

MINORITY REPORT

EVERYBODY RUNS

ACTIVISION

activision.com

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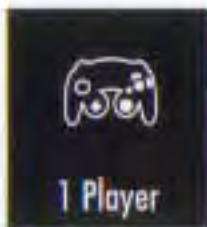
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ACTIVISION

INSTRUCTION BOOKLET



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card
Uses 04 Blocks

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CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



LICENSED BY



WELCOME TO PRECRIME

As John Anderton, you are the commissioner of Precrime. Dedicated to keeping the peace in Washington D.C., it is your job to protect those that can't protect themselves.

The following sections detail how to use weapons, execute combos, and perform grapple moves.

WEAPON COMBAT

Your weapons are not deadly. In this new age of peace, we must uphold the law as effectively as we can without resorting to killing a suspect. The procedure for using your weapon is as follows:

The R Button readies your current weapon. If there are no enemies in range, aim with the C Stick while moving with the Control Stick.

When you draw your weapon with enemies in range, the weapon auto-targets the nearest enemy. If there are multiple enemies in the area, push the C Stick in the direction of any enemy to target them. If there is an enemy behind another enemy, press twice in their direction to target the furthest enemy.

In either case, use the A or B Button to fire. Press left and right on the Control Pad to cycle through available weapons.



HAND-TO-HAND COMBAT

In some cases, the situation escalates to close quarters battle. When that occurs, using hand-to-hand moves and combinations can really put the hurt on criminals.

The most basic moves are your Quick Punch and your Strong Kick. The Quick is executed by pressing the A Button. The Strong is executed by pressing the B Button. A single tap on either button executes a single move. A double tap on either button executes two moves in succession: this is a combo. A third tap on either button executes a third and final move, that completes the combo.



THIRD STRIKES

The Third Button

The third strike of the combo is the most important. It is the only strike of the combo that the Block (or the X Button) can be used in. As a multifunction button, the block button will act as the Grab button as the third strike in a combo.

If you input Quick, Quick, Quick, you would get a three punch combo. If you input Quick, Quick, Grab, you will get a combo that ends in a throw move. These moves are usually useful for clearing out a crowd of people, or throwing an enemy away from you to get some "personal space."

HOLDING THE STRIKE

The third strike is also important because it is the only strike you can hold to produce more damage. Tap the third button for a quicker, normally powered strike. Hold the third button down to execute a slower but stronger strike. This is true of any button you press; the Strong, Quick, and Block buttons all perform different strikes when held.

GRAPPLE COMBAT

Stuns and grappling go hand in hand. Stun time is accumulated by striking the enemy. The first strike produces minimal stun time, the second gets average amount of stun, and the third strike either stuns for the longest period, or knocks the enemy down/away.

GRAPPLE WITH STUN

You can tell an enemy is stunned because of the little yellow stars buzzing around their head. When they are stunned, you can press the Block/Grab button when close to them and you will grab them and pull them towards you. At this point you are in the grapple position, you can press either attack button to punch or knee them for extra damage and stun. You may also throw them by pressing the desired direction on the Control Stick and tapping the Block button again. Finally, you can move with them while grappled, the Control Stick will move you both around as long as the enemy is stunned. Keep in mind that you don't move nearly as fast while dragging a body around, so your movement is limited. If you simply wish to stop holding the enemy, pressing the Block button again will let go of the enemy.



PICKING UP ENEMIES

When an enemy is already on the ground, you can walk over them and press the block button to pick them up into your grapple position. If you haven't knocked the enemy unconscious, they won't stay in your grasp for long and will break out quickly unless you strike them to stun. If the enemy has been knocked out cold, they won't mind you tossing them into things or punching them in the face.

HEADS-UP DISPLAY



ENERGY BAR

The green line at the top of the screen shows your current health. When the line is filled with red, your health has depleted.

ARMOUR

Armour is shown as a blue line covering your current health.

MONEY COUNTER

The green numbers show how much cash you have to use in the Black Market.

WEAPON SELECTOR

Weapons in your inventory are displayed in the upper right hand corner with remaining ammunition.

ACTIVE RETICULE

In *Melee* mode, a red reticule is displayed on the ground below your current enemy. In *Projectile* mode, the reticule moves to target the upper body of the enemy; when this reticule is visible, you can cycle your enemies with the C Stick.

TRAINING LEVELS

This takes you to the training all new Precrime officers undergo.

Basic Training

Learn to move, climb and fight.

Jetpack Training

Learn how to control your jetpack.

PAUSE MENU

Upon pausing the game you are presented with a menu with the following options, in addition, your current objective is placed at the bottom of the screen.



RETURN TO GAME

Selecting this option will allow you to continue the game from where you paused.

BLACK MARKET

In the Black Market, you are able to purchase various items and enhancements to benefit your abilities as a Precrime officer. You can use the Black Market at any time during the game to help you out, but watch your cash as you can run out quickly. Select the Black Market option and you are presented with four choices:

- *Combat Manoeuvres*: Purchase new moves to put those criminals in their place.
- *Permanent Upgrades*: Upgrade your health and ammo to help you during those long fights.
- *Temporary Upgrades*: Use these upgrades on the fly to get you out of sticky situations.
- *Weapons*: Purchase a few select weapons that aren't standard issue Precrime equipment. Selecting this option will allow you to enter the Black Market.

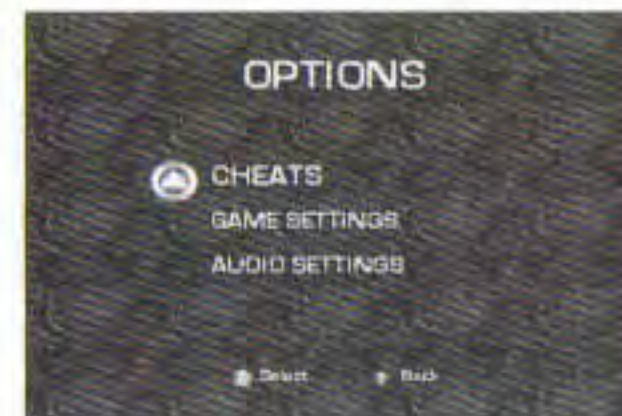
COMBAT MANOEUVRES

Selecting this option will allow you to view your current combos. Combos you have not purchased yet are greyed out.

OPTIONS

This takes you to the Options Menu where you are presented with three different selections:

- *Cheats*: Enable or disable cheats to take effect on the current game.
- *Game Settings*: Change your controller options, aspect ratio, etc from this menu.
- *Audio Settings*: Change your volume control, subtitles, and sound channel from this menu.



RESTART

Selecting this option will allow you to restart the level.

QUIT

Selecting this option will quit the current level out to the Main Menu.

WEAPON DETAILS

CONCUSSION RIFLE

The concussion rifle fires a concentrated blast of air in a straight line toward the enemy. It is useful for subduing a suspect, and is best at longer distances.



RIOT IMPACT SHOTGUN

This breed of shotgun fires impact pellets that can render a human unconscious with one shot. It is a very useful weapon for crowd control, but is also effective against tougher single targets.



HIGH-SPEED ENERGY BLASTER

The laymen's term for this weapon is a riot machinegun. As a matter of fact, that's its common use. It fires neural shocks that disrupts the equilibrium of an attacker and causes them to jolt violently. It's too weak for a single shot, so this weapon fires at full auto.



PRECRIME UNITS

Your partners in Precrime are a varied group of dedicated officers. Each one is trained and equipped to fill a role in the force. Below is a short list of some of your comrades.

PC BRAWLER – ARMBAND: BLUE

The Brawler is just that, a brawler. Trained in hand to hand combat, these officers are usually on the front line of the force. They are the hardest working, and always get their hands dirty taking down perps.

PC SICK-STICK – ARMBAND: GREEN

This trooper is armed with a Sick Stick for use in advanced hostile situations. A poke with the stick is enough to cause violent involuntary vomiting.

PC SHOOTERS – ARMBAND: RED

This officer carries a smaller version of the Concussion Rifle in their normal everyday roles. They have been known to use the Riot Machinegun and the Shotgun in certain situations, but rarely are those extreme measures employed.

PC SPYDERBOTS – ARMBAND: YELLOW

The keeper of the Spyderbots is a unique officer. He is trained to avoid the fight and send in Spyderbots to either scout the area or attack a suspect. He rarely fails in his mission, as his Spyderbots are incredibly tenacious. Under special circumstances, this officer is allowed to attach small explosives to his Spyderbots; these Spyderbots are coloured red and used to subdue fleeing suspects.

ITEMS

There are two items you need to keep your eyes open for:

HEALTH

These come in small and large, the larger one filling more of your health than the smaller one.



MONEY

These appear throughout the game, and are often dropped from your fallen foes. They come in Orange \$25 amounts, Silver \$50 amounts, and Gold \$100 amounts. This cash is used in the Black Market to buy new moves and weapons.



SAVING/LOADING

CREATING A PROFILE

Select New Game from the Main Menu, select Play Game and then select your difficulty mode. You are now at the naming screen. Enter a name for your save profile, when you are done entering a name, select ENTER and follow the onscreen prompts to select a place to save your game. Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

AUTO SAVING

The game will automatically save your progress at the end of each level.

LOADING YOUR GAME

Select Load Game from the Main Menu and you will be brought to the Memory Card Slot Selection screen. Follow the onscreen prompts to select the game you want and load from its previous save position.



OPTIONS

CHANGE DIFFICULTY

This takes you to a menu where you can select from three difficulty settings.



GAME SETTINGS

Health Bars: Toggle the enemy health bars on and off.

Rumble Feature: Toggle the Controller vibration on and off.

Jetpack Y-axis Invert: Toggle the Y-axis Invert for jetpack flight.

Camera Invert: When turned on, the camera controls are inverted. This also applies to the X-axis on the stick as well.

Weapon Toggle: Determines whether the Draw Weapon button is a toggle, or a hold button.

Camera Angle: Sets the default camera angle for gameplay from low, medium, high, or very high.

Aspect Ratio: Toggle between normal and widescreen aspect ratio.

AUDIO SETTINGS

SFX Volume: Adjust the volume for the Sound Effects by moving the slider left or right.

Music Volume: Adjust the volume for the Music by moving the slider left or right.

Voice Volume: Adjust the volume for the Voices by moving the slider left or right.

Sound Channel: Select the audio mode from Mono, Stereo, and Surround Sound.

Subtitles: Toggle the subtitles on and off.

CONTROLLER CONFIGURATION

At this screen, you can cycle through the various control schemes and select the one that's right for you.

NOTES TO REMEMBER

TO PERFORM A CROUCH SWEEP

Press Crouch and press the Strong Attack button.

TO PERFORM COMBOS

Press the Quick button to perform a quick jab. The jab can be followed by another quick attack or a strong attack. This second attack can be followed by the Quick, Strong, or Defend buttons to finish the combo. Each third strike can be held for more damage and a bigger move by simply holding down the final button.

WEAPON USAGE

Press and hold the Draw Weapon button to arm yourself. Press the Fire button to fire a shot. The riot machinegun is the only gun that can be fired rapidly by holding the button down.

SPIN KICK

To perform a spin kick, press the Strong button and before the kick executes, move the Control Stick 360° clockwise or counterclockwise. This move cannot be used in a normal combo, but can be followed up with a crouch sweep.

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