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**LETHAL
ENFORCERS™**



SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

**INSTRUCTION
BOOKLET**

KONAMI®



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 SUPER NINTENDO ENTERTAINMENT SYSTEM.



NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM™, THE NINTENDO PRODUCT SEALS AND OTHER MARKS DESIGNATED AS "TM" ARE TRADEMARKS OF NINTENDO.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

A SPECIAL NOTE:

Konami has created Lethal Enforcers for your gaming pleasure. The enclosed game gun is intended to be used only with the Lethal Enforcers game. Do not point it at another human being. Do not alter the gun in any way.

Setting up

1. Insert the game pak into the Super NES® Game System.
2. Plug a control pad into control port 1 and plug the special Player-1 game gun which came with *Lethal Enforcers* into control port 2.
3. Turn on your TV or monitor, then turn on your Super NES.
4. After the Title screen you will automatically enter the "gun adjust" mode. See page 8 for details.

Two player setup

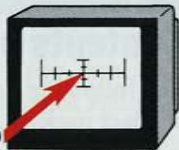
To play with two guns at the same time, you must buy a Player-2 game gun. (See the offer in the back of this booklet.) You cannot use two Player-1 game guns or two Player-2 game guns. Also, you must use two guns or two controllers—you cannot use one gun and one controller.



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

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

2. Both guns can be adjusted at the same time in this version. The Player-1 gun is represented by a blue "bullet hole" and the Player-2 gun is represented by a green "bullet hole".



Aiming with the special game gun for the Super NES.

"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 Super NES® version is loaded with action! 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.

- Super NES **LETHAL ENFORCERS** game pak
- Instruction manual
- Player-1 special game gun

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, 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 out there and give the citizens of this city the protection they're entitled too. And do it by the book—I won't tolerate excessive violence. Just round them up and bring them in for the courts to handle.

Now hit the streets!

Mode settings

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

- If you have a game gun you will see the Test Aim screen first, then the Option mode.

Option Mode

You can select the option you want by pulling the trigger on the Player-1 gun to cycle through the options. Change your options and/or lock in your choice by pressing START on the control pad (or on the game gun).

- GAME START 1 PLAYER
- GAME START 2 PLAYERS
- GAME LEVEL—Select either EASY, NORMAL or HARD
- SOUND MODE—Select either STEREO or MONAURAL
- ADJUST MODE—Switches to Gun Adjust mode.

Press START when you are on GAME START 1-PLAYER or GAME START 2-PLAYER to enter your selection. This takes you to the Stage Select screen.

Stage select screen

Move the aiming cursor with the control pad (or just aim the gun) so that you are aiming at the stage you want to go to. Press the B button (or pull the trigger).

- You must defeat all five stages to finish the game.
- The training stage is for practice. You don't have to play it to finish the game, but it will certainly improve your skills!

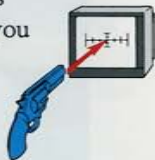


Gun Adjustment Mode

ADJUST AIM—This is to calibrate the gun. It appears the first time you turn the game on, and again when you select this option. The first time you pull the trigger, the “bullet hole” is centered in the screen. Line the gun sight up with the center of the target and pull the trigger again. The goal is to have the “bullet hole”, the gun sight and your eye all lined up in a straight line—that way you’ll hit the target you’re aiming at.



TEST AIM—Aim at the screen and pull the trigger as many times as you like. A mark appears at the spot you were shooting at every time you pull the trigger.



To exit the gun adjustment screen, shoot the “EXIT” icon in the corner of the screen.

To readjust: When you want to do the adjustment again, press the START button on the side of the gun (or on the controller). You will go back to ADJUST AIM, or you can return to the Option mode and go through the steps from the beginning.

- See page 3 for information about adjusting two guns.
- If you change the distances of the guns from the screen or firing point, readjustment is necessary.
- You can press START during the game and readjust the gun(s) at that time. No bullet holes appear on screen when you readjust during the game
- The game is designed so that you will get the best response when shooting from a distance of 5-7 feet from the TV screen. If no mark appears on the screen when you pull the trigger, refer to the **Troubleshooting the game gun** section (page 16).

Note: Also refer to the **Cautions on use of the game gun** section (page 15).

How to play

When you are finished with the Option mode settings, press the START button on the gun 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 (on the side of the game gun, or on the controller) to pause during the game.
- To Continue, press the START button again.
- At game over, if your score is among the top 10, the name entry screen appears.

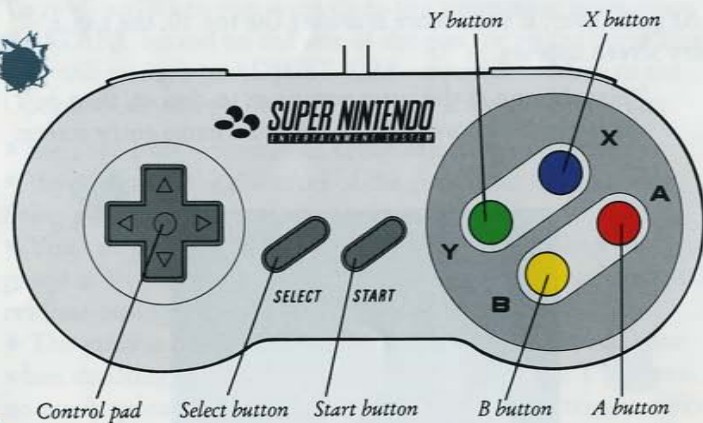
Point the gun at the letter you want to choose, then pull the trigger. Choose END to leave the name entry screen.



Controller operation

- Press the control pad to move the sighting crosshairs.
- Press the X or B button to fire a bullet.
- Press the Y or A button to reload.
- Press START to pause and resume, and to bring up the gun calibration during the game.
- 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 B button. Choose END to leave the name entry screen.



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 rank.

You will lose a star each time you get hit or hit an innocent bystander. When your life drops to zero, the game is over. When you have remaining credits, even if you lose all your lives, you may continue.

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 increases; 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 X or B button is held down); holds 28 rounds and cannot be reloaded.

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



Crime scenes

Stage 1: The Bank Robbery



Stage 2: Downtown Assault



Stage 3: Hijacking



Stage 4: The Gunrunners



Stage 5: Chemical Plant Sabotage



Training Mode Rules

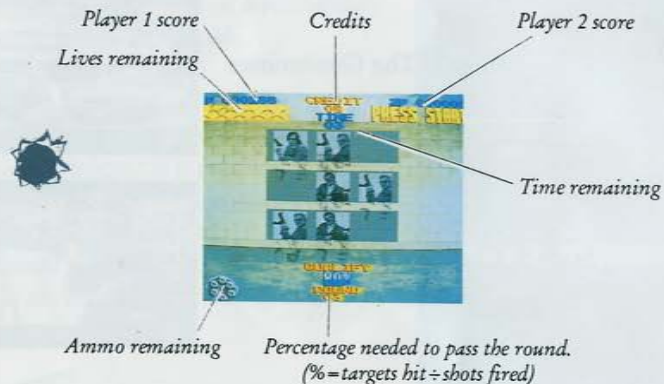
Fire at targets and knock them down.

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 there are two targets remaining on a rack, it only counts as one 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 a target rack.

Note: In Training Mode, rank has no bearing. You can continue until you are out of lives.



Cautions on use of the game gun

1. The game gun is a precision instrument. Strong physical impact may break it. Never hit with it or throw it.
2. Do not touch the port of the game gun or bend or pull the cord strongly. Do not damage the muzzle, point the game gun at the sun, stop it up, or get it wet.
3. When storing the game gun, 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 game gun, never use thinner, benzene or other harsh chemicals.
5. Do not point the game gun 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 game gun 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 game gun may not function properly. Either move the light or turn it off.
11. When playing a game that is not compatible with the game gun, always remove the game gun from control port 2.

Troubleshooting the game gun

When playing with the game gun, the following items may occur, but the gun may not be broken. Try these suggestions first:

Problem: The gun does not shoot.

- Adjust the brightness of the TV screen.
- Make sure the game gun plug is plugged into control port 2.
- Other (refer to the section "Cautions on use of the game gun")

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

- Adjust the brightness of the TV screen.
- Leave a distance of about 5-7 feet between the game gun and the TV screen.
- You can readjust the gun during gameplay by pressing START and aiming at the center of the crosshairs.

Problem: Shooting sometimes stops

- Adjust the brightness of the TV screen.
- Leave a distance of about 5-7 feet between the game gun 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.
- You can readjust the gun during gameplay by pressing START and aiming at the center of the crosshairs.

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 game gun specifications

Model name: Special game gun JE507-S01.

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.

Projection television warning

Warning!

Do not use with front or rear projection TV

Do not use a front or rear projection television with your Super Nintendo Entertainment System® ("Super NES"), or any Super NES® games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in Super NES or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Epilepsy warning

Warning!

Read before using your Super NES system

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the Super NES system. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you, or anyone in your family, has an epileptic condition. IMMEDIATELY discontinue use and consult your physician if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness, and/or convulsions.

Hardware precautions/maintenance

- 1) Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck. Load **ONLY** Super NES Game Paks into the Super NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game.
- 2) Do not use any power plug other than the AC adapter provided with your Super NES. The AC adapter may become warm during use; this is normal and no cause for concern.
- 3) Do not use any RF switch other than the one included with your Super NES.
- 4) Do not disassemble or try to repair the Super NES components. Doing so voids your warranty.
- 5) After you have finished playing, be sure to remove the Game Pak from the Control Deck.
- 6) Do not store the Control Deck in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
- 7) Do not drop, hit or otherwise abuse the Super NES components.
- 8) Do not leave the Control Deck turned on for extended periods when not in use.
- 9) When disconnecting any plugs from the Control Deck, first turn the Control Deck off. Then carefully pull by the plug itself, rather than by the cord. Do not step on, sharply pull or bend any wires or cables.
- 10) Do not expose the Control Deck, Game Paks or any other of the Super NES components to extreme heat or cold.
- 11) Do not spill liquids on the Control Deck, Game Paks or any of the Super NES components. To clean, use a soft, slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)
- 12) Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.

Game Pak precautions/maintenance

- 1) If you are playing for a long time, take a 10 to 15 minute break every hour.
- 2) The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.
- 3) Avoid touching the connectors with your fingers. Do not blow on them or allow to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- 4) Do not clean with benzene, paint thinner, alcohol or any other solvent.
- 5) Always store the Game Pak in its protective sleeve when not in use.
- 6) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the Super NES Cleaning Kit™ only. Cleaning kits are available at all AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center locations and at most retailers.

Handling your game pak

- The Super NES Game pak is intended for use exclusively for use with the Super NES[®] 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 Super NES Game pak.

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.

Ordering a Player-2 game gun

You can order a second game gun and get your family and friends involved in the fun of Konami's **Lethal Enforcers!** Just send a cheque or postal order (made payable to: Konami(UK) Ltd.):

**Konami (UK) Ltd.
14A Union Street
Newton Abbot
Devon TQ12 2JS**

Please allow up to 28 days for delivery.

Yes, I want to order a Player-2 game gun for my **Lethal Enforcers** game. Enclosed is a cheque or postal order made payable to:

Konami(UK) Ltd.

Quantity __ Player-2 game gun (@£17.99 each)..... £ ____
(Postage and packing included)

Total..... £ ____

Name _____

Address _____

City _____ Post Code _____

Phone(____) _____ *Send cheque or postal order to:*

Birth day ____ / ____ / ____

Day Month Year

**Konami (UK) Ltd.
14A Union Street
Newton Abbot
Devon TQ12 2JS**

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:

0626 56789

☎ All calls charged at standard rate

☎ Children under 18 years old must have the permission of a parent or legal guardian before calling.

Guarantee

Konami guarantees that this Super Nintendo Game Pak and Game Gun are supplied by them in full working order and free from any defect. If the Game Pak or Game Gun fail to work or develop a fault within 90 days from purchase, Konami undertakes to replace or repair it.

In such cases, return your Game Pak or Game Gun by post to the address below together with a till receipt or other proof of purchase. Please describe the problem as fully as possible. Don't forget to include your name, address and telephone number.

This guarantee does not apply if the Game Pak or Game Gun have been damaged by misuse, tampered with or through any reason other than a manufacturing fault.

Konami (UK) Ltd, Konami House, 54A Cowley Mill Road, Uxbridge, Middlesex UB82QE

For any further information on this or other Konami Game Paks call the Konami Hotline on 0626 56789