

Team Innocent: The Point of No Return

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Version History:

1/4/2024 1.0 Guide outline

1/6/2024 1.1 Added characters and locations with brief descriptions.

1/25/2024 1.2 Added pin codes for Mission 2 and updated characters and locations

12/14/2024 1.5 Added screenshots, cleaned up guide some

12/15/2024 1.6 Added guide to Mission 1.

Controls

• Menu/Dialogue Navigation

Proceed with dialogue / Confirm selection	I button
Go back / Exit menu	II button
Start game / Skip cutscene	Run button
Navigate menu	Directional pad



• Free-Roaming Navigation

Examine Object	I button
Kick / Punch / Shoot / Jump	II button
Open Menu	III button
Move character	Directional pad
Run	Up on directional pad twice (quickly) and hold
Dodge	Back on directional pad twice (quickly)

Team Innocent: The Point of No Return - "G.C.P.O.SS"

English translation patch for "Team Innocent: The Point of No Return - G.C.P.O.SS" on the NEC PC-FX.

"Team Innocent: The Point of No Return - G.C.P.O.SS" plunges players into a futuristic saga of mystery and survival. The story begins with the Galactic Police uncovering a horrifying secret: a rogue scientist, Cronus, has been conducting forbidden genetic experiments on humans. In a daring rescue, the police chief saves three young girls, each marked by the results of these experiments.

Fifteen years later, those girls - Saki, Lilis, and Ariel - have grown into determined young women, now serving the Galactic Police. Haunted by their past, they embark on a perilous quest to uncover the truth behind their origins and Cronus's sinister experiments. Their journey unfolds across three life-threatening missions, each more dangerous than the last. Success is uncertain, and survival is far from guaranteed...



Characters:

Saki – Main player character

Lilis – Brain of the operation, has a third eye.

Ariel – Engineer and comic relief

Dr. Cronus (Cronus Enhancer) – The main antagonist

Cigrus Grant – The G.C.P.O. Boss that directs team innocent on their missions.

Gold Ricefield – ITS Satellite Manager/Operator

Locations/Ships:

White Lodge (G.C.P.O. SS Control) – Team Innocent's home base

White Wing – Team Innocent's main ship where Lilis and Ariel (usually) reside during missions.

White Panther – Small craft that Saki used for landing during missions.

Klein – Tracking satellite that Lilis uses to help Saki

Rabbit – Delivery robot used by Ariel to help Saki

Swan – Ariel's ship used for landing during missions.

Asteroid 4622 – Asteroid where White Lodge is located, which orbits the 6th planet of the Delta Star System.

Tone Research Laboratory – Dr. Cronus's lab where Saki, Lilis and Ariel were born

Monsters:

HEEP 245 - Hybrid mouse created by Dr. Cronus

HEEP 246 – Hybrid mouse created by Dr. Cronus, more dangerous than 245

MOLUG – Walking corpse comprised of individual animated cells by Dr. Cronus

FLOWER MOUTH – Carnivorous plant created by Dr. Cronus

DREAM FLY – Flying bird hybrid that can cast illusions created by Dr. Cronus

FANG – Dog hybrid created by Dr. Cronus

HUNTER – Flying Robot hunter of the Tone Research Lab. Uses machine guns.

GOLEM – Guard robot made by the Frank Group

Note: Throughout the guide you will score points which will be tallied at the end to add to the games replay ability. The game does have a message for a perfect score but as far as I know you are not rewarded in any other way by achieving this. You score points for other things like gathering items and killing monsters. I will mark the events that score points by a simple ().*

Mission 1:

Fix I.T.S. Satellite

The mission begins in the Hanger of the ITS Satellite Relay. As soon as you move a beam falls from the ceiling (this is a HEEP actually moving around up there)(*).

**IMPORTANT* If you want to see the Saki's Shower Scene FMV then you MUST not see any HEEPs before you reach the Shower Room. You have been warned!*

If you go to investigate a small cutscene will play with a HEEP scurrying across the Hanger ceiling (*). Ignore this HEEP there is no way to encounter and fight it beyond this cutscene. Next you can go up the stairs to the Terrace and go down the walkway to see another HEEP running past in Deck Control Room (*). After you do this, head back down the stairs and across the Hanger. You will see an airlock on the far wall, open it if you want to see a little cutscene and game over (you can continue)(*).

Afterwards head to the large with a red arrow pointing down to Storeroom 02. Inside on one wall is a large brown cabinet with an *Ice Axe*. On another wall there is a large blue shelving unit which contains *Machine Oil*. You will need this to complete the mission so make sure to pick it up. You can equip the *Ice Axe* for more attack power, make sure you switch your action to 'Punch' in the menu after equipping.

Head out of Storeroom 02 and to Elevator 01 located by where the White Panther has landed and take it down to level B1. Head down Passage 01 to the first door you come to on the left and enter Storeroom 01. Head across the room to the green door and enter Cold Storage. Once inside, immediately to the left of the door is a cabinet. Check the cabinet for *Lqd.Nitrogen*. This can be used to freeze HEEP in place to attack them easier if you so choose. That's all for this room so exit back to Passage 01. Continue down and the next door you find on your right is the door to the Main Power Room. Inside there are no items but there is a chance to see a HEEP hiding up towards the ceiling (*). Exit the room back to Passage 01. Continue down to the Elevator 02.

**IMPORTANT* If you are going for Saki's Shower Scene you need to take Elevator 02 to 3F and continue on from there to the Shower Room (*).*

Take Elevator 02 down to B2. Once you exit you will be in the Sub Observatory. First thing you need to do for score is go over to the nearest window and attack it with your *Ice Axe*. This will shatter the window and kill Saki (*). After you continue, nearby you will see a red sweater. Investigate this for the *ElectroTuner*. This item (once powered) can emit sounds that HEEP do not like and will run away from. Head left from here around the elevator to some overturned chairs, the first set has nothing but the second set you come across has a *Ray Gun*. It is hard to find the exact angle but once you hit the chairs at the correct spot Saki will find a *Ray Gun*. You can equip this and change your action to 'Shoot' to use it. I find that the melee *Ice Axe* is more effective at this stage, but the option is there now. Just remember if you equip the gun and change your action to shoot, you no longer have the *Ice Axe*

equipped and if you change your action back to 'Punch' you will be punching with the power of nothing equipped.

Now that you have whatever weapon you would like equipped be prepared to use it. When you go to exit the **Sub Observatory**, Saki gets attacked by a HEEP (*). Dispatch this however you see fit, afterwards take **Elevator 02** up to **1F**. You are now in the **Locker Room**. Head to the left and check the large lockers for a *Heat Gun*. Head back to the purple door and pressurize the **Decompression Chamber**. First thing to do is kill Saki. Go to the opposite wall and use the blue control panel next to the door to depressurize the chamber. You will need to wait for a little bit but then Saki will suffocate and die (*). After the continue, on the far wall there are green boxes, check these for a *Handy Cooler*. Once powered, this item will produce cold that HEEP do not like and you can use this against them if you choose. Next to the control panel where you just killed Saki is a yellow box. Check this box for an *Axe*. You can equip this instead of the *Ice Axe*, but the power difference is negligible. Now leave the room back to the **Elevator 02** and go up to **2F**. You are now in **Hall 01**, head across the room to the teal doors to **Deck Control Room** where you may have seen a HEEP earlier.

Straight ahead is a computer terminal however you do not have the key to access it yet, so skip this for now. Across the room from where you enter is a tan door back out to the **Terrace**, unlock it but do not go out. Instead enter the purple door to **Sub Control Room**. You can see across the room a *Red Key* on the desk. Once you pick it up you will be attacked by a HEEP, so be ready. After you defeat the HEEP leave the room back to the **Elevator 02**. Take the **Elevator 02** up to **3F**. Around the back of the elevator are the **I.T.S. Comm Hub 01** and **I.T.S. Comm Hub 02**. Examine either one for a hint about the *I.T.S. Card* (*). After this head to the blue lift between the two doors up to **I.T.S. Control Room**.

Inside **I.T.S. Control Room** grab the *Crystal Key* and the *MicroBattery* off the computer desks. The *MicroBattery* can be used now in the inventory to power the *ElectroTuner* if you wish. Next leave the room through the green door to **Hall 04**. Head across the room to the stairs and take them up to **Hall 05**. Head down **Hall 05** across to **Hall 06** where you see a giant door that says 'Main Computer'. Try to open this door for a hint about the *I.D. Card* (*). Turn around and head back the way you came all the back to the **I.T.S. Control Room** and take the lift down. Head back to where you came out of **Elevator 02** and this time go the opposite way to a blue door with yellow squares on it which leads to **Passage 02**.

Once inside head down to the first door you come to on your left **Gold's Study** and enter. Inside across the room is a *Blue Key*, pick this up and then use the computer terminal next to where you got it to watch your first VTR segment (*). Afterwards leave the room through the red door to **Gold's Private Room**. Straight across the room is a table with a note on it, another difficult one to get the correct angle but when you hit the couch and table at the right spot Saki will pick up *Gold's Note*. You can read the note in your inventory if you wish (it describes the HEEPs in more detail). Examine the cabinet in the far corner to find *Gold's ID Card*. Afterwards leave the room through the blue door back to **Passage 02**. Across the hallway is another door, enter it to get to **Gold's Bedroom**. On a wall to the left is a glass cabinet which contains a *Health Drink*. Use this to heal yourself if you took damage from the HEEP encounter earlier. Be aware that once you pick this up you will be attacked by a HEEP. After this leave the room back to **Passage 02**. Finally, turn left and go back down the hall to the last door you have not entered that leads to **Storeroom 03**. Inside examine the green cabinet for a *Battery*. This can be inserted into the *Handy Cooler* to power it. Next, examine the blue shelf for the *Auto-Igniter*, you need this to complete the mission successfully. Open your inventory and use the *Machine Oil* to add it to the

Auto-Igniter now. Finally exit the room and proceed down **Passage 02** to **Elevator 03**. Take **Elevator 03** up to **4F**.

You have now reached the point to view Saki's Shower Scene should have avoided all encounters with HEEPs thus far. To activate this scene, proceed through the door to the right which is the **Showroom**. After the scene, or if you have not activated it check the yellow tube cabinet directly across from the final shower stall to find a *Shampoo*. Near the door there is a yellow bin that has a *Health Drink* inside. Across the hall is the **Laundry Room**, this room has no items inside. Proceed down **Passage 03** to another blue door with yellow squares on it to enter the **Cafeteria**. Check one of the tables for a *Lighter* and *Cigarettes*. You can use one of these items for a hidden cutscene (*). Enter the open door to the **Kitchen** and check a counter for a *Kitchen Knife*. Check the opposite counter for another *Health Drink*. After you are done exit through the red door to **Hall 04**.

This time in **Hall 04** go through the blue door to **Passage 04**. Continue down the hall to **Storeroom 04**. This room is full of HEEPs. Move Saki towards the center of the room and Lilis will interject to be cautious, on the third time Saki is consumed (*). After you continue go back to the center of the room and have Lilis warn you once and then leave, but now you will be attacked by a HEEP. Lilis will give you some advice (*). You can choose to fight these or turn and run, as the HEEP assault will not stop (*). Once back in **Hall 04** head up the stairs again to **Hall 05**. Go down the hallway to the 'Main Computer' door, this time you have the *I.D. Card* to get you in.

Once in the **Main Computer Room** head straight ahead towards the front of the room. Head left first to the terminal for a VTR segment (*). Afterwards head to the center console and pickup the *I.T.S. Card*. Next use the main computer system and perform the scans that Lilis requests. Ariel will analyze the results and give you instructions on how to repair (*). For now, leave the room back to **Hall 06** and proceed down the stairs and back into the **I.T.S. Control Room**. From here take the lift down and you will see Ariel's robot, Rabbit, there to give you the needed parts (*).

Enter **I.T.S. Comm Hub 01** and use *Unit A* on the console on the wall marked 'A02' which is also red. This will repair this unit and you can leave this room and proceed to the other room **I.T.S. Comm Hub 02** which is just down the wall from the previous and use *Unit B* on the console on the wall marked 'B04' (*). After this is done you will be asked to go back to the **Main Computer Room**. Once there head to the computer console on the right side and attempt to initiate decompression as Lilis asks. Afterwards, leave the room and head back down the stairs to **Hall 04**. You will be planting a bomb in this room on the cabinet next to the **I.T.S. Control Room**'s door. It is grey and has a blueish window on it. Navigate to your inventory and use the *Auto-Igniter* when in front of it to pull up the detonation timer. For extra points we want to blow Saki up, so first set the timer to 1 second (*). After the continue set the timer to whatever you feel comfortable to, as your destination will be the stairs behind you going back up towards the **Main Computer Room**.

**Important* Do not go any other direction after setting the bomb or you will be forced to leave the mission prematurely via the White Panther. You have been warned!*

After the bomb goes off, head back to the **Main Computer Room** and to the computer console on the right and activate decompression. This will kill all those HEEPs in **Storeroom 04** (*). Leave the room and head back to the burned-out **Hall 04**. Instead of leaving right away head back to **Passage 04**, the hallway

where you encounter all the HEEPs earlier. Enter **Storeroom 04** again and find that all the HEEPs are gone, however in the center of the room is a corpse, who turns out to be Gold Ricefield (*). After this, go back the way you came and this time go into **I.T.S. Control Room** and take the lift down. Now take **Elevator 02** down to **2F**. Head across the room to **Deck Control Room** and once inside active the computer console directly in front of the door for the final VTR segment on this mission (*). Finally leave this room by way of the tan door you unlocked earlier to the **Terrace**. Head down the stairs to the **Hanger** and board the White Panther to leave. Mission Complete!

Mission 2:

Take control of the Valhalla

Container Room Pin Codes

Door one: 620402

Door two: 390805

Door three: 521129

Mission 3:

Deep Black

Mission Event List (Score Guide)

Mission 1

Observatory window breaks

Underneath observation room / HEEP attack

Hidden in the Main Power Room

Falling steel beam

Gate open

Lurking on the hanger ceiling

Saki's death by decompression

Spotting a HEEP on the terrace

Rabbits delivery service

Instruction on damaged parts in I.T.S. Communication hub

I.T.S. repairs complete

Saki's shower scene

Saki has a cigarette

Saki's death by fire

HEEP Assault

VTR 01 - Ship's Registry data

VTR 02 - Newscast

VTR 03 - Gold's Confession

Checking out the damaged parts

Environmental Control System offline

Successful HEEP obliteration

A ton of HEEPs

Inside storehouse 04 / Lilis's escape direction

Confirmation of Gold's corpse

Lilis's proverb lesson

ID Card hint

I.T.S Card hint

Mission 2

Living Corpse? It's a Morgue!

About Mr. Catcher

VTR 04 - Ship's course

Ariel successfully rescues Saki

Enter Ariel

Saki held captive

Delivering the key

Information on Valhalla's interior

Nuclear missile countdown

Crash of the Valhalla!

Cronus's challenge

Saki's house arrest

Counteracting the barrier

Contact with barrier

Contact with flame

Mortuary

VTR 05 - News 02

VTR 06 - News 03

Lost nuclear warheads

Breaking through the wire grating

Cutting the wire grating

Blowing up the wire grating

Explosion failure

Firing the beam gun

Explosion in passage 08

Nuclear missiles found

Runaway Valhalla

Nuclear missile detonation

VTR 07 - Ships log

Valhalla explodes

CP Card hint

Mission 3

Greeting from Cronus

Assault on White Wing

Peeple

Rabbit is destroyed

Access box confirmation

The truth of the photograph

Bio creature library

Saki get clean

Specimen 1

Specimen 2

Specimen 3

Specimen 4

Specimen 5

Gene storage and tragedy

To the secret area

Yellow Ball - Trial

White Ball - Childhood

Green Ball - Meeting

Saki meets Saki

Saki in Lili's Room

Saki in Ariel's room

Cronus's illusion

Electromagnetic barrier turned off

Golem's weak point

Saki vs. Cronus

Tone Research Lab self-destructs