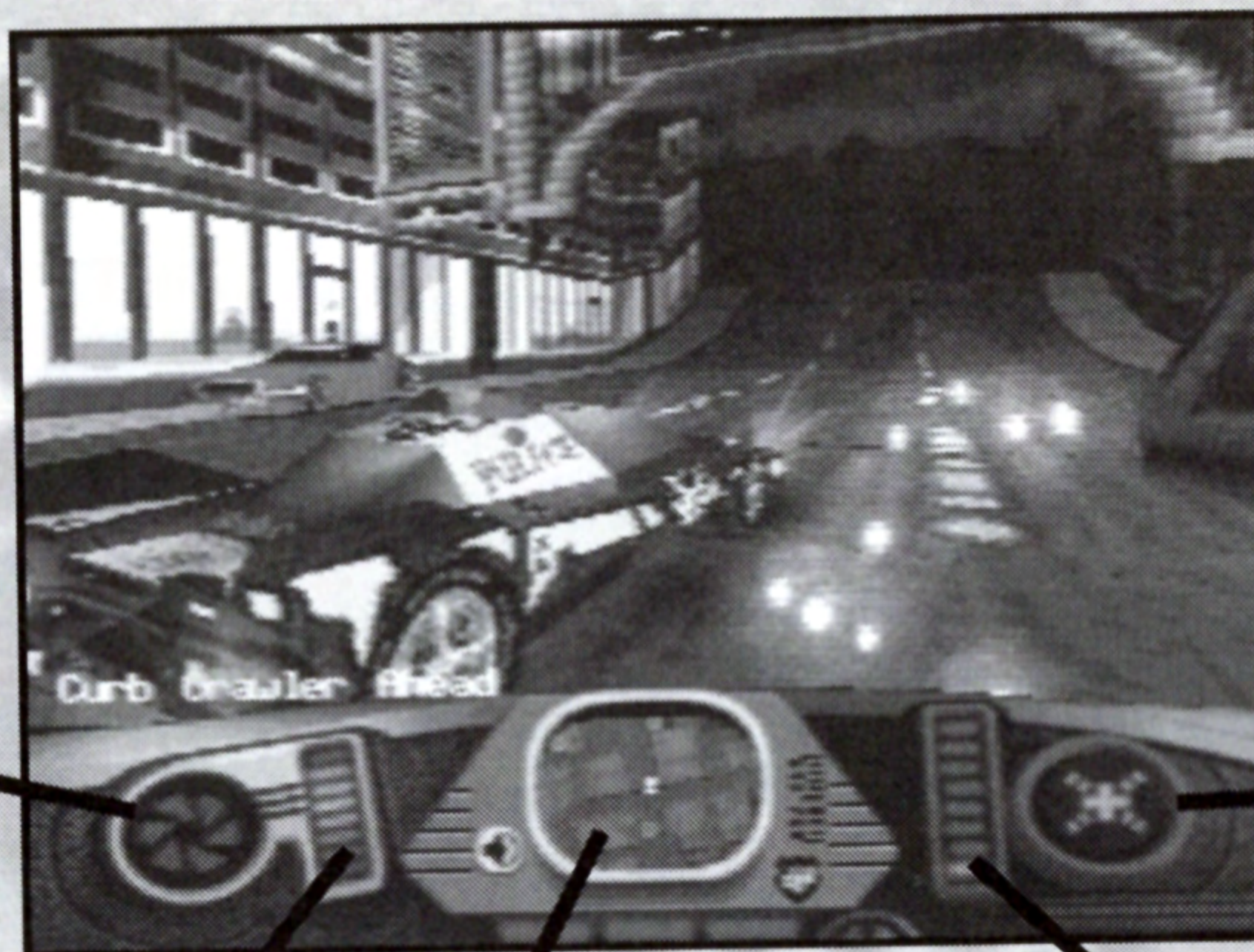


Analog Controller

DIRECTIONAL STICK
 MOVE UP FOR
 SURVEILLANCE MODE
 DOWN FOR REAR VIEW



GAME SCREEN



**WEAPON
INDICATOR**

**SHIELD LEVEL
INDICATOR**

**AMMO LEVEL
INDICATOR**

MAP

**SPEED
INDICATOR**



RED TARGET - DESTROY

GREEN TARGET - PACIFY

MAIN MENU

Use the Directional Buttons to highlight required options. Press the X button to confirm. Press the Δ button to return to the previous menu.

Note: The game will automatically enter demo mode if no selections are made. Press X or Start to return to the main menu.

Start Game: A brief cinematic sequence will play, taking you into the first mission.

Enter Password: Use this to continue playing from a previous game.

Two Player Game: Offers you a choice of two player game options when two supported Controllers are inserted.

Options: Use the Up/Down controls to choose an option.

Credits: Press the X Button to return to the Main Menu.

OPTIONS

Controller Setup: From here you are able to choose from a selection of different Controller set-ups.

Sound Levels: Allows you to adjust the in-game sound and music levels.

Position Screen: Allows you to re-position the game screen to your preference.

Music Selection: Allows you to choose your in-game music settings.

PLAYING THE GAME

Selecting Start Game will take you into the first mission, where you will be in control of the Patrol Car. Take a few minutes to get used to the controls and learn the layout of the city block. When you feel ready, activate your police scanner by pressing the UP Directional Button. If there are any reported crimes in the area, they will appear as targets on the dashboard radar display. If no targets appear, drive to another area and try scanning again.

Once you have a target, carry out the orders sent from police dispatch. When you have successfully completed the order, re-activate your scanner for the next potential felon.

TWO PLAYER GAME OPTIONS

Use the Up/Down controls to choose a game type.

Make sure there is a second controller plugged into the PlayStation before you turn it on.

HOLOTAG

In this game you are racing against a City Police Officer (player 2). To win you must collect more of the randomly dropped Holotags than your rival in the given time. To enable you to be the first to collect the most Holotags, Pursuit Mode pick-ups will also be randomly dropped in the city. Once you have collected a Pursuit Mode pick-up, activate it in the normal way. The number of pursuit mode pick-ups you have is indicated on your dashboard.

Please Note: Holotag is a game of driving skill and your weapon systems are disabled.



Police Holotag icon

These are represented on your scanner by a blue target. If a Holotag remains uncollected for more than ten seconds it changes to a red target and will be linked to your position by an "elastic" line.

WEAPONS TEST

In this game you are pitted against a rival officer (player 2) and allowed access to a wide range of lethal weaponry. To win, you must be the first to score a set amount of Kills, or to have the most Kills when the timer runs out. To aid you in your duel, Crowline Radar and Radar Invisibility pick ups are randomly dropped within the city. Crowline Radar gives you an elastic line to your rival - it lasts for 10 seconds. Radar Invisibility makes you disappear from your opponents radar map for 10 seconds.

TWO PLAYER OPTIONS

POLICE UNIT: Allows you to choose from the three game vehicles.

CITY BLOCK: Two city blocks are available per vehicle.

In Holotag

HOLOTAG: The first player to reach the chosen limit will win the game.

TIME: The player with the most Holotags when the time runs out is the winner.

In Weapons Test

KILLS: The first player to score the set amount of Kills will win the game.

TIME: The player with the most Kills when the time runs out is the winner.

WEAPONS

Your police vehicle will come supplied with a variety of weapons, ranging from standard issue and passive systems, up to ammo-hungry special issues.

As you play, more weapons become available.

AUTO CANNON

The standard, all vehicle weapon. Useful for taking out targeted felons without endangering too many innocent civilians.



PACIFIER

Used as a non-violent pacifier, this projects ultra-low frequency sounds at targets. This not only disrupts electronic systems but also induces unconsciousness in vehicle passengers.



VULCAN CANNONS

Powerful, yet restrained. These will bring down most of the normal felons you will encounter while on patrol.



FLECHETTE

The Flechette delivers a stream of high-velocity, micro-needles that penetrate even the strongest armour plating.



THE CLUSTER

Launching a spread of small, Hi-Explosive shells around the police vehicle, this weapon can ensure a wide area of contact. Useful for taking out group targets.



MASS DRIVER CANNON

The MDC is high-penetration weapon, allowing for maximum damage to be inflicted on armoured vehicles.

PICK-UPS

Available from Police Drop-ships and destroyed, these can contain:



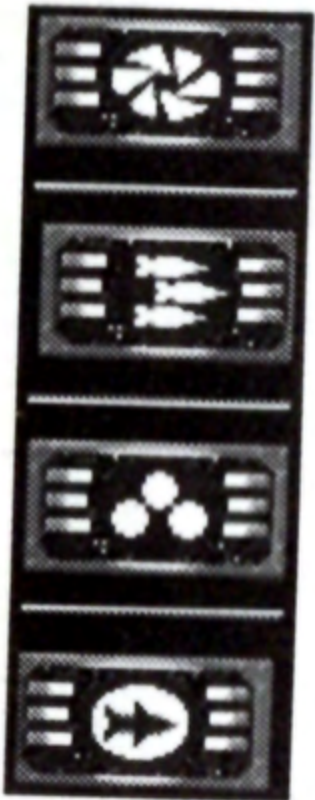
SHIELD PICKUP

Restores your vehicle's shields level.



PURSUIT MODE

Only available in Holotag
Give your patrol vehicle a turbo speed boost.



WEAPON PICKUP

Replaces your vehicle's special weapon.



CROWLINE

Shows an elastic line on your opponents position for 10 seconds.



AMMUNITION PICKUP

Replenishes your special weapon's ammunition level.



RADAR INVISIBILITY

Makes you invisible on your opponents radar for 10 seconds.

CREDITS**For Pixelogic:**

Lead Programmer:

Chris Butler

Programmer:

Martin Fowler

Additional Programming:

Tony Reeves

Lead Artist:

Bryan Reynolds

3D Artist:

Richard Richter

2D Artist:

Robin Ball

FMV Artist:

Paddy Ward

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Peter Bilotta

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Manager:

Tony Bickley

Producer:

Sarah Thompson

Game Designer:

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QA Manager:

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David Kinsella

Lead Tester:

Jamie Toghil

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Richard Lloyd

Steve Foote

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Producer:

Marketing Manager:

PR Manager:

Senior Graphic Designer:

Director Of QA:

Lead Tester:

Test Team:

Trish Wright

Jim Boone

Monica Guerra

Erika Price

Ulises Gerardo

Chad Allison

Shanna San Paolo

Rick Avalos

Savina Greene

Kevin Osburn

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Sean Johnson

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 Design For Film and Multimedia 01296 612345 csweetman@compuserve.com

Music

"Babel"
 "Chase"
 "So Kool"

"Akkuzed One"
 "Crime Killer"
 "Vicious Circle"
 "Violater"

"Playboy"
 "Robbuz"
 "Outlaw"

All tracks written and produced by Minuteman. Minuteman are Martyn Walsh, ex-Inspiral Carpets bass player, and Daren Mahomed, ex-studio engineer and prime mover in the early Detroit techno scene. They met on Dartmoor in October 1996 at the KLF Sonic Tank Extravaganza. Their first release - Signal To Noise EP is available now on Tantrum Records.

Additional Music:

"Killa" Ian Boddy

CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (949) 553-6678.

Please have your system information available, or better yet, try to be at your Playstation®. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 949-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH.

Needs Hints?

Hints are available for this title and other Interplay titles. You can reach our hintline at 1-900-370-PLAY. The charge for this service is \$0.95 per minute.

(1-900-451-6869 in Canada, \$1.25/minute in Canadian dollars.) All hint questions will be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touch-tone phone to use this service. The hintline is open 24hrs a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

LIMITED WARRANTY

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this product that the compact disc on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIFETIME WARRANTY

If the compact disc should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc in protective packaging accompanied by: (1) a \$15.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS
Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92606

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NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

Interplay's World Wide Web Site

Welcome to the Interplay Web! As a company dedicated to providing innovative, high quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign, just great games. To make it work, our goal is to keep this site fresh and new to make it a place where you can tell US what you like about our games ... and what you don't like about them. So use the feedback options on these pages and sound off. Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead, we will be introducing new and exciting areas for you to experience.

Once again, Welcome!

Brian Fargo

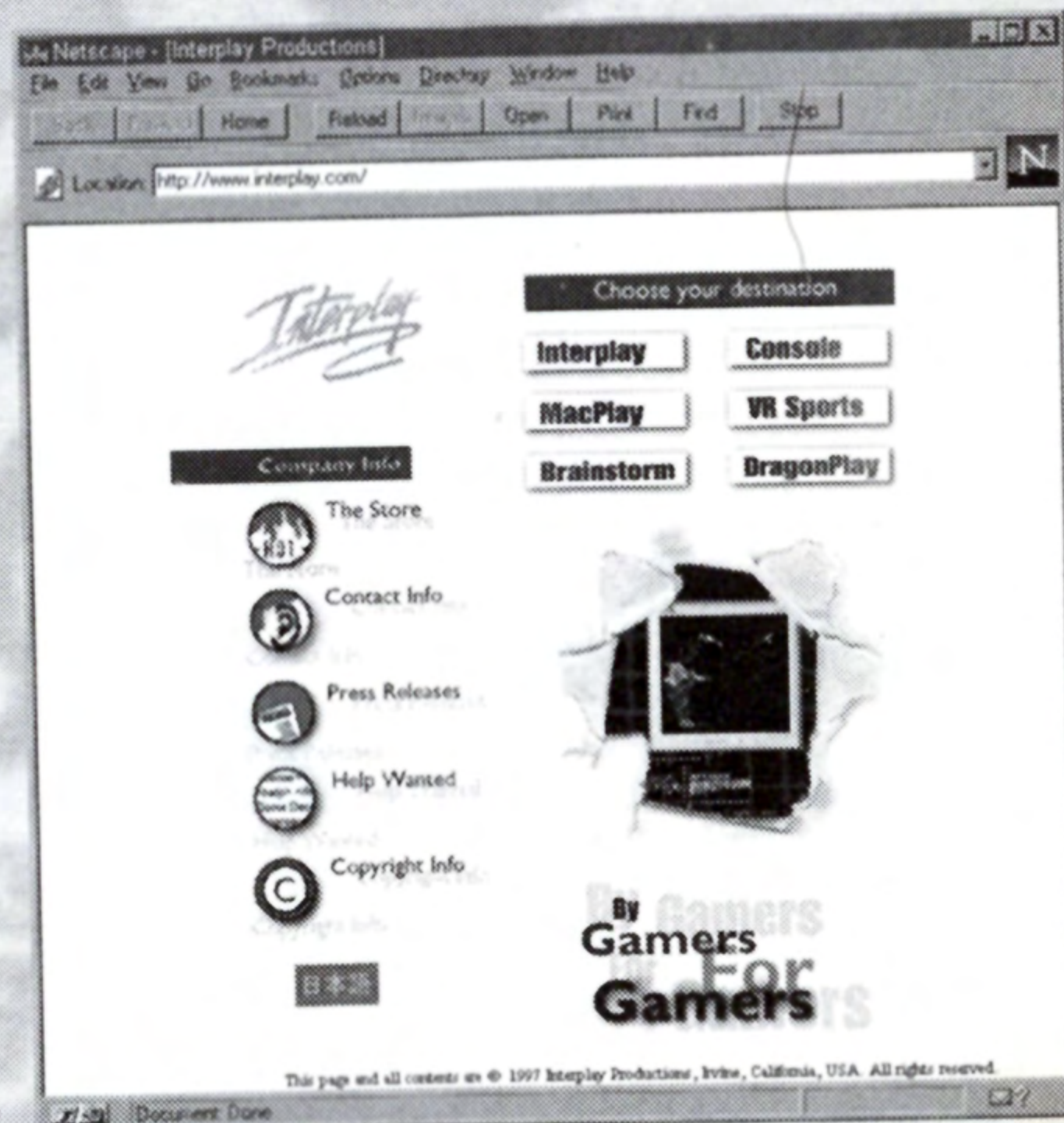
How to get there

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

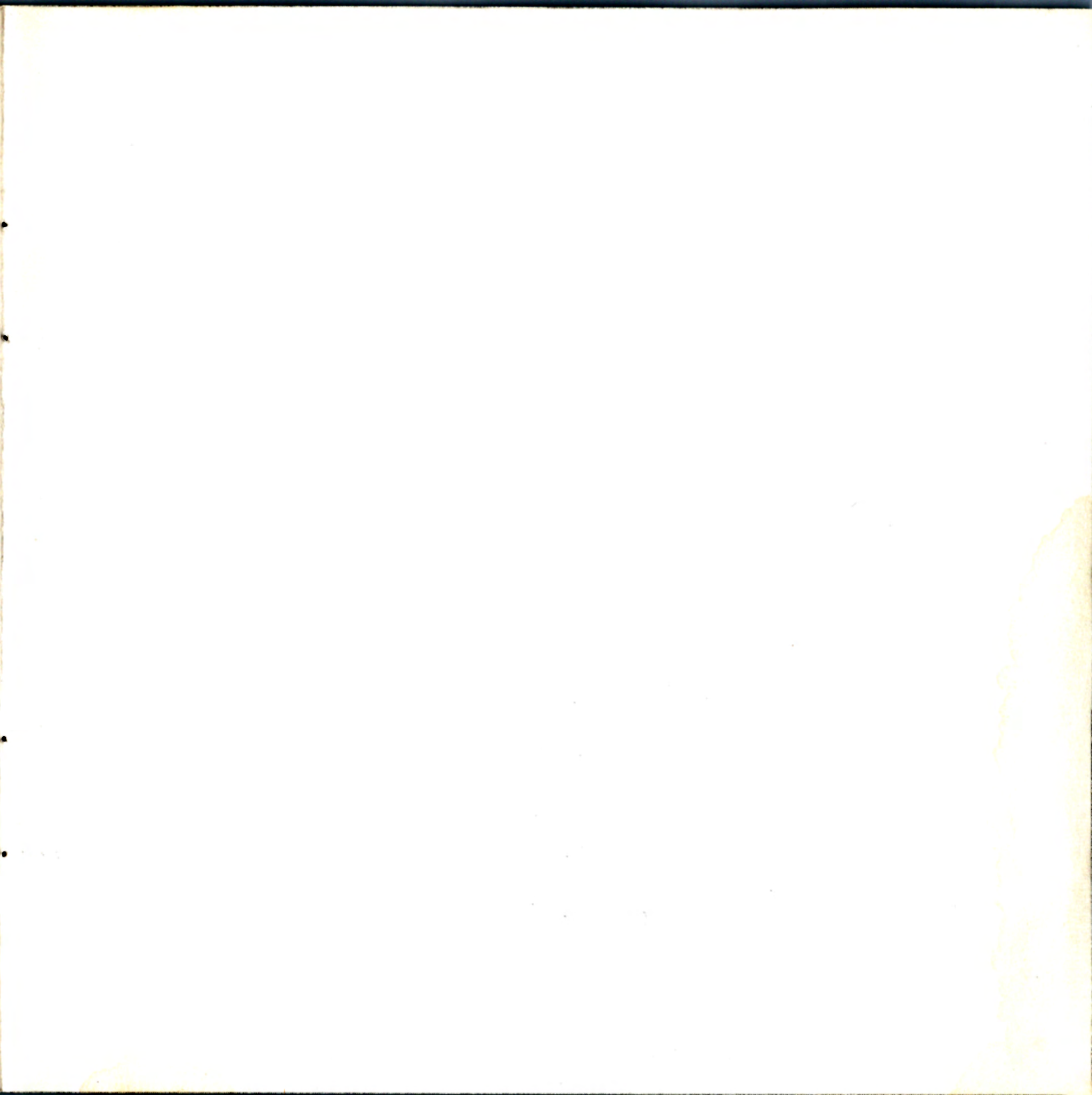
From your Internet accounts, point your favourite browser to

<http://www.interplay.com>



Notes





VR SPORTS POWERBOAT Racing™

Strap in and throttle up as you whip through the most realistic and immersive powerboat racing game ever made. If you're gonna compete, you'll have to jump over roadways and pass through convoys or speed between oil tankers before they close off the track and turn your boat to splinters. And if all else fails, find a shortcut and take the lead, or better yet, push your opponent into a river barge at 200 miles per hour.



Features:

Unpredictable Challenges:

Fully interactive 3D environments that continually change and challenge even the most experienced driver.

Killer Courses:

9 super-intense race tracks from New York to Tokyo to tear through and 1 hidden course.

Intense Motion Effects:

Feel the turbulence of the wakes as your opponents rip up the water in front of you.

16 Awesome Powerboats:

Before you can taste the awesome speed and power of the Catamarans, you'll have to show your worthy on the Monohulls.

Two-Player Split Screen:

Challenge one of your friends or take them on in Championship mode to decide who is the World Champion.

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