

Guaranteed  
disc

operating instructions

SEGA JATURN



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KONAMI

In front of you

## Before playing the Sega Saturn CD



Warning

using the product when you are tired or for long periods of time continuously, as watching a television screen. If you experience any of these symptoms, be sure to consult a doctor.

your health. In very rare cases, some people may experience flashing or irritation from strong light, or experience temporary muscle spasms or loss of consciousness while playing. If you experience any of these symptoms while playing a game, stop playing and consult a doctor.

playing the game, stop playing. If the pain or discomfort continues after that, consult a doctor. Failure to do so may result in long-term disability.

fatigue in your hand or arm due to other factors, playing games may make the condition worse. In such cases, please consult a doctor before playing games.

This is not good for before

If you have a disability or

Be  
carefull Caution

For your health when you play games, please play in a well-lit place and as far away as possible from the TV screen.

If you use the device for a long period of time, we recommend that you take a 10 to 15 minute break every hour. FUN KYUATE

connect this unit to a projection television (a television that projects onto a screen) as this may cause image retention (discoloration on the screen).

models, other models, or regular CD players, as this may cause malfunctions.

Do not

### Request for use

conditions such as high temperature and humidity. Also, do not bend the disc or widen the center hole in the center of the disc, as may cause malfunction.

- Do not write anything on the disc, or attach stickers, etc.

with adhesives, as they may cause malfunctions. \* If the disc becomes dirty, gently wipe it from the center outwards with a soft, dry cloth.

\* Do not use alcohol, thinner or benzene.

deformed discs, or discs

repaired

Please also read the instruction manual for the reset button carelessly may damage the saved

for purchasing Konami's "POLICENAUTS". Please read this instruction manual before playing and use  
reissued.

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# POLICENAUTS®

provide customers with safer and more enjoyable products. Therefore, please be aware that there may be slight differences

Customer

Safety Product Declaration

Konami

constantly by improving the quality of its products to

in the appearance

of the same

product depending on the time of

purchaser.

# PROLOGUE

In 2010, humanity's first space colony, the full-scale advance into space.

"BEYOND COAST," was completed. Humanity began its



Three years later, ordinary citizens began relocating to the colony. Five space-trained police officers were selected to maintain order for the hundreds of thousands of colonists.

"Gates Becker" from Scotland Yard, UK. "Joseph Sadaoki Tokugawa" from the Tokyo Metropolitan Police Department, Japan.

"Salvatore Toscanini" from the New York Police Department, USA. And

"Jonathan Ingram" and "Ed Brown" from the LAPD. Selected from police forces around the world, they were given POLICENAUTS powers.

In 2013, shortly after the inauguration of POLICENAUTS, an as the test pilot, goes missing.

EMPS\* goes

out of control during a test swim, Jonathan, who was serving

alive to

Earth.

rescued and returned



\*EMPS (Extracolony Police Suit) \*\*Negotiator (Negotiator with kidnappers)

Jonathan Ingram was living a lonely life, working as a detective and

Plus 12 "I need help."

is 55 years old, comes to visit him. She tells him that her second wife, Kenzo Hojo, has  
technology company in BEYOND

"capsules," and the mysterious word "plateau"...



front of Jonathan, who is hesitant to accept the request! There  
are "white  
bloodstains" at the scene,  
suggesting artificial blood...

Who is the culprit? Where is Hojo? And what is the huge conspiracy that

# HOW TO CONTROL

操作方法

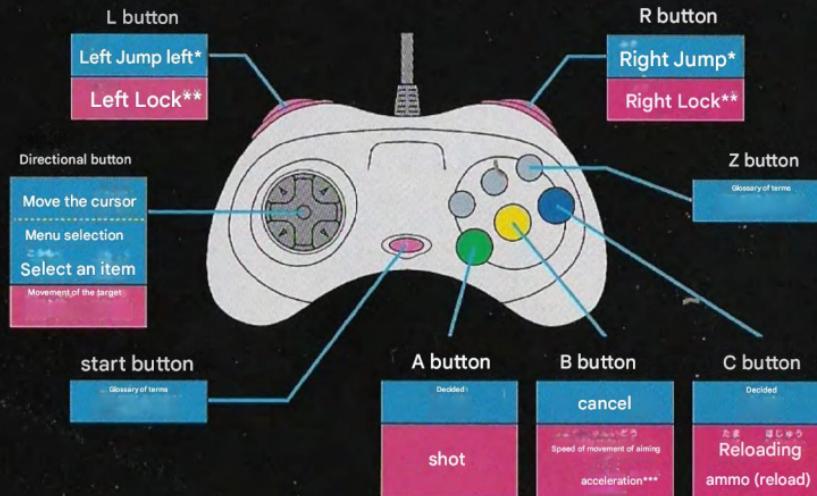
Let's be alone  
one player. In addition to the control pad, you can also use the shuttle mouse (sold separately), and in shooting  
mode, you can also use the virtual gun (sold separately).

That's right. ■ Scenario mode button operations

That's right. ■ Shooting mode button operations

Right-handed initial setting Control pad (right-handed mode: default setting)

Before turning on the terminal 1.



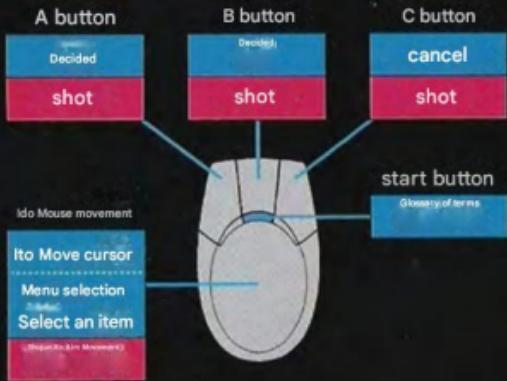
\*The cursor will jump to the specified position.  
may not be available.) \*

moves faster.

\*\*Automatically aims at enemies. (Depending on the scene)  
aim movement \*\*\* While held down the aim

## shuttle mouse

Default setting (Right-handed mode: Default setting)



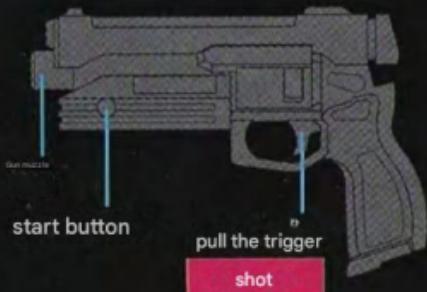
Please  
turning on the  
connect to  
power.

For a more  
experience, we recommend using the shuttle  
mouse.

### Reloading ammo

You can  
replenish your bullets by pressing any of the A,  
B or C buttons  
outside of the visual screen.

## Virtua Gun (Shooting mode only)



connect to control terminal

Reloading ammo  
press the gen  
off-screen and pull the trigger to  
ammo.

## Hachi button placement

There are

three types

of button

layouts for

the control pad and shuttle mouse: "Right-handed" (see P.4-5), "Left-handed" and "One-handed" mode.

The button

button can

be changed in "Buttons

Layout"

under

"Environment Settings". (P.15)

### Left-handed mode

### One-handed mode

Directional button	Ito Move cursor	Shogendo Aim Movement	Ito Move cursor	Shogendo Aim Movement
A button	Decided	Shogendo Aim replenishment	Decided	shot
B button	cancel		cancel	shot
C button	Decided	shot	Decided	Shogendo Aim replenishment
X button	-	-	-	-
Y button	-	-	-	-
Z button	Glossary of terms	-	Glossary of terms	-
start button	Glossary of terms	-	cancel	-
L button	Left Jump Left	Hikari left lock	Decided	Hikari left lock
R button	Migi right jump	right lock	-	right lock
Mouse movement	Ito Move cursor Ito	Movement of the target	Ito Move cursor	Movement of the target
A button	cancel	shot	Decided	shot
B button	Partly decided	shot	Decided	shot
C button	Decided	shot	cancel	shot
start button	Glossary of terms	-	Glossary of terms	-



■ Scenario mode button operations

■ Shooting mode button operations

# Before playing with Virtua Gun

Gun. If you start playing without adjusting it, the aim may be misaligned. (Aiming data is saved)

## Aiming adjustment operation

Select "Environment" → "Settings" → "Aim Adjustment".  
display the GUN ADJUST screen.

2. Aim at the center of the target and shoot. The TEST SHOT screen will appear.

If you want to test fire  
adjusting the sights, press the START button to go to the TEST SHOT screen.



3. Check the adjustment by conducting a test fire.

Press the START button to redo the adjustment, press the ADJUST panel or the star button to return to the GUN ADJUST screen. Repeat steps 2 and 3 and try again.



4. Shoot the "EXIT" panel to return to the game.

Press any button on the control pad or the shuttle mouse to return to the game.

## Please note

During the game play from the same distance as when you adjusted the aim.  
Playing from a different distance may cause the device to malfunction. Also, try to play in front of the TV as much as possible.

# HOW TO PLAY

## [Game start]

DISC 1 properly into the SEGA Saturn console and

turn the power

on.

1. Insert "POLICENAUTS"



is displayed, the title demo will begin. When the title screen is displayed, press the start button to go to the title menu

screen.

2. After the KONAMI logo  
3. Use the movement) to select a menu, and press the confirm button to proceed to each menu.

4. If time playing the game, select "Start from the beginning." After the opening game will begin.

turning on the power. Follow the on-screen instructions to select the backup RAM before proceeding



haji [from the beginning]

Begin The game starts from the beginning.

tochu [from the middle]

Hyōjō will be displayed when there is saved data. When you select the data, the game will resume from the saved scene. (Backup ▶P.11)

Environment settings  
[Environment settings]

Before resuming the game, you can view the "Synopsis (▶P.14)".

Recording device selection  
[Recording device selection]

You can change various settings. (▶P.15)

Shake [Shooting mode]

This is displayed when the power memory is installed in the main unit. You can select the RAM to save (load).

You can practice shooting scenes and shooting techniques that you have cleared during the game. (P.17)

## Objective of the game



As the story progresses, various events such as shooting scenes and bomb defusals will occur. Clear these events and try to solve the case while solving the incident.

cursor will appear on the screen. You can control this cursor to progress



CURSOR

## [Game Over & Continue]

zero or you fail to defuse the bomb, the game is over. After the game over, the continue screen will appear after a



[Continue]

The game will resume from the scene where  
OVER occurred.

Environment settings

You can change various

settings such as display

the aim of

[End]

The completion message has been displayed, but the game is now

finished. Follow the instructions on the screen to turn off the power.

# DISC EXCHANGE

this game

Koukan  
DISC Exchange  
DISC 交換

comes with 3

discs for you

will need to

change discs during the game.

Exchange operation [Disc exchange operation]

1. When a message for disc exchange appears on the screen, follow the instructions and prepare the necessary discs.

2. When you open the CD door on the console, the multiplayer screen will appear. Continue exchanging discs.

the disc, close the CD door. After the CD check, the message be displayed at the bottom of the screen. Press the Start button to resume the game.

If the game progressed to DISC 2 or DISC 3 the last time you saved, you can also start from each disc.



# BACK UD Backup

This game  
Usage file GDF number Usage file  
are also  
backups. During scenario mode play, you can save in the "System" menu. (P.14) There  
several save points during the game.

## [About the capacity of save data]

capacity is used. The number of data that can be saved varies depending on the amount of free RAM.

Also, to use the "Automatic Recovery Device", about 55 free space is required in  
the main

Note If there is less than  
main RAM or cartridge RAM, you will only be able to play part of the game. (You will also not be able to save.)

### Automatic recovery devices

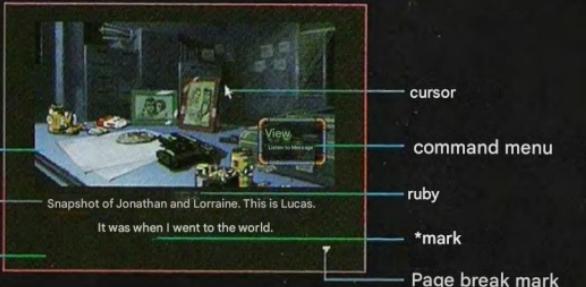
In case the game is suddenly interrupted for some reason, the game has automatically if there is about 55 free space

To play the Automatic Recovery.  
"Mid-game" on the title menu screen and then select "Automatic Recovery Device" from the data

- If the lithium battery is not installed in the console,  
**data may not be saved or the game may not function properly. Please make sure to check before starting the game.**
- to perform the "initialization" before starting the game. (For more information, please refer to the Power Memory instruction manual.)  
**You can**
- You turn off the power while reading  
**may not be saved correctly.**
- You can**  
**longer need. (For information on how to erase data, refer to the Sega Saturn console's instruction manual.)**

# How to view the WAI screen

Scenario mode



Visual screen ..... press the decision button to display the command menu

command menu ..... Displays commands that can be executed on people, objects, etc.

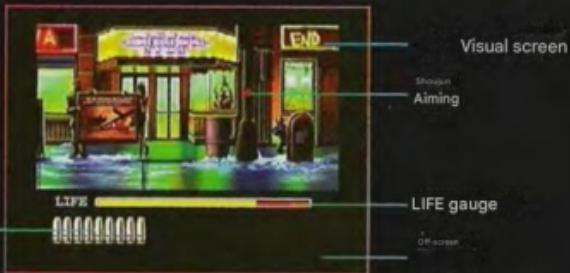
Display Message...Dialogue will be displayed.  
page is required. Press the OK button to display the next page of the message.

Yo Hyo Ji Ruby...The reading etc. will be displayed.  
Words marked with an \* mark can be viewed in more detail in "Glossary mode"

Move the cursor outside the visual screen and press the OK button to display the "Move" and "System (P.14)" command menu. (Depending on the scene, it may not be displayed.)

# GAME SCREEN

shooting mode



will turn into a laser sight. Press the shot button to fire a bullet at the target.

reduced when attacked by enemies or when you shoot civilians. When LIFE reaches zero, the game is over.

(LIFE will be restored when you clear a shooting scene.)  
number of bullets remaining. Bullets can be replenished (reloaded) by pressing outside the visual screen.

- The message and ruby settings for Scenario Mode can be changed in "Environment Settings (P.15)".
- In the shooting mode, please refer to "Operation Method" on pages 4-5.

# SYSTEM

## System

pressing the Confirm button outside the visual screen will display the command menu.  
If you select "GB" When playing in Scenario  
following menu will be displayed.  
Display the System  
Holdj (Some menus may not be displayed depending on the scene.)



### Recording device selection

displayed when the power memory is installed in the main unit. You can choose to save (load) to the unit RAM or the cartridge RAM (power memory).

This is main

### [load]

will be displayed if there is save data. Selecting the data will allow the game from the saved scene.

mode: A convenient mode that briefly explains the synopsis and the player's objectives. When you resume the game, the Synopsis screen will be displayed. When the synopsis screen is displayed, press the OK button to start the game.



### [save]

the data and it will be saved.

Also, if you want to save to new data, select "Erase." -----

data name. Please use this as a clue to know the contents of the data.

## Environment settings

Movie Shop Settings Subtitles (Initial setting: On)

Movie Selection

Displays the dialogue in the audio section based on the subtitle language setting to be displayed in the dialogue in the audio section.)

Initial setting Ruby (Initial setting: ON)

highlighted. Technical terms unique to "POLICENAUTS" will be displayed more clearly and effectively.

Cold Sleep EMPSU Example)

Artificial hibernation

Mojisentehe Character selection (default setting: Gothic)

You can choose from five types of

Font

Mingchota

for the characters displayed during the game: "Gothic" or "Ming".

Cursor speed (default setting:  
normal)

You can choose from five different cursor movement speeds.

Display line count Display line  
count (default: 3 lines)

Display number -

Message

Message

Message

the number of lines to display for messages from two types: "2 lines"  
and "3 lines". Use this when playing on a widescreen TV.

Right-handed button layout (default setting: right-handed mode)

You can choose from three types of  
during the game: "Right-Handed", "Left-Handed" and "One-Handed".

You can choose

from three

types of

button mode

Aim adjustment Aim adjustment tool Adjusting  
the aim (Aim adjustment operations ►

P/T Aim adjustment You

can adjust the aim of the Virtual Gun.

## [End game]

Exit the game.

You can.

not to save your data when you exit. Follow the instructions on the screen and turn off the power.



Gothic font, 3 lines



Mingchota font, 2 lines display

# Terminology explanation mode DE

You can see a detailed explanation for words marked with an \* in the message.

cursor is displayed, press the start button to switch to explanation mode. Select a search method and select a word from the list to display an explanation.

Search for words in green during explanation ■Words  
can be searched again.

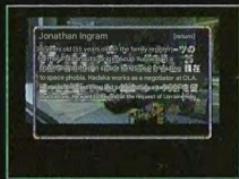
## [Operation in glossary mode]

control pad

EXPLANATION Use the [↓] directional buttons to scroll through the explanations.

Search for a new word by selecting it with the directional buttons and pressing the OK button.  
(If you select [Back], you will return to the previous screen.)

Explanation text is displayed, press the start button to return to the game.



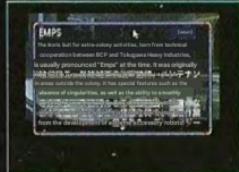
shuttle mouse

When using the mouse, the cursor is displayed. To enter the explanation, move the cursor to the press the OK button.

Scroll with .  
Search for words again by moving the cursor and pressing the OK button.

(Select [Back] to return to the previous screen.)

Move the cursor to the press the decision button or the start button to return to the



# SHOOTING MODE

しゃげき  
射撃モード

scenes and shooting techniques that you have cleared during the game.

## [Cleared shooting scenes]

clear a shooting scene, the scene name will be added to the "Shooting screen. Select a scene to start the game.

start from the disc that contains each scene.



## [Shooting Trainer]

### TARGET MODE

Hit the target with your bullet.

Within the time limit.

Open

The closer you get to the center of the  
your score.



### TRAINING MODE

Hit the targets that appear.

within the time

change depending on where you hit them. (You can hit up to three targets at once.) Also, if you miss the

target.

Open

Your score

Open

### COMBAT MODE

Attack the enemy.

Between

misses and collecting the targets that appear and

shot them. If you

attacked by an enemy or shoot a civilian, your LIFE will decrease, and when it reaches zero, the training  
will end. (Even if the game will not be over.) As you level up, a medal will be displayed in the bottom right of the

screen.

played in the shooting room at BCP headquarters.

Select

screen to adjust the aim of the Virtual Gun. (Aim adjustment operation

on the model selected)

Open

Open

# BOMB EVENT

I want to blow up a bomb

爆弾解体

During game,  
there is an event where you defuse a bomb.

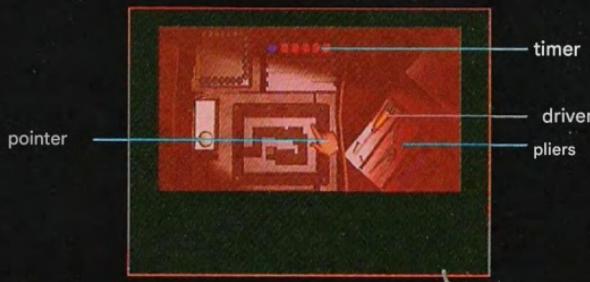
Follow the instructions on the screen to defuse and defuse the bomb within the time limit. If you follow the instructions

will explode and it will be a GAME

or defuse the bomb incorrectly,

the bomb

OVER



Bomb defusal operation (Bomb defusal operation)

Pliers and screwdrivers

moving the pointer over the tool and pressing the OK button. (Press the OK button again to release the tool.)

pliers	cut	Decide button	driver	loosen up	Decide button
grab	Press and hold the decision button		Tighten	cancel button	

# KAMON LIST

か もん ひょう  
家紋表

During

Playstyle

the game, there will be an event where you will need to enter a password.

Family crests are needed.

Be sure to look at them carefully and remember them.



TOKUGAWA



ASAII



TAKENAKA



KATAOKA



HONDA



SHIMAZU



ICHIKAWA



SANADA



MATSUMOTO



HOJOYO



TAKEDA



KOBAYAKAWA



SASAKI



ISHIDA



MOURI



IMAGAWA



MIKAWA



SATAKE



SAITO

\*This family crest chart is different from historical fact.



Seitei

## Character settings



# JONATHAN INGRAM

### Jonathan Ingram JONATHAN INGRAM

The protagonist  
is 30 years old.  
55 years old)

Policenaut, one of the original cops.  
After the EMPS swimming accident, he developed a fear of space.

OLD (Cosmophobia) and practices  
detective work in Earth's OLD Los Angeles.  
At the request of Lorraine, he heads to

The Beyond again.



## CHARACTER

### gates becker GATSE BECKER

Chief of BCP Headquarters and AP Team

Captain, 56 years old

Sai

Policenauts, one of the original cops.

The police chief also has the greatest



TONY

``Tony Redwood

BCP AP member, anti-terrorist

bomb disposal team member, 23 years

old

space environment strong, strong, freezer, EMPS AP Ace Pie,  
EMPS hand, foot, freeze, hot,  
hand or foot, and is called Mr.

He controls the

EMPS like a

Goddard.

CHARACTER

# SALVATORE

サルバトーレ・トスカニーニ

SALVATORE TOSCANINI

Tokugawa Moon Factory Security Chief, 88 years

Former Policenauts, one of the original

60

# JOSEPH

JOSEPH SADAOKI TOKUGAWA

Social

of Tokugawa Group, Chairman of ISPA (Space Propulsion Development

Chief Executive Officer of the Space Research Institute President

60 years old.

Former Policenauts and one of the original Cups.

## CHARACTER



## Merrill Silverberg

*MERYL SILVERBURGH*

Fuski Kakeg, BCP Disciplinary  
Division Detective, 24 years old, Ed's subordinate, Dave  
partner of the Bath Army. He was born and raised on Earth. He is a  
former military officer and was once in the special forces.



dave forest

DAVE FORREST

Fuuki Kakejii, BCP

born and raised in Beyond. Since he was a child, he has dreamed of living on

chris godwin  
**KRIS GOLDWIN**

BCC (Beyond Cemetary Cemetery)  
 years old. Former top model, holds a  
 medical doctorate.

# KRIS

**Lorraine Hojo**

Mototsuna Jonathan's ex-wife.

Currently she

Hojo Tsuma

The latest Akai

is Kenzo Hojo's wife. She is 55 years old and of Japanese descent.

She asks Jonathan to investigate the disappearance of her husband.

# LORAINE



## CHARACTER



### アナ・ブラウン

#### ANA BROWN

Daughter: Ed Brown's daughter, 16 years old

lie. She was born and raised in Beyond.

After her mother died, she took on the role of mother, doing the housework and looking after Mark.



### mark brown

#### MARC BROWN

8 years old, born and raised in Beyond.  
Ed's adopted son and Anna's younger

in Beyond.

Due to a psychological shock  
at the age of three, he became mute and  
is unable to speak.

# KENZO

## "Kenzo Hojo



Pharmaceuticals Division emergency department  
Tokugawa Pharmaceutical Technology Research Institute

Cross EarthM, marriage 9  
husband. A second generation Japanese born on Earth.

DDS Development Team Leader

BRI  
Bri  
Bri

Suddenly going missing To suddenly go missing.

Illustration by the author

## Victor Jurgens VICTOR JURGENS

Although his specialty is  
assistant, AID (Automatic Analysis  
Device), also performs all of the analysis and  
the forensic examination.

# VICTOR



Forensic investigator of BCI

Age 65

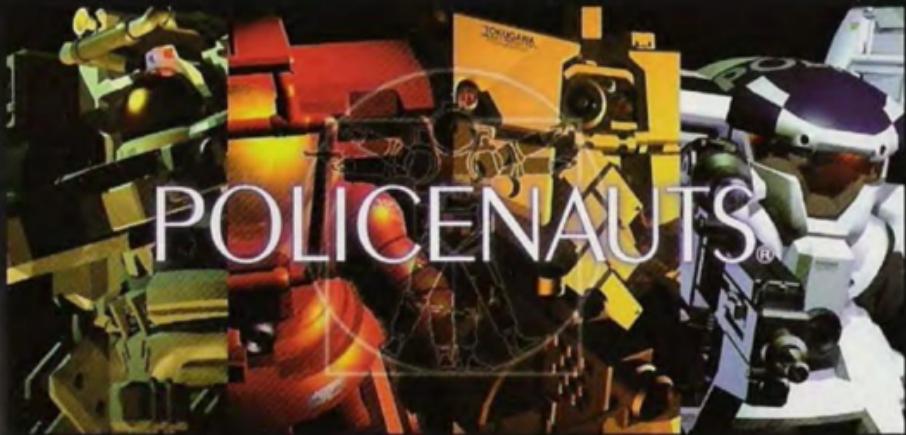


# cast

## CAST

Jonathan	Hideyuki Tanaka
ed	Shozo Iizuka
Karen	Kikuko Inoue
Tokugawa	Ieyumi Iemasa
redwood	Keneto Shiozawa
victor	Kohei Miyachi
Ana	Yumi Touma
gates	Hanshu
chris	Chiyoiko Kawashima
Merrill	Megumi Terase
salvatore	Masaharu Sato
dave	Satoshi Shimada
Saito	Ennen Hayashi
Ishida	Naoki Tatsuta
lorraine	Chiyoiko Kawashima
Dr. Collins	Yukimasa Kishino
bob	Ennen Hayashi
CD narrator	Hirohiko Kakogawa
bag shop lady	Hiroko Emori
others	Muko Ogimori
	Yasuhiko Kawazu
	Naoko Nakamura
	Konami Yoshida





# Policenauts

## Konami Official Guidebook

-----Introducing all the charms of "Policenauts"-----

On sale at bookstores nationwide



1994 1996 KZN

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