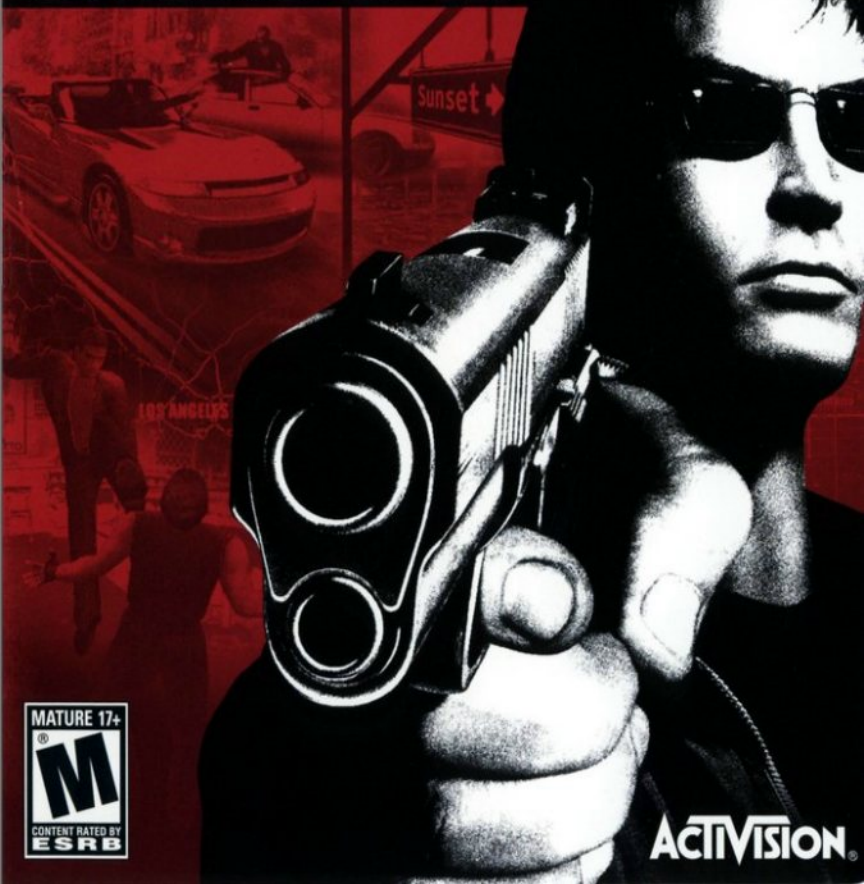




NTSC

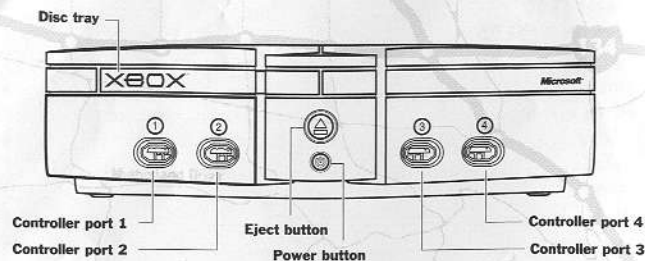
TRUE CRIME

STREETS OF LA™



ACTIVISION

GETTING STARTED



USING THE XBOX VIDEO GAME SYSTEM

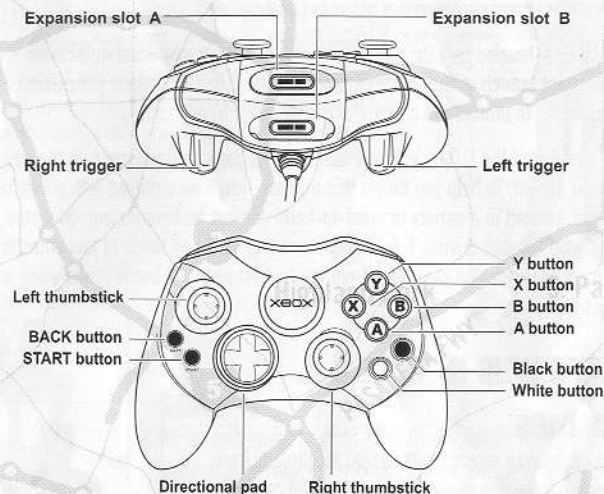
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *True Crime™ Streets of L.A.* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *True Crime™ Streets of L.A.*

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

CONTROLLER CONFIGURATION



USING THE XBOX CONTROLLER

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *True Crime™ Streets of L.A.*

WELCOME TO THE E.O.D.

Founded in 2003, the Elite Operations Division (E.O.D.) was created to combat the toughest and most controversial cases in Los Angeles.

The E.O.D. is headed by "The Chief," one of L.A.'s most respected detectives. A fully independent branch of the police department, the E.O.D.'s mission statement is simple and concise: To protect the citizens of Los Angeles, at any cost.

As a member of the E.O.D., you will face some of the toughest criminals the city has ever known. To help you tackle this menace, you'll be outfitted with powerful firearms, trained in a variety of hand-to-hand combat techniques and educated in high-speed combat driving. E.O.D. agents are experts in all fields of law enforcement and have been granted clearance from the highest levels to battle crime using any means necessary.

WHO'S WHO IN THE E.O.D.

NICK KANG

Although he was recently suspended indefinitely from the police force due to repeated incidents of excessive violence and property damage, Nicholas Kang (Wilson) was recruited into the E.O.D. as the group's first field agent. The same over-the-line methods that got him thrown off the force enable him to succeed at the E.O.D.; his arrest record speaks for itself. Kang's skills in martial arts are only matched by his ability to double-fist firearms and drive like a Hollywood stuntman.



THE CHIEF

Chief of Detectives, Wanda Parks, is the head of the E.O.D. She has two decades of law enforcement experience and is one of the most well respected officers on the police force. Parks puts up with Nick's brash and over-the-top nature because she knows that when all hell breaks loose, Nick is the only man who consistently delivers.



ROSIE

An ex-gangbanger turned straight, Rosie Velasquez is one tough cop. Having experienced life on both sides of the law, Rosie knows how to take care of herself. She's just been partnered with Nick Kang, and isn't too happy about hitting the streets with a loose cannon. Rosie is afraid she'll get caught up in the crossfire that constantly surrounds L.A.'s most dangerous detective—and rightly so.

CONTROLS

DRIVING

left thumbstick	Steer Left/Right
right thumbstick	Accelerate/Brake
A button	Accelerate
X button	Brake
B button	Hand Brake
Y button	Rear View
left trigger	Get In/Out/Commandeer Vehicle
right trigger	Fire Weapon
directional pad ←	Siren On/Off
directional pad →	Car Horn
Tap directional pad ↓	Change View

FIGHTING

left thumbstick	Move Character
right thumbstick	Pan Camera/Select Target
A button	Kick
X button	Punch
Y button	Jump Kick
B button	Grapple/Throw Weapon/Pickup Weapon
Tap right trigger	Draw Guns (go into <i>Shooting</i> mode)
White button	Block

SHOOTING

left thumbstick	Move Character
right thumbstick	Pan Camera/Select Target
Hold A button	Take Cover
X button	Punch (go into <i>Fighting</i> mode)

Tap Y button (+ direction)	Roll
Press Y button (+ direction)	Jump/Dive
Hold Y button (+ direction)	Slow Motion Jump/Dive
B button	Pickup Weapon/ Grab Hostage as Human Shield
right trigger	Fire Weapon
Hold and Release right trigger	Precision Targeting/ Burst Fire or Full Automatic
Black button	Reload Weapon (Pistols Only)/Drop Automatic Weapons

ON FOOT

left thumbstick	Move Character
directional pad ←	Go into <i>Fighting</i> Mode
directional pad ↑	Go into <i>Normal</i> Mode
directional pad →	Go into <i>Shooting</i> Mode

STEALTH

left thumbstick	Move Character
right thumbstick	Pan Camera
Hold A button	Take Cover
Y button	Roll
X button	Stun Attack
B button	Deadly Attack
right trigger	Fire Tranquilliser Gun

MAIN MENU

From the Main Menu you can select three choices: New Game, Resume Game and Options.

NEW GAME

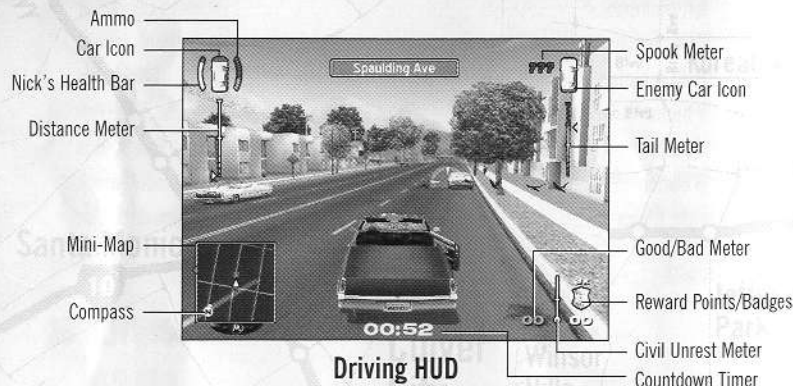
Follow the on-screen prompts to start a new game.

RESUME GAME

Select this option to load a previously saved game. Save games appear as license plates with the name of the save file written on the plate. Scroll left and right to select your saved game. Once selected, choose your starting position in the branching story structure. You can play where you last left off, or if you prefer, you can load an earlier level to go back and try to unlock a different branch of the story.



GAME SCREEN



Car Icon – The car icon in the upper left corner of the screen shows your car's damage status. Any red on the car icon indicates where your car has taken damage. The more red the car icon, the more damage your car has sustained. When the icon starts flashing, you better drive your car carefully or it's gonna blow!

Enemy Car Icon – Whenever you're following or pursuing another car, that car's damage level is shown in the upper right corner of the screen.

Reward Points and Badges – By putting away bad guys and solving street crimes, you'll earn reward points that can be used to access 24/7 facilities, heal yourself at health clinics or repair your car at service stations. Every 100 reward points you earn is converted into a badge which will grant you access to 24/7 facilities where you can upgrade your skills. If you are careless and hurt civilians, reward points will be deducted from you. If your reward point balance drops below zero, badges will be converted back into points as necessary.

Tail Meter – Sometimes you'll have to tail a suspect's car. While on a tail mission, the tail meter appears on the right hand side of the screen showing you the distance between your car and the target. Try to hang back from the suspect so they don't realise that they're being followed, but don't lose sight of the car completely. If you get too close, the tail meter will go into the red and the suspect may try to make a run for it.

Spook Meter – The more often you get the tail meter in the red area, the more chance you have of spooking the suspect. Each time one of the greyed out question marks next to the tail meter lights up, the suspect becomes more suspicious of you and will eventually make a break for it.

Nick's Health Bar – In the upper left corner of the screen next to your car or head icon is the health bar. A full white bar indicates 100% health. As you take damage, the bar gets shorter until it disappears completely and Nick is knocked out.

Enemy Health Bar – When you have an enemy suspect engaged in a fight or shootout, his health bar and face icon will appear in the upper right corner. When you're surrounded by multiple enemies, their health bars will line up on the right side, with the currently selected target's health bar on the top.

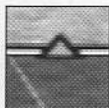
Good/Bad Meter – As you perform your duties as a police officer, you'll be judged on being good or bad. Actions like killing innocents or taking bad guys out with head shots score negative points. Doing things like arresting perps, neutralising foes with carefully placed, non-lethal shots or solving random crimes give you positive points. At certain spots in the game, the story will branch differently depending on your good/bad standing.

Civil Unrest Meter – In addition to yielding bad points, bad behaviour will escalate civil unrest. Continued misconduct will cause the meter to rise and flash, and cause civilians to become violent toward Nick. If the meter reaches the top, law enforcement will try to put an end to your rampage. Lay low and earn good points to allow civil unrest to cool down over time.

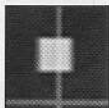
Timer – In a number of missions, Nick must race to a destination in a limited amount of time, reflected by a countdown timer. The results of your performance in these missions will impact the story branching accordingly.

Street Indicator – This shows you what street you're heading down. Cross streets appear momentarily in the second window, below the main one.

Mini-Map – Use the map on the lower left corner of the screen to navigate your way around Los Angeles.



Green Arrow/Dot – Your next mission destination in the storyline.



Small Red Dot – The location of a crime in progress.



Large Red Dot – The location of an enemy car that you're chasing or tailing.



Yellow Gas Pump Icon – These lead to repair stations where you can get your car fixed.



Yellow Cross Icon – These lead to health clinics where you can regain health.



Yellow Parking Garage Icon – Drive/run into these to change vehicles you have unlocked.



Blue Target Icon – Practice your gunplay at one of these 24/7 shooting ranges.



Blue Barbell Icon – Brush up on your martial arts and learn some new moves at one of these 24/7 karate martial arts gyms.



Blue Car Icon – See if you've got the driving skills required to pass one of these 24/7 driving tests.

PAUSE SCREEN

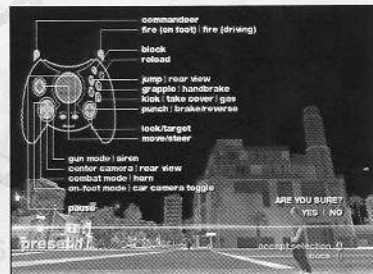
Stats – Check on how well you've been playing the game. This screen tracks your arrests, unlocked upgrades and other statistics from your gameplay.

City Map – Shows your current position within the LA metropolis.

OPTIONS

Controls

- Configuration** – When you select this option you can configure your controls or select from two preset configurations. To modify your controls, select one of the actions from the list with the **A** button then scroll through the buttons on the controller by pressing **←** or **→** to assign it to a key.
- Vibration** – Use this option to turn the vibration feature of your Xbox Controller on or off.
- Inverse Aim** – This reverses the up/down aiming while in precision targeting mode. By default, Inverse Aim is off, so when you press **↑** while targeting, the reticule moves up.



Audio

- Output Mode** – You can select from Dolby® ProLogic II®, stereo, mono or even muted output.
- Volume Mix** – Here you can adjust the music, sound effects and voice mix by moving the volume sliders left (to lower the sound) or right (to raise it).

- **Soundtrack** — You can adjust the soundtrack to True Crime by deciding what songs to play during the course of the game. You can select from Cruisin, Fast Action and Slow Action tracks. In each list, you can turn on or off the individual songs that you want to play during those sections of the game.
- **Radio Dispatcher** — Select this option if you want to turn Radio Dispatch calls on/off while driving in the city.

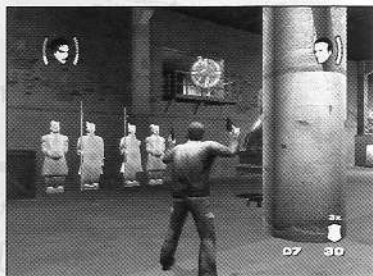
Display

- **Resolution** — If you have a High Definition TV and component cables plugged into your Xbox console, you can choose to play True Crime in a higher display setting. True Crime supports Progressive Scan and 720p. Refer to the Xbox dashboard to setup your Xbox to run progressive scan modes.
- **Widescreen** — Turning this option on widens the field of view. This allows you to stretch the view out on widescreen televisions.
- **Radar Type** — Selecting rotary radar makes the mini map on the game screen spin around as you change direction. Selecting fixed radar keeps the map still in a geographically correct orientation while the arrow representing Nick's position rotates.
- **Subtitles** — This option allows you to turn on subtitles for the in-game cutscenes.

Credits — Look here to see who is responsible for the game.

SHOOTOUTS

E.O.D. agents are officially “encouraged” to bring suspects in without resorting to the use of deadly force, but the reality of the streets proves using a weapon is simply unavoidable. A yellow reticule will appear over your selected target. You can change targets by moving the right thumbstick in the direction of the target you want to switch to. The amount of ammo you have left in your guns is shown in the upper left corner of the screen next to your health display. When you run out of bullets in your pistols, Nick will automatically reload. You will never run out of ammunition for your pistols but this is not the case for other weapons you pick up. Note that the reticule only auto-targets enemies, not innocent bystanders.



Shootout HUD

PRECISION TARGETING

Hold down the right trigger to go into precision targeting mode. While in precision targeting mode, the screen will zoom in on your target. Use the left analog stick to move the reticule over your target and pull the right trigger again to fire. You will stay in precision targeting mode until your gun runs out of ammo. You can exit this mode by pressing **Y**, **X**, **B**, **A** or the **Black** button.



TAKE COVER

Many rookie agents have fallen in the line of duty by recklessly charging into battle. Your vest will protect you only so much, so use the environment to your advantage. Press and hold the **A** button next to a wall or car to take cover. While holding the **A** button, target an opponent and pull the **right trigger** button to quickly pop out and fire.

KEEP MOVING

If you find yourself taking fire out in the open, tap the **Y** button to quickly roll in the direction you're moving. Press and hold the **Y** button to perform a slo-mo dive—keep pressing **right trigger** and you can even squeeze off a few shots mid-air.

UPGRADES

Visit 24/7 shooting ranges to earn upgrades like a laser sight, faster aiming reticule and improved precision targeting.

PICKING UP WEAPONS

When defeated, a suspect will drop his weapon. Manoeuvre Nick next to the weapon and press the **B** button to kick it up into your hand, which replaces one of your pistols. Pick up a second dropped weapon and Nick will put his other pistol away. Try different weapon combinations to unleash havoc on your opponents. Pressing the **Black** button will drop all enemy weapons and pull out Nick's pistols.

HEALTH PACKS

Spread around in the shootout levels you'll find first aid kits hanging on the walls. Just walk up to the white box with a red cross and press the **B** button to pick it up.

CONSEQUENCE OF ACTION

As you play through *True Crime: Streets of L.A.*, your every action affects the outcome of the game. If you run out of health or otherwise fail a mission, you still progress through the story, but suffer the consequences of that failed goal. Let a bad guy get away and later on he might come back to haunt you. Depending on how you succeed or fail through the storyline, you can reach one of three totally different endings.

DRIVING AROUND THE CITY

While out patrolling the city in a *Drive To* mission, you are free to roam wherever you like. There is no time limit when on a *Drive To* mission, allowing you to explore the city or continue on to the next mission objective. While cruising the city you'll receive calls from radio dispatch, alerting you to *Street Crimes* in progress in your local vicinity. Explore the city and look for hidden 24/7 training facilities to beef up your driving, fighting and shooting skills.

GETTING OUT OF THE CAR



Pulling the left trigger while the vehicle is at a complete stop will allow Nick to get out of it. Alternatively, pulling the left trigger while the vehicle is moving will cause Nick to roll out of it for a fast action foot pursuit. Note that rolling out of a vehicle at high speeds will cause injuries to Nick. So be careful!



STREET CRIMES

While on patrol you'll receive calls from the radio dispatcher alerting you to *Street Crimes* occurring around you. The crimes can range from a simple purse snatcher, all the way up to a full-blown gang shootout. It's up to you to decide how you want to take the bad guys down. Red dots appear on the mini-map directing you to where these crimes are occurring. If you don't respond to the call, the dots will eventually disappear and the crime will be unsolved. Solving crimes gives you points, which are used to open up 24/7 training facilities throughout the city.

ARRESTING A PERP

Most suspects will surrender when you flash your badge (press the left thumbstick button + X button). More hostile situations call for a warning shot (the left thumbstick button + the right trigger). However, many perps will put up a fight or run for it. After you defeat an opponent, stand over their unconscious body and press the left thumbstick button + the B button to slap the cuffs on and place them under arrest, awarding you additional points. You can also attempt to identify civilians carrying illegal goods. Press the left thumbstick button + the B button to frisk civilians.

POINTS AND BADGES

Anytime you make an arrest or take down a suspect, you earn points depending on how you handled the situation. Once you have earned 100 points, they are converted into a "badge." Badges are used to gain entry to 24/7 training facilities. On the other hand, if your actions kill an innocent bystander, you lose points.

24/7 FACILITIES

Scattered throughout the city of Los Angeles are special training facilities where law enforcement agents can increase their skills in fighting, shooting and driving. New weapon upgrades, fighting moves and vehicle skills can be acquired at these areas. As you explore the city, keep your eyes open for 24/7 facilities, indicated by blue circular icons on your mini-map. A target icon represents a shooting range where your skills with firearms will be put to the test. A barbell icon represents a martial arts gym where new self defence moves can be learned. A car icon shows the location of a driving course where you can polish your high-speed driving skills.



BONUS DRIVE TO MISSIONS AND CRIME PATROL

When you get 100% completion on a story episode, you'll unlock a bonus drive to mission. While on a bonus drive, you'll see three green icons on your minimap. You can upgrade your car at a street race, earn new firearms at a shooting course or learn new grapple moves by challenging a martial arts master. If you pass or fail the final mission in a story episode but don't have 100% completion status, a crime patrol mission will be unlocked instead. To pass the crime patrol mission and move forward with the story you'll have to solve a set number of street crimes. The more missions failed in this episode will mean the more street crimes you'll have to solve. Remember that you can always go back and replay failed missions to get 100% completion and unlock the bonuses.

REPAIR STATIONS

As you drive around the city, your car can take damage from colliding into other cars or buildings. If your car becomes badly damaged and starts smoking or catches fire, be on the lookout for a gas station. Just drive your car into the gas station's garage and the mechanics inside will fix it up.



The more damage done to your car, the more points it will cost you to get it repaired.

HEALTH CLINIC

Protecting and serving can be a dangerous business. If you have taken too much punishment and are low on health, keep your eyes open for the clinics stationed throughout the city. Don't worry about an appointment, just step right up and they will restore your health bar. Using a Clinic costs points, depending on how much damage you need healed.

PARKING GARAGE

Special parking garages are located throughout the city. Inside, you'll find any new vehicles you've unlocked. If you ever lose your car in the field, you might find it or a replacement that looks just like it stored here.

HAND-TO-HAND COMBAT

When you have a suspect in front of you and aren't in shooting mode, you can attack with a series of hard-hitting punches and kicks. Press the **Y**, **X** and **A** buttons to unleash attack combos. Hold the **White** button or press the **left thumbstick** in the opposite direction of your opponent to block. Keep in mind that you can unlock more attacks by going to 24/7 and bonus martial arts gyms.



Fighting HUD

FINISHING COMBO MOVES

In the upper right corner of the screen next to the enemy's health bar, there's a stamina display with 3-6 exclamation points. As your punches and kicks connect with your opponent, these exclamation points gray out until there are none left, indicating your opponent is in a temporarily dazed state. At this time, you can tap the kick, punch and jumpkick buttons in a specific order to unleash a powerful finishing move combo. Keep note of the icons that come onscreen while you're pulling off a finishing attack. By memorising special combinations, you can pull off powerful finishing moves.

Y, X = "Jumping Monkey"

X, A = "Monkey Paw" Punch

A, Y = "Monkey Kick"

GRAPPLES

You can also grapple opponents by pressing the **B** button. Pressing **B** and other attack buttons in sequence activates different grapple moves.

UPGRADES

Visit 24/7 martial arts gyms around the city to earn fighting upgrades like running attacks, ground attacks and more powerful finishing moves.



STEALTH

Sometimes discretion is the better part of valour. During the course of your duty as an EOD agent, you may be required to infiltrate a location without altering the bad guys inside. Sneak around the perps using the **A** button to hide against a wall or take cover. You can knock out guards by pressing the **X** button, or use a more lethal move by pressing the **B** button. If you need to take down a guard quietly from a distance, you can pull the right trigger to use your tranquiliser gun. Keep in mind that your ammo is limited, and that your actions will affect your good/bad standing in different ways.

While sneaking around, try to avoid bumping into objects like chairs or broken shards of glass that may alert a guard to your presence. If you're spotted, you'll only have a few seconds to duck behind some cover or take out the guard before he calls for reinforcements. If a guard spots you and raises the alarm, the stealth mission has failed.

CREDITS

Conceived, Designed and Developed by **LUXOFLUX**

Programming/ Technology

Cary Hara
Adrian Stephens
Jeff Lander
Zach Baker
Adam Morawiec
Bob Schade
Johan Köhler

Game Design

Peter Morawiec
Richard Yeh

City Design

Micah Linton
Daksh Sahnii
Rick Ruiz

Art

Chris Otcasek
Nick Marks
Kent Draeger
Lia Tijong
Irina Polishchuk
Gabe Garrison
Dan Bickell

Art Production Supervision

Dan Padilla

In-Game Animation

Jim Sedota

Cinematic Direction

Aaron James Erimez

Animation/Cinematics

Jim Sedota
Denis Trofimov
Duane Stinnet

Original Concept/ Screenplay

Peter Morawiec
Micah Linton

Producer

Bryant "El Busto"
Bustamante

Additional Programming

Matt Whiting
Carl-Henrik Skårstedt
Denis Trofimov

Additional Art

Joby Rome Otero
Adam Yeager
Khang Pham
Edvard Toth
Andrew Marquis
Troy Paradise

Additional City Design

Chris Senn

Additional Animation

Justin Rasch
Craig Harris

Additional Sound Design

Brian Tuey

Testers

Art Usher
Lip Ho

Special Thanks

Luxoflux Team Panda
Jeremy Engleman
Jacob Weinstein
Erick Pangilinan
Noel Lim
Jun Reyes

Extra-Extra Special Thanks

Our Families & Friends