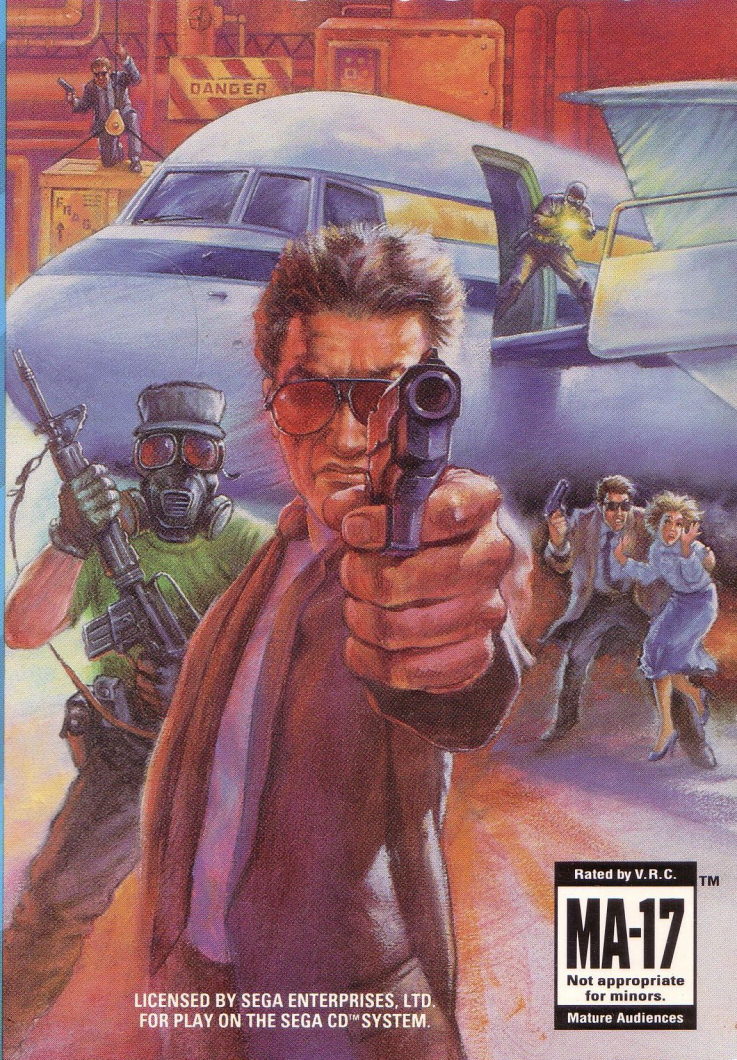


SEGA™



LETHAL ENFORCERS™



SEGA CD™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.™

MA-17

Not appropriate
for minors.

Mature Audiences



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Epilepsy Warning

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no prior history of 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.

Handling Your Sega CD Disc Instructions

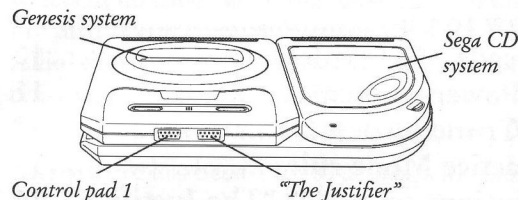
- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Setting up

1. Connect your Sega CD™ and Sega™ Genesis™ systems. Plug a control pad into control jack 1 and plug "The Justifier" (the special game gun 1) into control jack 2.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.
3. Press the Open button on the Sega CD console to open the CD door. Place the **Lethal Enforcers** CD into the tray, label side up. Close the CD door.
4. If the Sega CD logo is on the screen, press Start to begin. If the Control Panel is on the screen, move the cursor to the CD-ROM button, then pull the trigger (on the Justifier) to begin the game.

Note: If the **Lethal Enforcers** CD is already in the Sega CD when you turn it on, the game will begin automatically in a few moments.



Two player setup

To play with two guns at the same time, you must buy a Player-2 game gun. You cannot use two Player-1 guns or two Player-2 guns.

1. Plug the Player-2 game gun into the jack on the bottom of the Player-1 game gun.

Note: Never plug anything else into the jack in the bottom of the Player-1 game gun.

"Hit the deck!"



You better learn to keep your head down and stay out of the line of fire if you want to get through **LETHAL ENFORCERS** from Konami. This Sega CD version is loaded with all the action of the original arcade smash hit. We recommend that you read this manual before you begin playing to experience the full power of the game.

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Contents of the package

The following items are included in the **LETHAL ENFORCERS** product package.

- Sega CD **LETHAL ENFORCERS** disc
- Instruction manual
- Player-1 special game gun—"The Justifier"

Justice will be served!

Listen up! There is a reason you took this job, right? You think you can make a difference in this city. You want to serve and protect, right? Well, I've heard it all before—from the bleeding hearts who toss around the term "reform" like a platter of biscuits to the self-proclaimed vigilantes who think violence fights violence.

Let me tell you something, I've learned in my years on the force that most criminals are just looking for a free ride. They don't know the boundaries, so they don't realize they've crossed the line. But there is a small percentage out there who know the rules and just don't respect 'em. They think the rewards are greater than the risks. They have no fear of consequences—if they get caught they'll just end up back on the streets in no time. Well, that doesn't wash on my turf. If you come in here waving guns and sellin' dope, you're going to pay the price for crossing the line. Innocent people are the ones with power here, not the thugs with guns.

Lately there has been a lot of action with the so-called organized criminals. I'm not going to allow that. I want you to hit the streets and clean up this town. Go it alone or take backup, but either way I want you to send a message to those scumbags: there are laws in my city, and my enforcers are packing loaded "Justice".

Now hit the streets!



Mode settings

For operations other than in-game play, use the control pad connected to control jack 1. When the title screen appears, press the START button and you enter the "Select" mode.

"Select" Mode

This screen will be titled either "Arcade Mode" or "Practice Mode" to indicate which game mode you are currently making selections for. The mode can be changed through the Options Mode screen (see page 7). You can select the mode you want by pressing up/down on the D-pad. Press START to enter your selection.

- 1 PLAYER GUN—One person using "The Justifier".
- 1 PLAYER JOYPAD—One person using the control pad.
- 2 PLAYERS GUN & GUN—Two people using "The Justifier" and the Player-2 gun.
- 2 PLAYERS JOYPAD & GUN—Two people using the control pad and "The Justifier".
- 2 PLAYERS JOYPAD & JOYPAD—Two people using two control pads.
- OPTIONS—Switches to Option mode.
- GUN ADJUST—Switches to Gun Adjust mode.



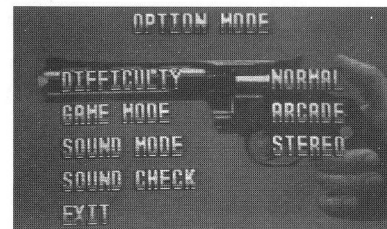
Option Mode

Select each category using up/down on the D-pad. Change the contents by pressing left/right on the D-pad.

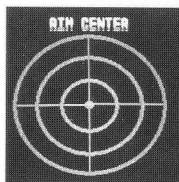
- DIFFICULTY—Easy, Normal, Hard.
- GAME MODE—Choose Arcade to play the coin-op version of the game, or select Practice to play the Shooting Range version of the game.
- SOUND MODE—Choose Stereo (for stereo sound) or Mono (for monaural sound). For system setups that cannot use stereo, select Mono.
- SOUND CHECK—Press the A button to enter sound check mode.

Press the A button to start sound. Press the B button to stop. Press left or right on the D-pad to change contents.

- CD PLAY: Play CD/DA music.
- PCM LOAD: Load PCM data from CD.
- PCM PLAY: Play PCM data from CD.
- FM PLAY: Play sound effects/music from FM source.
- EXIT: Press the A button to return to Options Mode.
- EXIT—Press the A button to return to Select Mode.



Gun Adjustment Mode



AIM CENTER—When you aim for the center of the target displayed on the screen and pull the trigger, a sight automatically appears and the AIM TEST screen appears.

AIM TEST—Aim at the screen and pull the trigger. When a mark appears at the spot you were shooting at, the adjustment is done. Press the START button, or the button on the side of the gun, to return to Select Mode.

To readjust: When you want to do the adjustment again, aim off the screen and pull the trigger. You will go back to AIM CENTER, or you can return to the Select Mode and go through the steps again from the beginning.

Note: In AIM CENTER you cannot adjust two guns at the same time. Adjust one, and then return to adjust the other. If you change the distances of the guns from the screen or firing point, readjustment is necessary.

The game is designed so that you will get the best response when shooting from a distance of 7-10 feet from the TV screen. If no mark appears on the screen when you pull the trigger, refer to the Troubleshooting “The Justifier” section (page 15).

Note: Also refer to the Cautions on Use of “The Justifier” section (page 14).

“The Justifier” is a precision instrument.

Once you have aligned the sights, stay in the same place. Moving around from side-to-side or forward and backward can throw off the alignment of the gun.

How to play

When you are finished with the mode settings, press the START button on the control pad to begin the game.

Gun operation

- When you aim at the TV screen and pull the trigger, a bullet is fired.
- When you aim away from the TV screen and pull the trigger, your gun is reloaded.
- Press the START button to pause during the game.
- To Continue, press the START button, or the button on the side of “The Justifier”.
- At game over, if your score is among the top 10, the name entry screen appears.

Point the trigger at the letter you want to choose, then pull the trigger. Choose END to leave the name entry screen.



Control pad operation

- Move the D-pad to move the sighting crosshairs.
- Press the A or B button to fire a bullet.
- Press the C button to reload.
- Press START to pause and resume.
- To Continue, press the START button.
- At game over, if your score is among the top 10, the name entry screen appears.

Move the cursor to the letter you want to choose, then press the A button. Choose END to leave.

Arcade Mode rules

These are the rules:



1. Shoot the bad guys. Fire bullets at them and their projectiles: hand grenades, knives, bazooka shells, etc.

2. Don't hit innocent bystanders.



3. Don't get shot!

Do you think you can handle that, Rookie?

When you start the game your rank is Patrolman. By shooting enemies and not hitting innocent people, you raise your hitting ratio and can raise your ranking.

When two people are playing together, both must fulfill the rank requirements to clear the stage. It is important to work together to beat the enemy.

Your rank will drop each time you hit an innocent bystander. When your life drops to zero, the game is over. When you have credit, even if you lose all life, Continue is possible.

Stage Clear rank required:

Stage 1 Clear: DETECTIVE

Stage 2 Clear: SERGEANT

Stage 3 Clear: CAPTAIN

Stage 4 Clear: LIEUTENANT



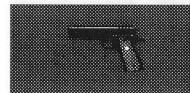
Scum Stomping Equipment

You can pick up some items in the game to help you wipe out these vermin. To pick up an item, shoot it. These aren't permanent, though. If you take a hit from an enemy, you will revert back to your standard issue weapon.

Magnum—Fire power rises; holds six rounds of ammunition.



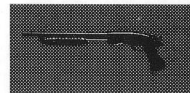
Automatic—Holds 12 rounds.



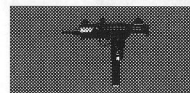
Assault rifle—Fires three consecutive shots; holds 12 rounds.



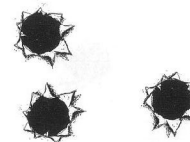
Shotgun—Sprays lead in a relatively big area; holds six rounds.



Machine gun—Fires consecutively while the trigger is pulled (or A or B button is held down); holds 36 rounds and cannot be reloaded.



Grenade gun—Bullets explode; holds eight rounds only and cannot be reloaded.



Crime scenes



Stage 1: The Bank Robbery



Stage 2: Chinatown Assault



Stage 3: The Hijack



Stage 4: The Drug Dealer



Stage 5: The Chemical Plant

Practice Mode Rules

Fire at targets and knock them down.

You must hit the target before it disappears or it is counted as a miss. Even moving targets must be hit before they disappear off the screen.

If you hit an innocent bystander target, it counts as a miss.

The percentage displayed at the bottom of the screen is the hitting ratio required to clear the stage. If you get a higher percentage, you will be promoted. If your percentage is lower, you keep the same rank and lose one life. Life also decreases each time you miss an enemy target.

In Practice Mode, rank has no bearing on stage clear. Basically, the only requirement for clearing a stage is the hitting ratio.

Credits

Player 1 score
Lives remaining

Time remaining

Ammo remaining

Percentage needed to pass the round.
(% = targets hit ÷ shots fired)

The screenshot shows a target screen with three rows of targets. The top row has two targets, the middle row has two targets, and the bottom row has two targets. The text 'ROUND 2' is displayed above the targets. At the bottom, a large '70%' is shown. The top of the screen displays '1P 00016S CREDIT 2P 000000'. The left side shows '1118E 2' and the right side shows 'Time remaining'.



Cautions on use of "The Justifier"

1. "The Justifier" is a precision instrument. Strong physical impact may break it. Never hit with it or throw it.
2. Do not touch the jack of "The Justifier" or bend or pull the cord strongly. Do not damage the muzzle, point "The Justifier" at the sun, stop it up, or get it wet.
3. When storing "The Justifier", keep it away from very hot or very cold places. Also keep it out of direct sunlight, away from heaters, and away from places that have a lot of dust or moisture.
4. When cleaning dirt off "The Justifier", never use thinner, benzene or other harsh chemicals.
5. Do not point "The Justifier" at a person. Never take it apart or try to rebuild it.
6. This product cannot be used with projection TVs, LCD TVs, high-speed scanning TVs, high-definition TVs, or wide TVs.
7. This product may not work with some old TV models.
8. Do not use "The Justifier" outdoors. It may not work indoors with direct sunlight.
9. While playing the game, do not use an infrared-type remote control device (to turn off the TV or VCR, for example). If used, sometimes the game will not function properly.
10. If you have any fluorescent lights near the TV screen, "The Justifier" may not function properly. Either move the light or turn it off.
11. When playing a game that is not compatible with "The Justifier", always remove "The Justifier" from control jack 2.

Troubleshooting "The Justifier"

When playing with "The Justifier", the following items may occur:

Problem: The gun does not shoot.

- Adjust the brightness of the TV screen.
- Make sure "The Justifier" plug is plugged into control jack 2.
- Other (refer to the section "Cautions on Use of 'The Justifier'")

Problem: There are some places on the screen you cannot shoot

- Adjust the brightness of the TV screen.
- Leave a distance of about 7-10 feet between "The Justifier" and the TV screen.

Problem: Shooting sometimes stops

- Adjust the brightness of the TV screen.
- Leave a distance of about 7-10 feet between "The Justifier" and the TV screen.

Problem: The gun shoots at a spot not aimed at

- If there is a fluorescent light near the TV screen, move it or turn it off.

Note:

- The alignment of the aiming circle can be thrown off if you physically move from the spot you were in when you centered the gun. For the highest degree of accuracy, keep the gun in the same spot after gun alignment.

"The Justifier" Specifications

Model name: Special game gun JE507-S01; "The Justifier"

Power: DC5V 15mA (when Player-2 game gun is connected)

IC used: custom LSI...1

Light receiving element (with amp)...1

Note: Because of improvements made, changes may occur in these specifications.

Ordering a Player-2 "Justifier"

You can order a second "Justifier" game gun and get your family and friends involved in the fun of Konami's **LETHAL ENFORCERS!** Send a check or money order (made payable to Lethal Enforcers Gun 2) to:

Lethal Enforcers Gun 2
P.O. Box 92350
Libertyville, IL 60092

Please allow 6-8 weeks for delivery. This offer expires Dec. 31, 1995.

Note: The Player-2 "Justifier" can be used with any Player-1 "Justifier" regardless of which gaming system you own. HOWEVER, the Player-1 "Justifier" can only be used with the gaming system for which it was purchased.

Yes, I want to order a Player-2 "Justifier" for my **Lethal Enforcers** game. Enclosed is a check or money order made payable to:

Lethal Enforcers Gun 2

Quantity ____ Player-2 "Justifier" (@ \$11.95 each) \$ ____

Postage & handling (\$3.00 each) \$ ____

Illinois residents add 6.5% sales tax \$ ____

Total \$ ____

Name _____

Address _____

City _____ State ____ Zip code _____

Phone (____) _____

Birthday ____ / ____ / ____

Send check or money order to:

Lethal Enforcers Gun 2
P.O. Box 92350
Libertyville, IL 60092

CD

Konami (America) Inc. Limited Warranty for "The Justifier"

Konami (America) Inc. warrants to the original purchaser of this Konami product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this product. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center.

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If you experience technical problems with your **Lethal Enforcers™** game gun, call our Warranty Services number (708) 215-5111.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line:
1-900-896-HINT (4468)

- ① 70¢ per minute charge
- ① Touch-tone phone required
- ① Minors must have parental permission before calling

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

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(708) 215-5111

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Konami (America) Inc.
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Buffalo Grove, IL 60089-4510

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