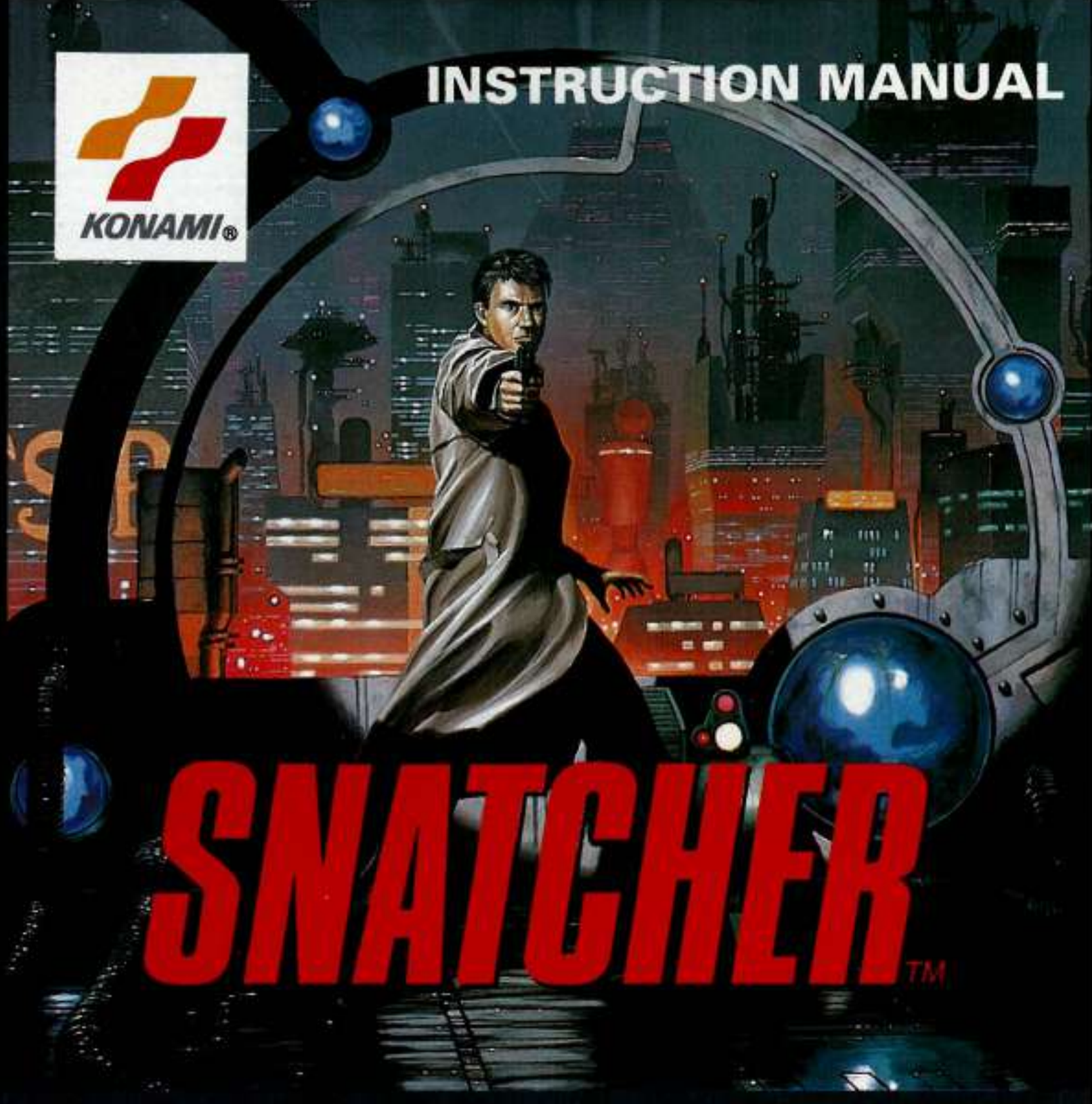
MEGA-CD

KONAMI®

INSTRUCTION MANUAL



SNATCHER™

SEGA

This game is licensed by Sega Enterprises, Ltd. for play on the SEGA MEGA-CD™ SYSTEM.

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

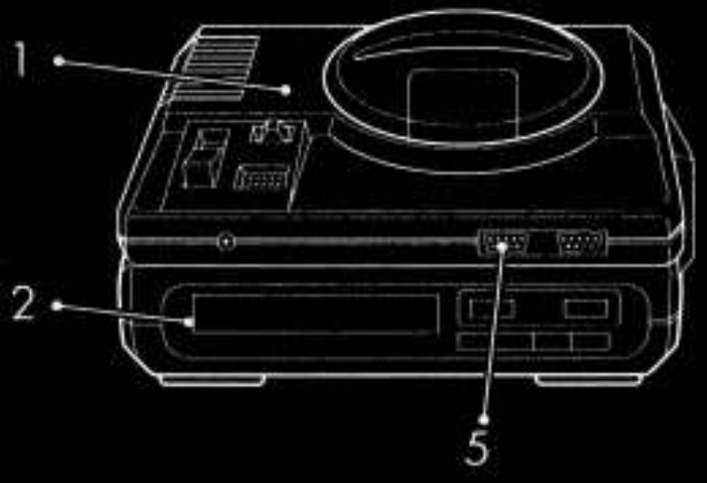
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

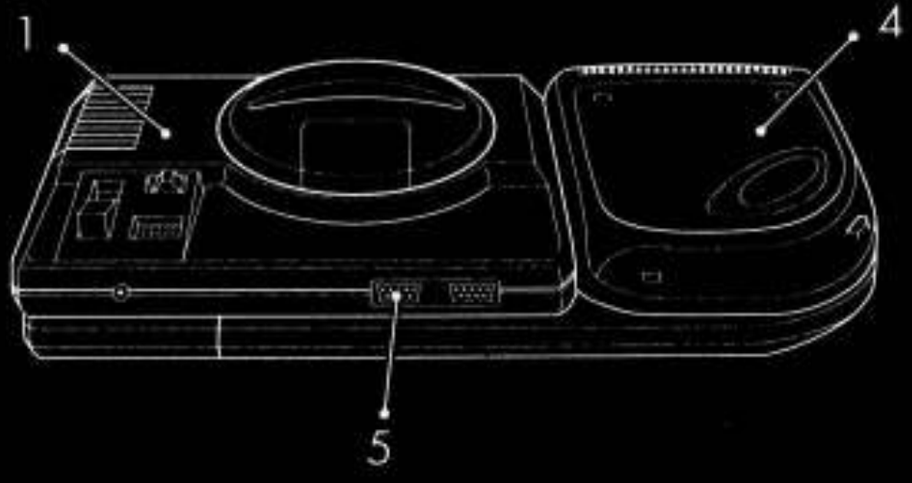
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



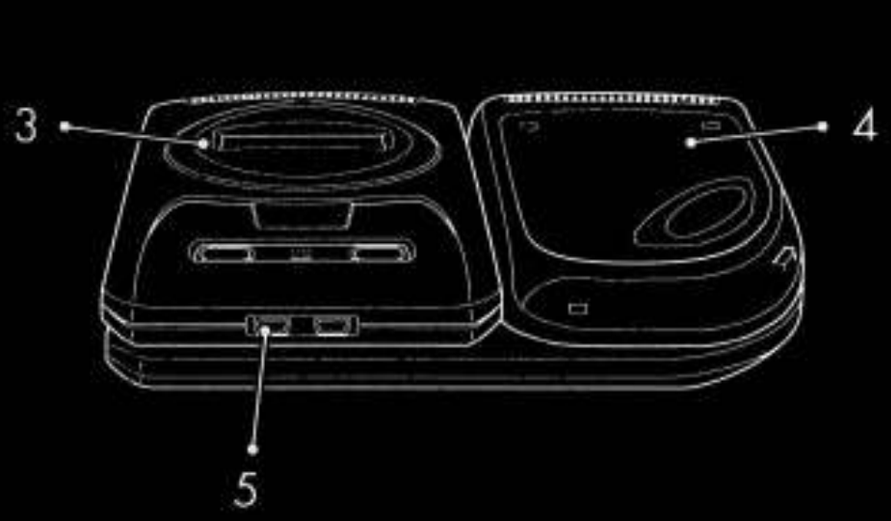


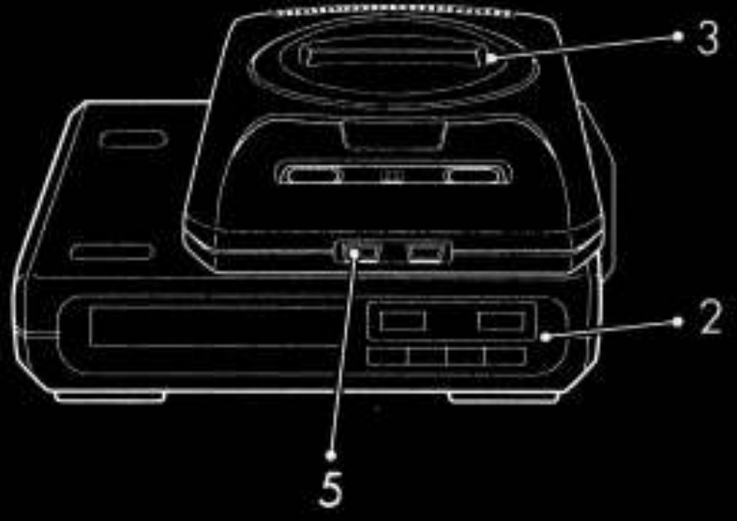
Starting Up: How to Use Your Mega-CD/Mega-CD II

★ This CD-ROM can only be used with the MEGA-CD or MEGA-CD II system. **Do not attempt to play this CD-ROM on any other CD player** — doing so may damage the headphones and speakers.

1. Set up your Mega-CD or Mega-CD II system by following the instructions in your Mega-CD or Mega-CD II Instruction Manual. Plug in Control Pad 1.
2. Turn the system ON. The Mega-CD animated display will appear. If nothing appears on the screen, turn the system OFF and make sure it is set up correctly.
3. Press Button C on the Mega Drive Control Pad, and the on-screen Control Panel will appear. If you have the original Mega-CD system, use the D-Button to select OPEN and press Button C to open the CD tray. If you have a Mega-CD II system, press the OPEN button on the Mega-CD II console to open the CD tray.
4. Place the disc in the well of the CD drive and press Button C to close the CD tray (original Mega-CD) or manually close the CD door (Mega-CD II). The words "CD-ROM" will appear on the Control Panel.
5. Use the D-Button to move the cursor onto CD-ROM and press Button C. The opening screens of the game will appear.
6. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Mega Drive or Mega Drive II console to display the on-screen Control Panel.

1 Mega Drive System
2 Mega-CD System
3 Mega Drive II System
4 Mega CD II System
5 Control Pad 1



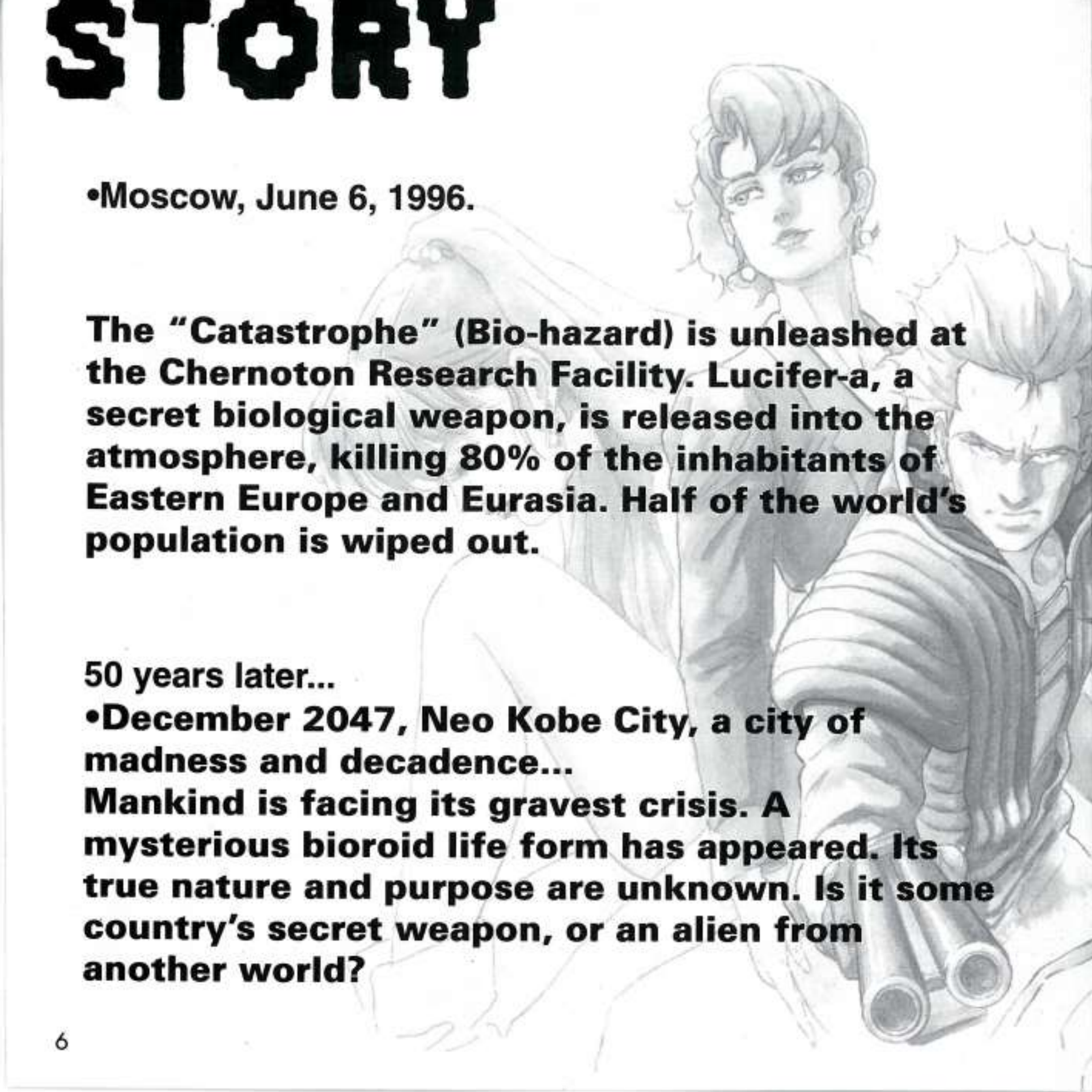


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STORY

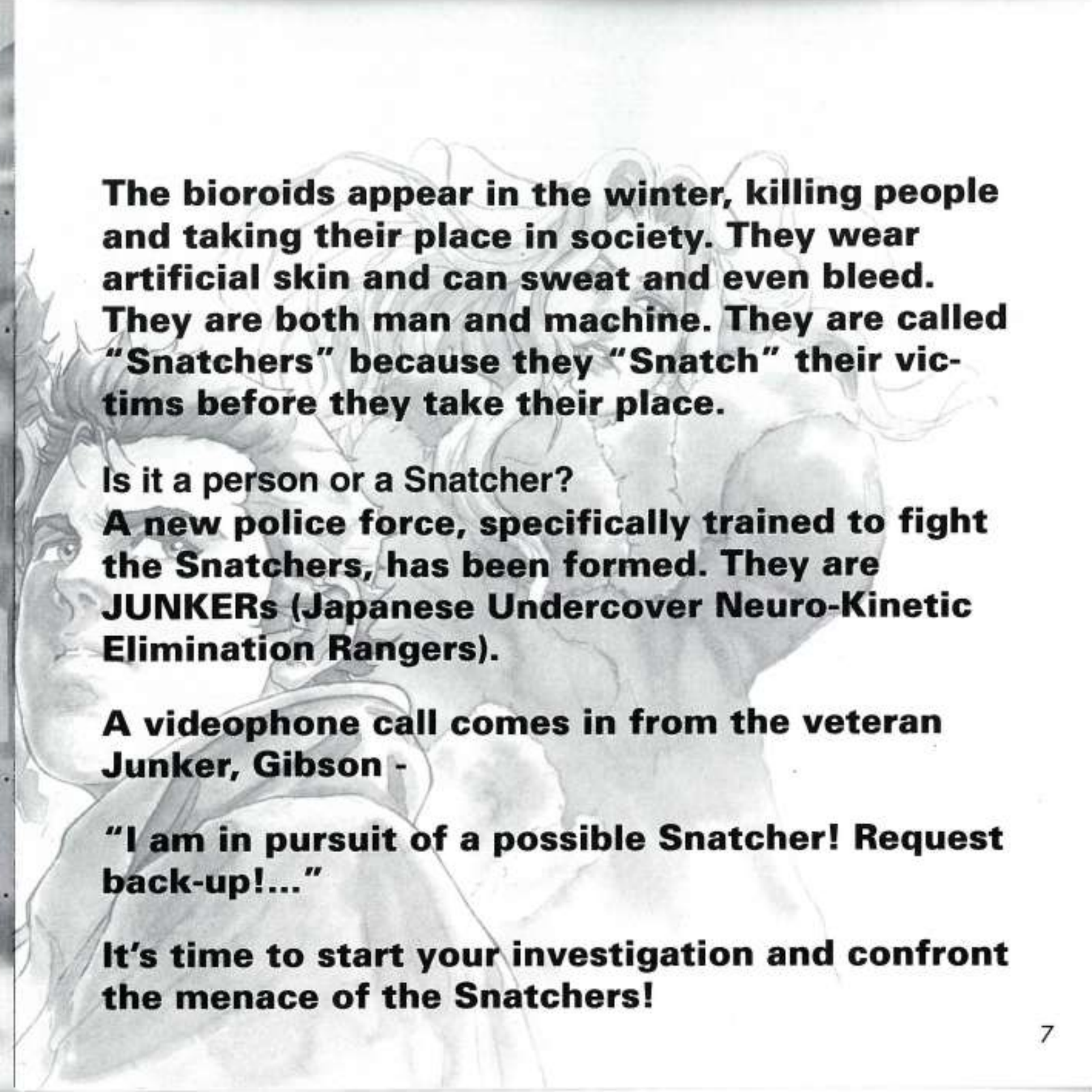


•Moscow, June 6, 1996.

The "Catastrophe" (Bio-hazard) is unleashed at the Chernoton Research Facility. Lucifer-a, a secret biological weapon, is released into the atmosphere, killing 80% of the inhabitants of Eastern Europe and Eurasia. Half of the world's population is wiped out.

50 years later...

•December 2047, Neo Kobe City, a city of madness and decadence...
Mankind is facing its gravest crisis. A mysterious bioroid life form has appeared. Its true nature and purpose are unknown. Is it some country's secret weapon, or an alien from another world?



The bioroids appear in the winter, killing people and taking their place in society. They wear artificial skin and can sweat and even bleed. They are both man and machine. They are called "Snatchers" because they "Snatch" their victims before they take their place.

Is it a person or a Snatcher?
A new police force, specifically trained to fight the Snatchers, has been formed. They are JUNKERs (Japanese Undercover Neuro-Kinetic Elimination Rangers).

A videophone call comes in from the veteran Junker, Gibson -

"I am in pursuit of a possible Snatcher! Request back-up!..."

It's time to start your investigation and confront the menace of the Snatchers!

SETTING UP

1. Insert your Sega CD ROM into your Sega CD tray, label side up.
2. After the Konami logo appears, the "SNATCHER" title will appear. If you are playing the game for the first time, choose "NEW GAME".



If you have a saved game already recorded, then you can choose either "NEW GAME" or "CONTINUE".
3. After this, the opening demo will start up. When the demo is over, the game will begin.

CONTINUING FROM A SAVED GAME

1. Choose "CONTINUE" on the Title Screen and press the Start Button to load the Saved Game Window.



2. Choose the saved game you want to start from, from among up to 4 saved games, by pressing the Start Button.
3. After the data is loaded, the Option Screen will be displayed.

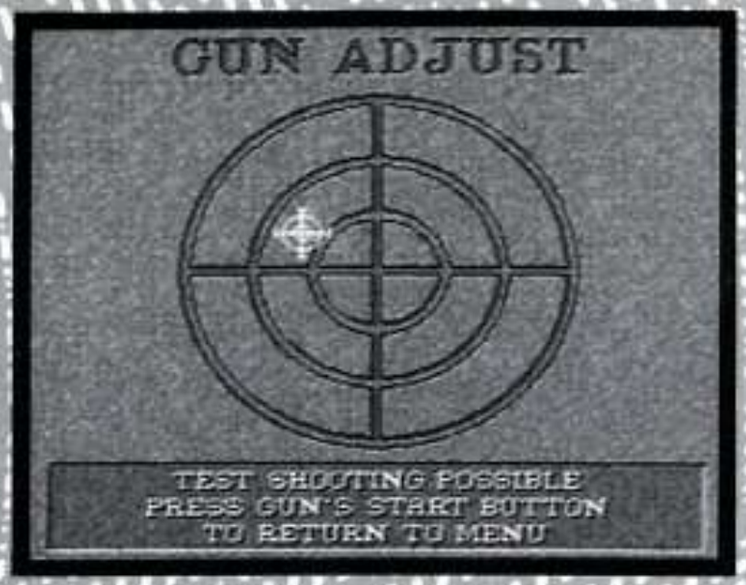
NOTE: See page 16 for information on saving and backing up games.

OPTION SCREEN

(Displayed when you select either "New Game" or "Continue".)



1. DEVICE
If the "Justifier" 1P gun is connected to the Sega-CD, you can select "Joypad & Gun".
2. CONTROLS
Allows you to customize your joypad buttons (A-C) in any way you wish.
3. SOUND
Choose either stereo or mono sound.
4. GUN ADJUST
(Can only be selected if you have selected "Joypad & Gun" from "DEVICE".)
If you press the C button here, you will enter the GUN ADJUST screen.
4.1 On the 1st shot, aim for the center of the target.



The position of your gun's sensor will then be registered as the center.
4.2 For the 2nd and following shots, you may aim freely as you shoot to get the feel of the gun.
4.3 If you press the gun's Start button, you will return to the Option Screen.
5. QUIT
Select this to start the game.

GAME OVER

1. When your Life Gauge is reduced to zero, the game will be over.
2. When Shooting Mode is over, the player's life is automatically regenerated.
NOTE: After Game Over, "CONTINUE INVESTIGATION" and "QUIT INVESTIGATION" are displayed.

USING THE CONTROLLER (DEFAULT)

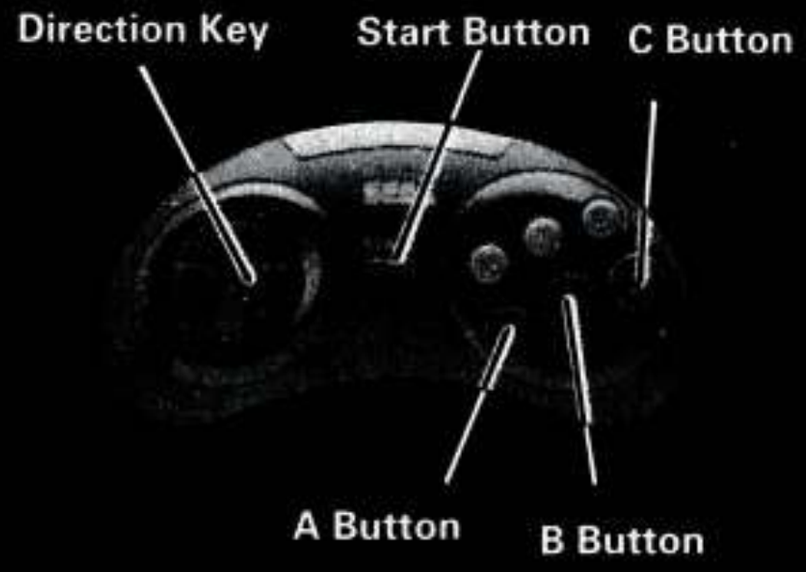
Direction key:
Select command (move cursor)
Shooting Mode: move crosshair
Input mode: select letters, numbers

C Button:
Choose command
Continue dialogue
Input mode: choose letters, numbers

B Button:
Cancel command
In INPUT MODE, acts as backspace

Start Button:
Game start

A Button:
Used in shooting mode:
•Show crosshairs (draw blaster)
•Press again to holster blaster



•When shooting mode is over, the crosshairs will automatically disappear.

ABOUT COMMANDS

Most of this game involves choosing commands from the command menu at the bottom of the screen. The commands change depending on your location in the game. Move the cursor with the direction key to highlight the command you wish to use, then press the C Button to choose or the B Button to cancel the command. Depending on the command you use, a sub-command may appear.

Since the commands are the main part of this game, you should make sure you understand their meaning properly before you go on to play.



BASIC COMMANDS

MOVE: Player moves from current location to another location.

LOOK: Player observes the people and/or things in the area.

INVESTIGATE: Player examines person or thing more closely. It is possible to get more information than by simply "looking".

TALK: Player talks with a character.

ASK: Player makes not only just vague conversation, but also asks concrete questions.

POSSESSIONS: Player can look at, investigate, and show another character his possessions or evidence.

USE METAL GEAR: Player can save the game or use the videophone.

NOTE: Other commands appear depending on player's location - think carefully before you use these.

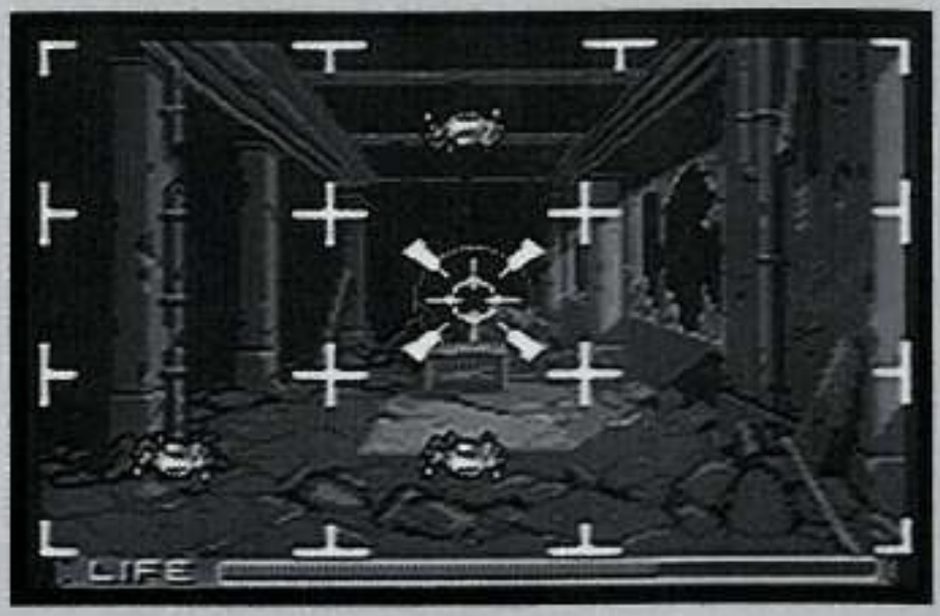
SHOOTING MODE

This game also involves a Shooting Mode. Further in the story, the player will confront Snatchers and it will be necessary to clear these stages in order to advance further. If you are killed by a Snatcher, the game is over.

Shooting Mode Instructions

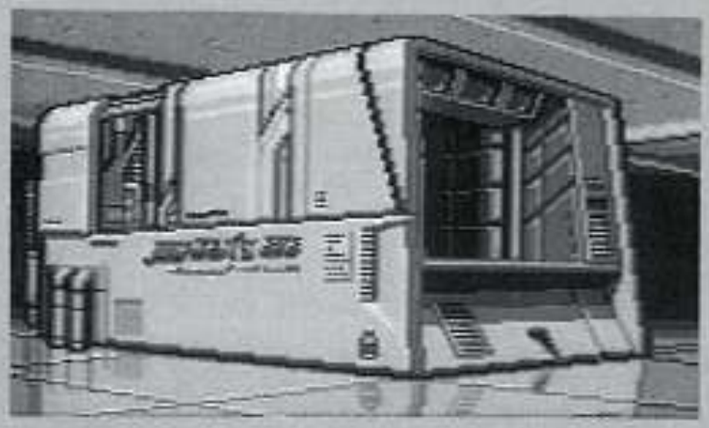
1. During Shooting Mode, press the A Button to draw your blaster. When you do so, a crosshairs will appear and the screen will be divided into a grid with 9 "sectors".
2. Use the Direction Key to move the crosshairs and the C Button to shoot.
3. If you are using the "Justifier", press the gun's Start button to turn off the gun's safety and pull the trigger to shoot.

NOTE: When the enemy shoots you, the game screen will become red briefly. Be careful. When you are hit, your life gauge will go down.

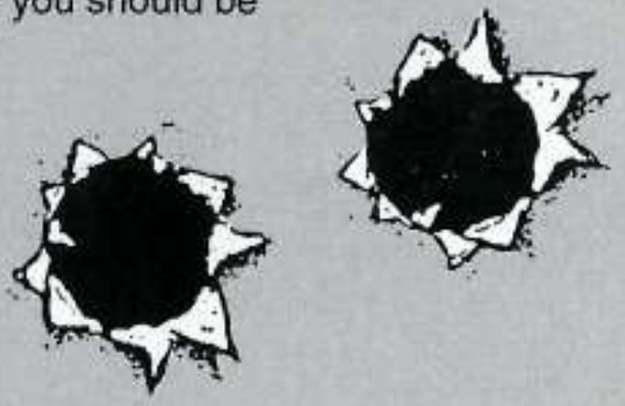


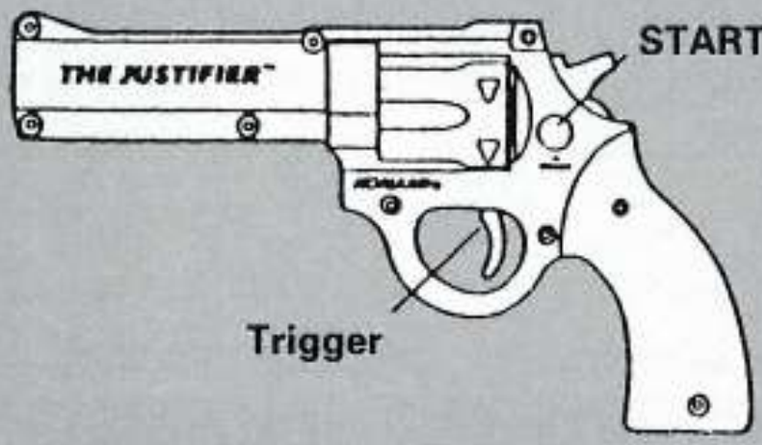
Using "The Justifier"

The game gun called "THE JUSTIFIER", which is included in the "LETHAL ENFORCERS" Mega CD package, can also be used with "SNATCHER". Using "The Justifier", you can experience what it is like to be Gillian Seed and enjoy this game even more.



You can always practice your shooting in the Shooting Range at Junker HQ, on the "Junker's Eye" system. In order to do battle with the Snatchers, you should be well prepared.





You must leave the 1P Control Pad connected to the 1P port. Connect "The Justifier" to the 2P port on your Mega Drive.

The 2P "Justifier", sold separately, is only for use with LETHAL ENFORCERS. IT CANNOT BE USED WITH THE "SNATCHER" GAME.
In case the gun doesn't fire, make sure that you are approximately 3-6 feet away from the television. Also, increase the brightness and/or contrast level of the television screen if the gun occasionally doesn't fire.

JUNKER'S EYE

On the Junker's Eye system, there is no enemy. Prepare for real battle on this practice system. The Junker's Eye system has three levels of difficulty - Beginner, Intermediate and Advanced. The level of difficulty is automatically adjusted based upon your performance.



INPUT MODE

There are times in the game when it is necessary to input letters or numbers.

Input Method

When it is necessary to input letters or numbers, an "input window" will appear. Use the Direction Key to highlight the letter or number and press the C Button to choose. When input is finished, choose "DONE" or press the Start Button.



JORDAN

You need to input a name to use JORDAN's "ID File". When you choose "ID File", an "input window" will be displayed.

Use the Direction Key to highlight and the C Button to choose a letter. If you wish to erase a letter, choose " " or press the B Button.



VIDEOPHONE

You need to input a videophone number to use the Videophone. When you choose the sub-command "Use Videophone" under the "Use Metal Gear" command, an "input window" (Push-button phone type) will be displayed. Use the Direction Key to highlight a number and the C Button to choose.







ABOUT SAVE AND BACKUP

The Mega CD is equipped with internal backup RAM, but if you press any button during the Mega CD demo screen (the demo which comes up when you turn on the Mega CD without putting a CD ROM in the tray), the CD - Player screen will be displayed. Then, if you choose "OPTION", you can erase your saved data or return the game to its original settings.
If you get the "LACK OF MEMORY" message, you can still play the game, but you won't be able to save during game play. To be able to save, you will have to erase some data from the memory first. To do so, choose "ERASE" and then choose the data you want to remove. Choose "FORMAT" to erase all of the recorded data.

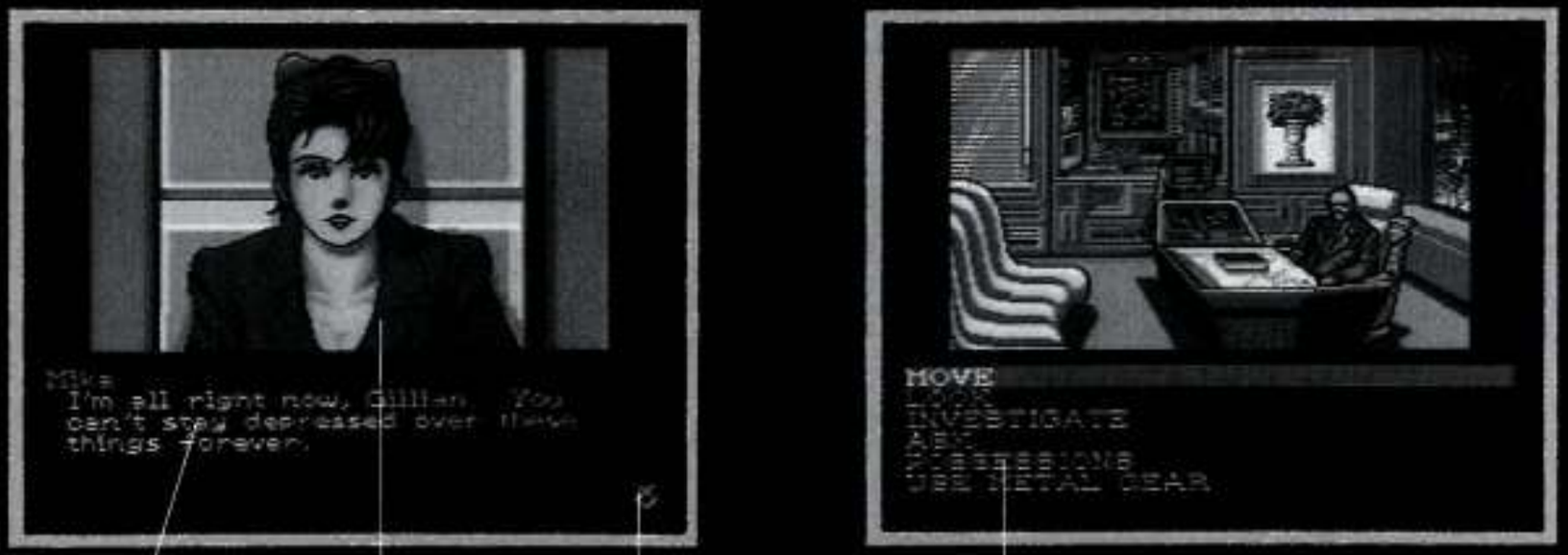
HOW TO SAVE

1. During the game, if Metal Gear is nearby, select the command "USE METAL GEAR" and press the C Button. The sub-command "SAVE" will appear. Select "SAVE" and press the C Button. Your game will then be saved at this point. When Metal Gear is not around, you cannot save the game.
2. When you choose "SAVE", the save files are displayed. Choose one of the empty files and press the C Button. Up to 4 locations can be saved. Sometimes, if there isn't enough memory available, you won't be able to use all 4 save files. In that case, erase some game data first, in the way described above, to make more memory available.





SCREEN ORGANIZATION



VISUAL: Pictures and animation are displayed here.

MESSAGE: Character dialogue is displayed here. Before the dialogue, the name of the character speaking is displayed. When you see the Continue Mark, press the C Button to see the rest of the message.

COMMAND: Your Command options are displayed here. Use the cursor to highlight and the C Button to choose your command.

NOTE: Read more about commands on page 11.

LIFE GAUGE: Only displayed in the shooting scenes.

NOTE: Read more about shooting scenes on pages 12-13.

GAME ORGANIZATION

This game is divided into 3 Acts.

ACT 1 SNATCH

The investigation proceeds as you gather information and make deductions.

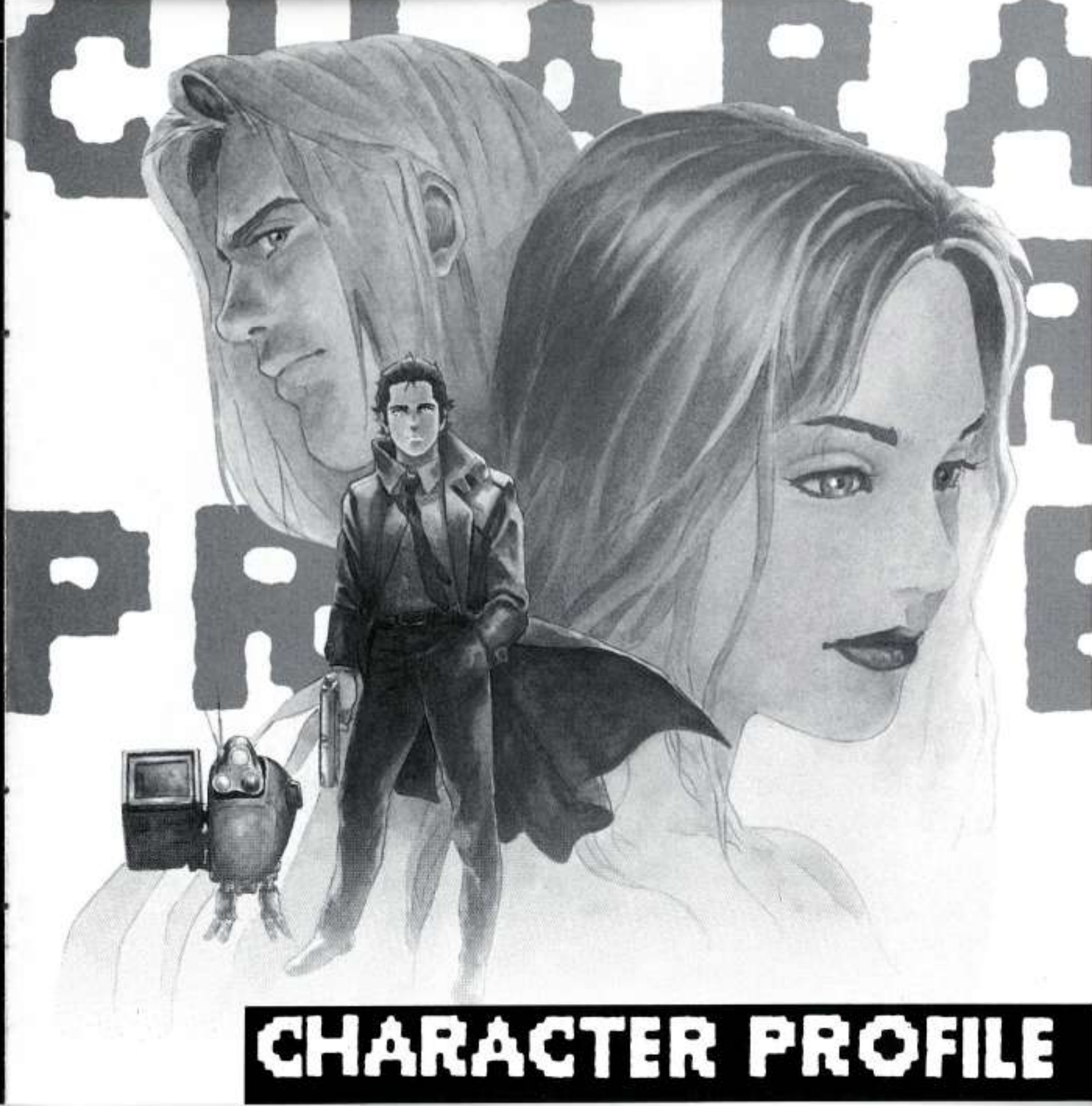
ACT 2 CURE

Solve puzzles and blast your way through shooting scenes in this thrilling act.

ACT 3 JUNK

Unravel the mystery of the Snatchers in this dramatic ending.

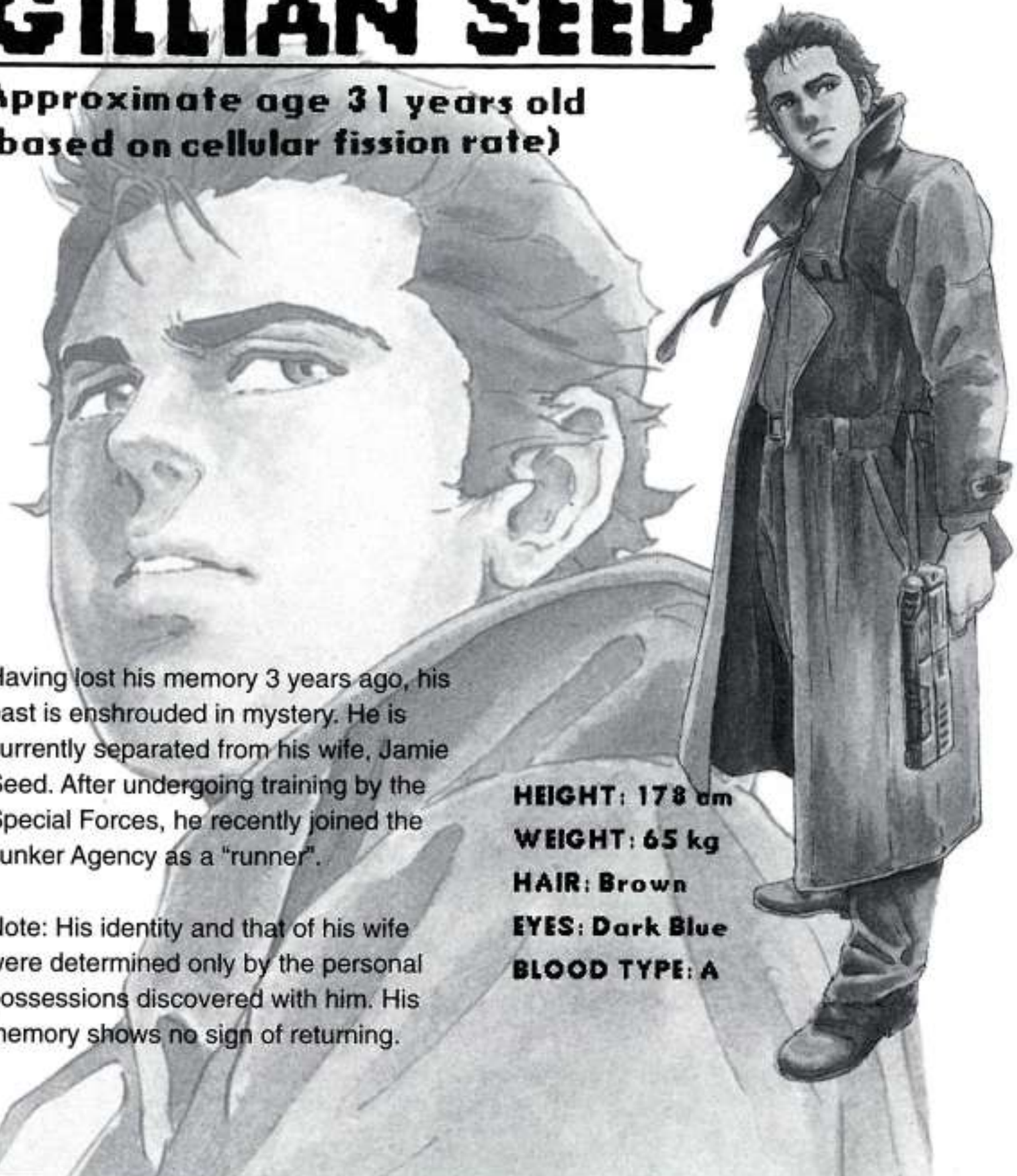




CHARACTER PROFILE

GILLIAN SEED

Approximate age 31 years old
(based on cellular fission rate)



Having lost his memory 3 years ago, his past is enshrouded in mystery. He is currently separated from his wife, Jamie Seed. After undergoing training by the Special Forces, he recently joined the Junker Agency as a "runner".

Note: His identity and that of his wife were determined only by the personal possessions discovered with him. His memory shows no sign of returning.

HEIGHT: 178 cm
WEIGHT: 65 kg
HAIR: Brown
EYES: Dark Blue
BLOOD TYPE: A

JAMIE SEED

Approximate age 29 years old
(Based upon cellular fission rate)



Gillian's estranged wife. She also lost her memory 3 years ago. She and Gillian split up due to their inability to deal with the problems resulting from their memory loss. Jamie is a very compassionate and caring person. She works at Neo Kobe Pharmaceuticals.

HEIGHT: 170 cm
WEIGHT: ?
HAIR: Blonde
EYES: Emerald Blue
BLOOD TYPE: A

RANDOM HAJILE

Age unknown

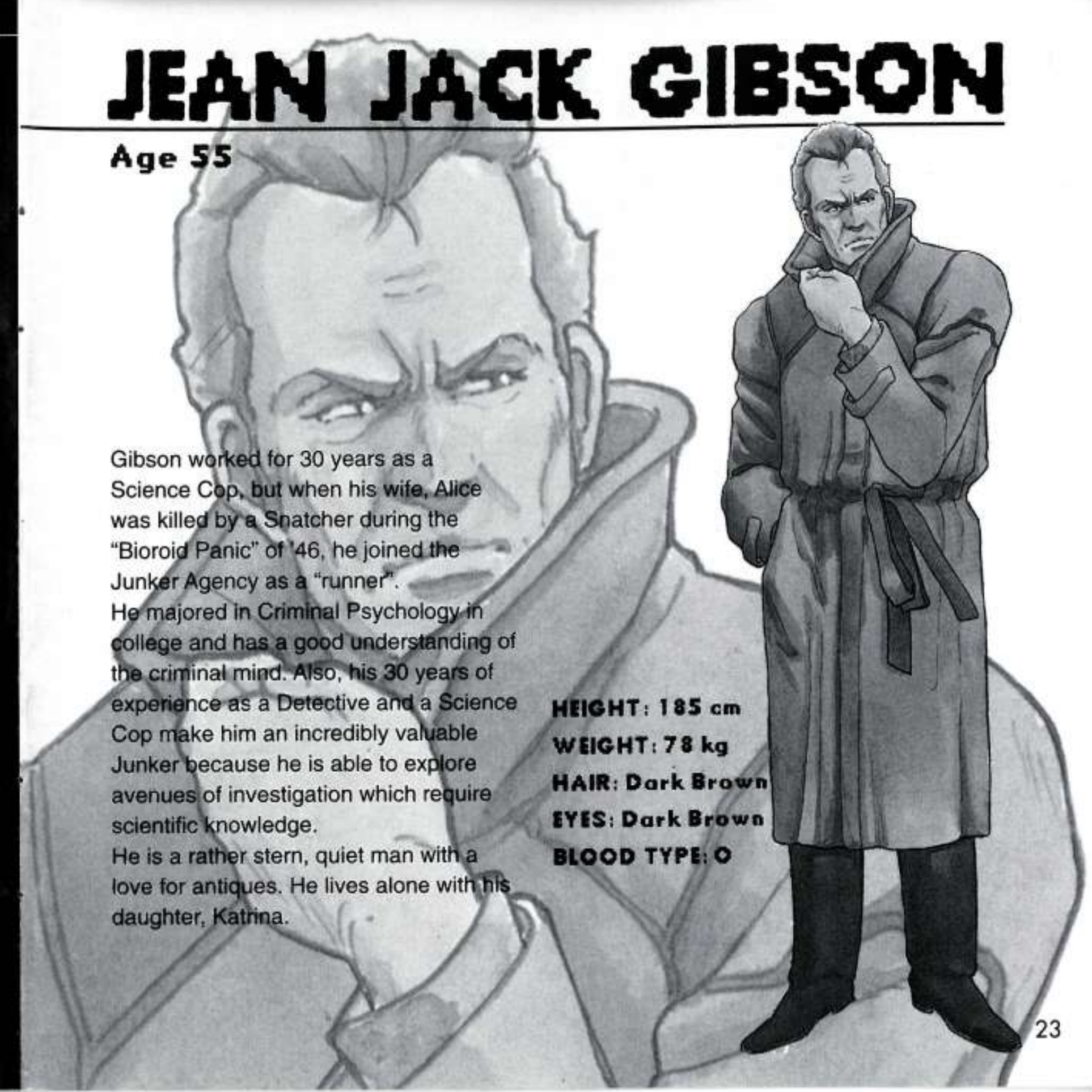


HEIGHT: 175 cm
WEIGHT: 65 kg
HAIR: Silver
EYES: Blue
BLOOD TYPE: Unknown

The enigmatic, expert "Bounty Hunter" who has already "disposed" of 3 Snatchers.

JEAN JACK GIBSON

Age 55

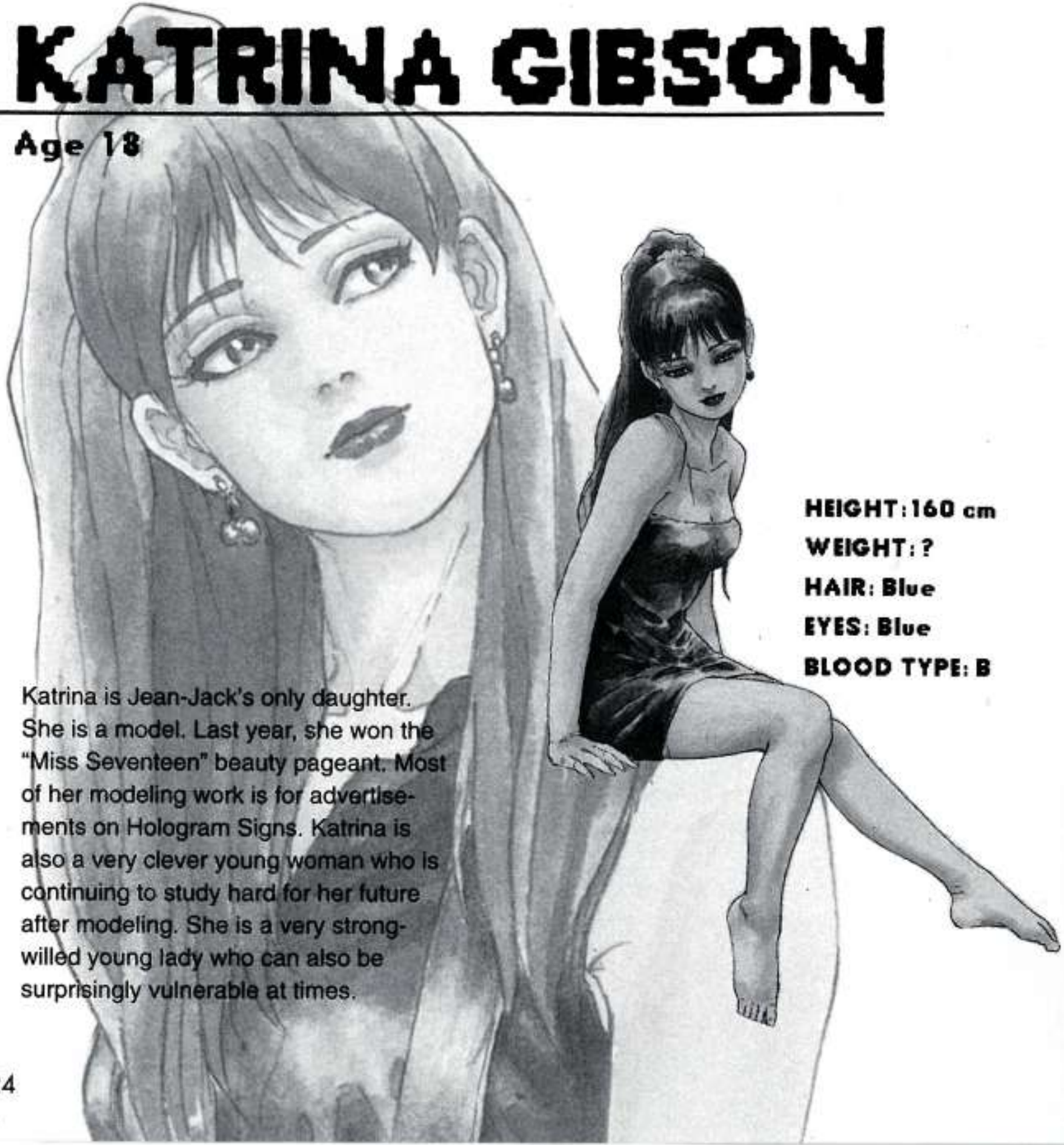


Gibson worked for 30 years as a Science Cop, but when his wife, Alice was killed by a Snatcher during the "Bioroid Panic" of '46, he joined the Junker Agency as a "runner".
He majored in Criminal Psychology in college and has a good understanding of the criminal mind. Also, his 30 years of experience as a Detective and a Science Cop make him an incredibly valuable Junker because he is able to explore avenues of investigation which require scientific knowledge.
He is a rather stern, quiet man with a love for antiques. He lives alone with his daughter, Katrina.

HEIGHT: 185 cm
WEIGHT: 78 kg
HAIR: Dark Brown
EYES: Dark Brown
BLOOD TYPE: O

KATRINA GIBSON

Age 18

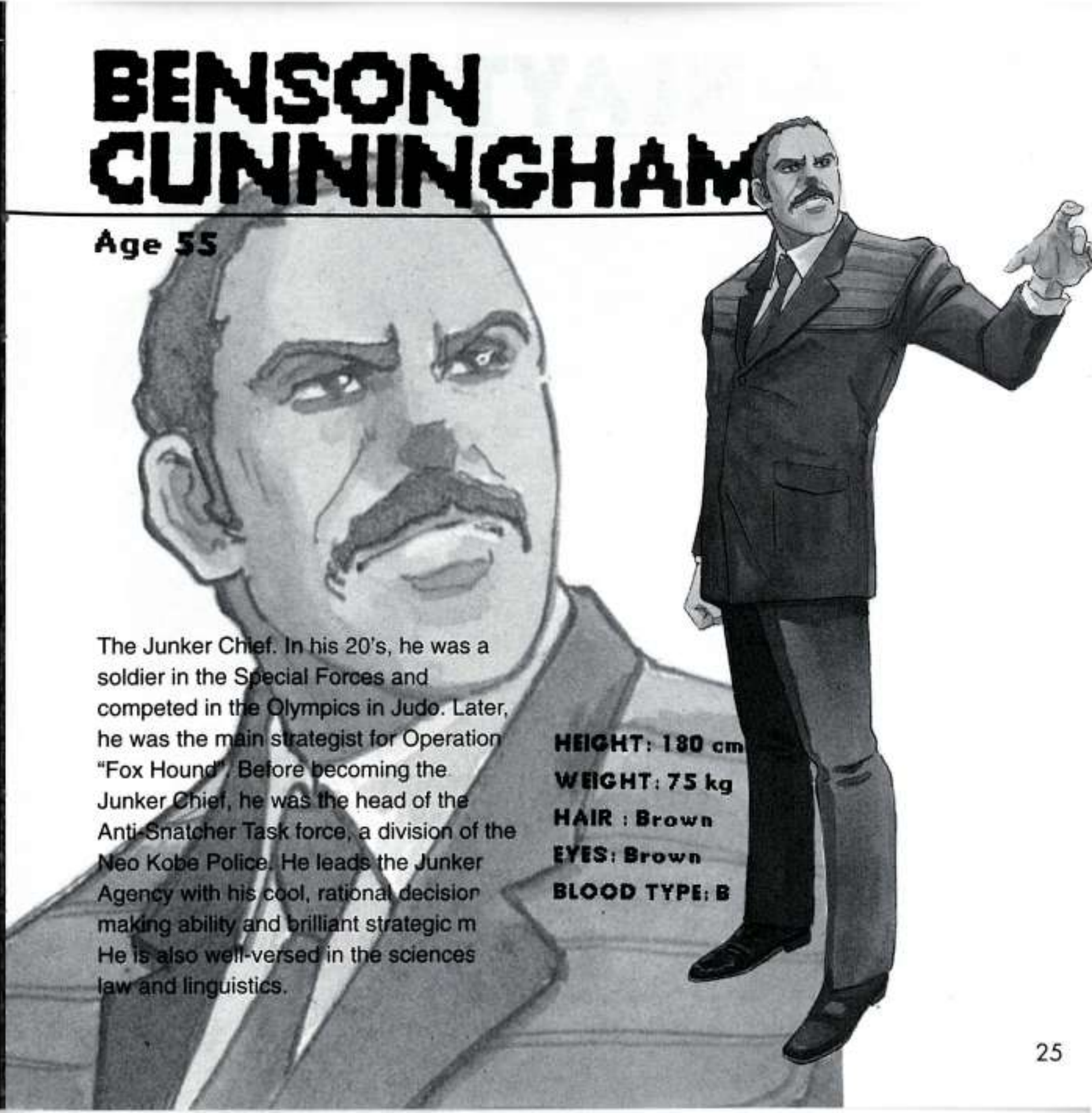


HEIGHT: 160 cm
WEIGHT: ?
HAIR: Blue
EYES: Blue
BLOOD TYPE: B

Katrina is Jean-Jack's only daughter. She is a model. Last year, she won the "Miss Seventeen" beauty pageant. Most of her modeling work is for advertisements on Hologram Signs. Katrina is also a very clever young woman who is continuing to study hard for her future after modeling. She is a very strong-willed young lady who can also be surprisingly vulnerable at times.

BENSON CUNNINGHAM

Age 55

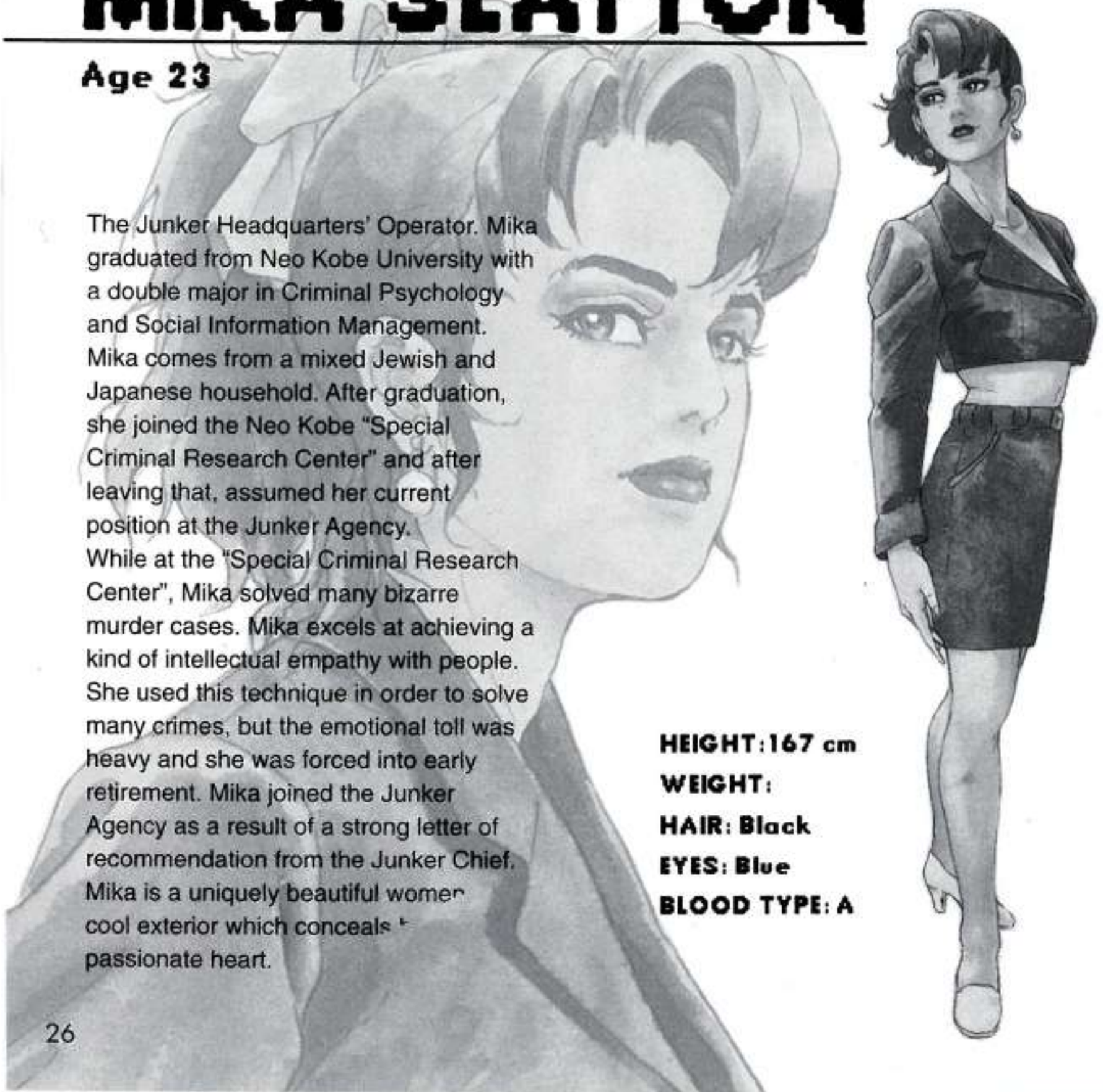


The Junker Chief. In his 20's, he was a soldier in the Special Forces and competed in the Olympics in Judo. Later, he was the main strategist for Operation "Fox Hound". Before becoming the Junker Chief, he was the head of the Anti-Snatcher Task force, a division of the Neo Kobe Police. He leads the Junker Agency with his cool, rational decision making ability and brilliant strategic m He is also well-versed in the sciences law and linguistics.

HEIGHT: 180 cm
WEIGHT: 75 kg
HAIR : Brown
EYES: Brown
BLOOD TYPE: B

MIKA SLAYTON

Age 23

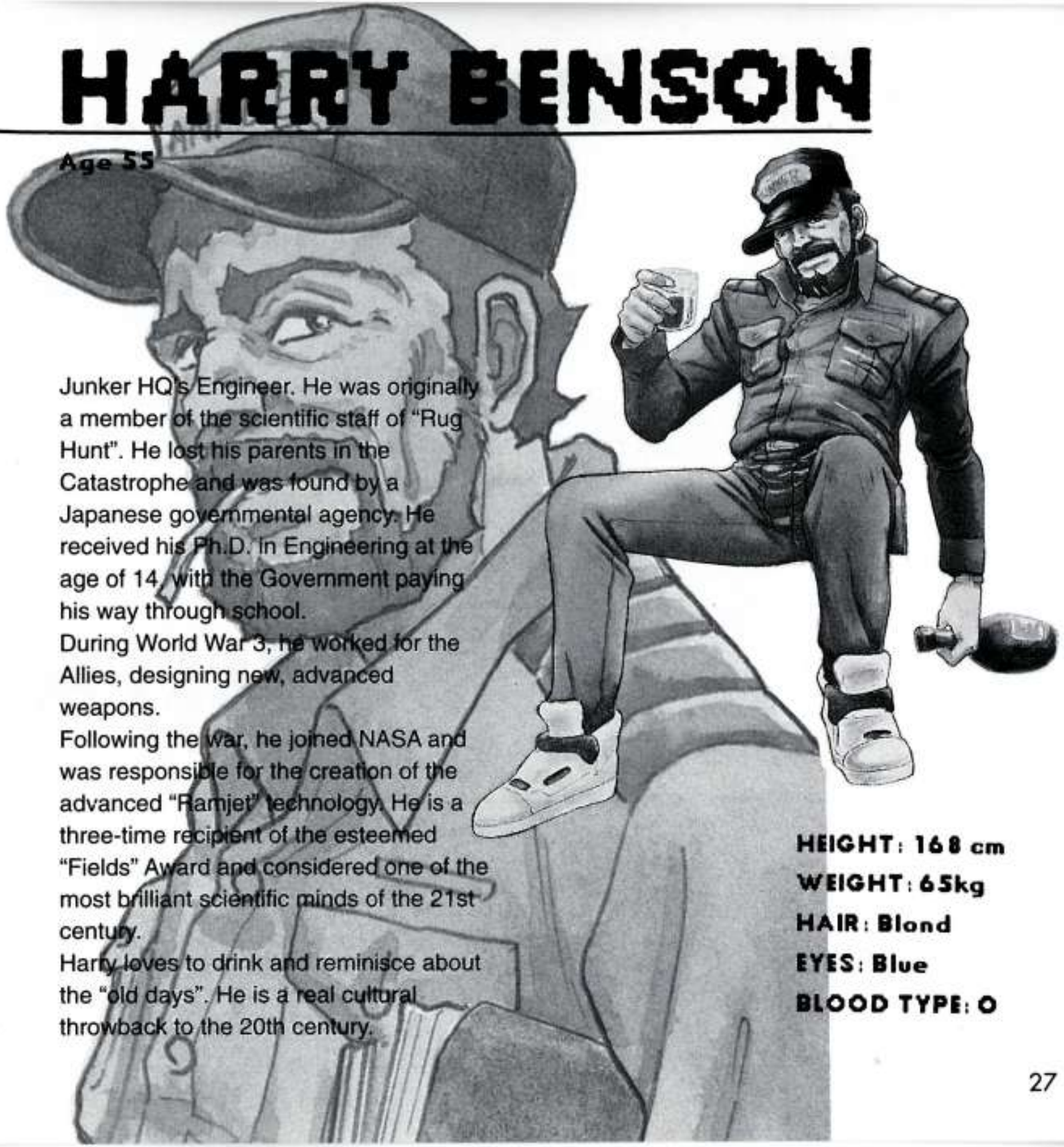


The Junker Headquarters' Operator. Mika graduated from Neo Kobe University with a double major in Criminal Psychology and Social Information Management. Mika comes from a mixed Jewish and Japanese household. After graduation, she joined the Neo Kobe "Special Criminal Research Center" and after leaving that, assumed her current position at the Junker Agency.
While at the "Special Criminal Research Center", Mika solved many bizarre murder cases. Mika excels at achieving a kind of intellectual empathy with people. She used this technique in order to solve many crimes, but the emotional toll was heavy and she was forced into early retirement. Mika joined the Junker Agency as a result of a strong letter of recommendation from the Junker Chief. Mika is a uniquely beautiful women cool exterior which conceals passionate heart.

HEIGHT: 167 cm
WEIGHT:
HAIR: Black
EYES: Blue
BLOOD TYPE: A

HARRY BENSON

Age 55



Junker HQ's Engineer. He was originally a member of the scientific staff of "Rug Hunt". He lost his parents in the Catastrophe and was found by a Japanese governmental agency. He received his Ph.D. in Engineering at the age of 14, with the Government paying his way through school.
During World War 3, he worked for the Allies, designing new, advanced weapons.
Following the war, he joined NASA and was responsible for the creation of the advanced "Ramjet" technology. He is a three-time recipient of the esteemed "Fields" Award and considered one of the most brilliant scientific minds of the 21st century.
Harry loves to drink and reminisce about the "old days". He is a real cultural throwback to the 20th century.

HEIGHT: 168 cm
WEIGHT: 65kg
HAIR: Blond
EYES: Blue
BLOOD TYPE: O

NAPOLEON



HEIGHT: 155 cm
WEIGHT: 70 kg
HAIR: Black
EYES: Dark Brown
BLOOD TYPE: AB

Age unknown

Gibson's informer. He appears to be a Chinese man and sneezes habitually. He came to Neo Kobe City after the Catastrophe as an immigrant. His true name and identity are unknown.



ISABELLA VELVET

HEIGHT: 175 cm
WEIGHT: ?
HAIR: Red
EYES: Blue
BLOOD TYPE: O

Age 24

A famous Hologram Vision Star. In 2045, she won the Best Supporting Actress Award at the Neo Kobe International Film Festival. In 2046, she won an award at the Cannes Film festival. She was discovered by director Ridley Scotty while dancing at the club Outer Heaven.


JUNKERS

CONCERNING JUNKERS

The bold lines of the Junker logo represent Strength and Justice. The Blaster below the "Junker" name is the symbol of the Junkers and represents Dignity and Power in a chaotic world.

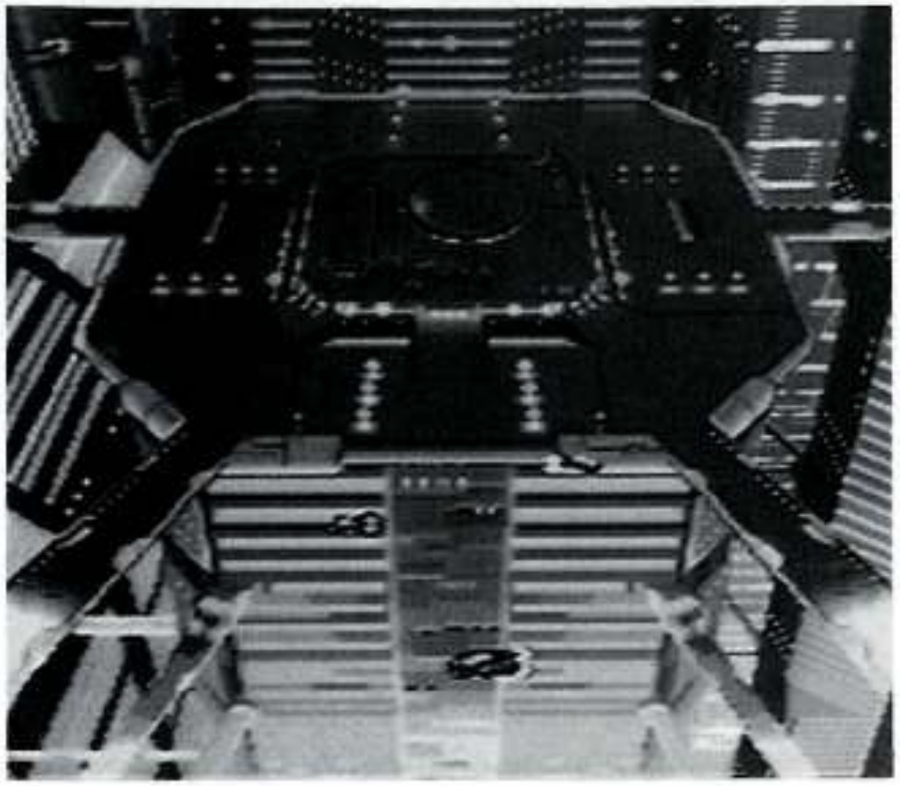


•Established in August, 2047
The Junker Agency, overseen by the Japanese Government, was formed jointly by the "Anti-Snatcher Special Police Task Force" and "Rug Hunt", a Governmental Intelligence Agency.

JUNKER HEADQUARTERS

JUNKER HQ

Address: Konami Omni Building 150th Floor
Port Island MT 7-3-2 Central District
Neo Kobe City Japan
Videophone number: 256-128



KONAMI OMNI BUILDING (NICKNAME: THE BIG CORN)

165 above-ground floors;
35 sub-floors.
Height: 630 meters
Designed by Carlotti-McGannon Mars Construction Research Center

Built in 2025 in a joint venture between Konami Co.,Ltd. and Omni Corporation. Due to the soft ground of Neo Kobe, skyscrapers of this size were previously impossible until the Omni Corporation began to employ the "Carlotti-McGannon Mars Construction Research Center". Since the "Big Corn's" construction, there has been a rapid expansion in the number of skyscrapers in Neo Kobe. However, the Konami Omni Building is still considered the "model" upon which all modern skyscrapers are based. It is called "Big Corn" due to its resemblance to the vegetable.

•The sub-floors 20-30 and the above-ground floors 10-20 and 100-120 are used as Parking Facilities. All floors are used by Governmental Agencies, and commercial ventures are not allowed.

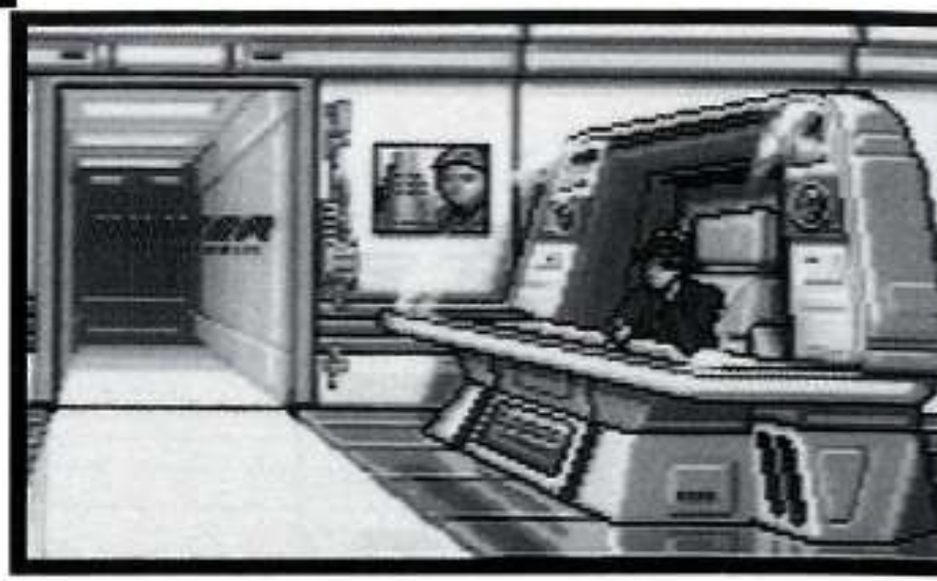


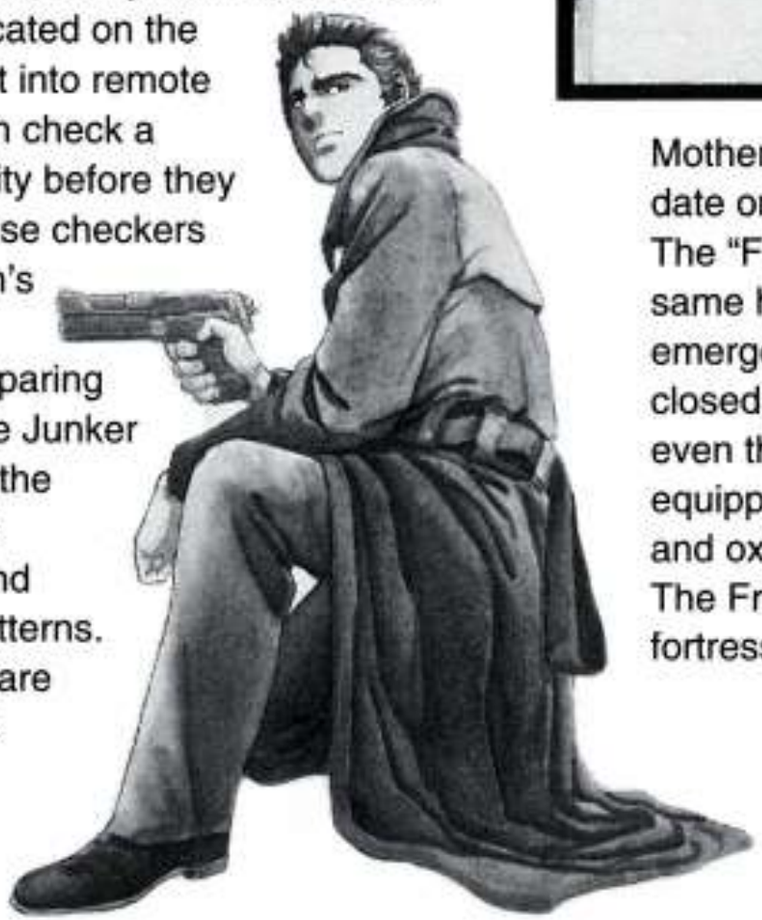
JUNKER

HQ FACILITIES

FRONT

This is the only entrance to Junker HQ. It is monitored 24 hours a day by remote monitors. Anyone who is not a member of the Junker Agency is prohibited entry. The Operator is on-duty during working hours to check visitor's identities. The door leading to the inner offices is protected by a heat-resistant shock shield. There are computerized sensors, "checkers", located on the doors and built into remote cameras which check a person's identity before they can enter. These checkers verify a person's identity by means of comparing the data on the Junker I.D. Card with the person's voice print, retinal and brain-wave patterns. The checkers are linked with the Alpha-One Mother Computer and thus are kept up-to-date on all data entries.





The "Front Pod" is also protected by the same heat-resistant shock shield and in emergencies, its "Security Shutter" can be closed. This shutter is able to withstand even the attack of a tank. The Pod is equipped with a three-day supply of water and oxygen in the case of an emergency. The Front Pod may be considered a "mini-fortress".

CHIEF'S ROOM

This is the Junker Chief's office. Here, the Chief receives real time data from the Navigators as well as from all of the rooms in Junker HQ. From this room, the Chief is able to give immediate orders to any of his people in a timely fashion. This room may be considered the Strategic Planning Center.



DETECTIVE'S ROOM



This is where the "Runners" work. The Runners have the most dangerous job of all the Junker Staff, but in this room, they can review all of the information they have gathered in the course of the investigation. The room has computer terminals which can download data from Alpha-One. Each Runner also has a desk and a locker for his personal use.

JUNKER

COMPUTER ROOM

"Jordan", the computer which manages Junker Headquarters, is located here. It is networked with Alpha-One, the Computer which controls Neo-Kobe City, and therefore all types of information and the most recent data is available.



JORDAN

JUNKER ON-LINE REGIONAL DATA ACCESS NETWORK.
This is Junker HQ's Mother Computer. It is linked to all databases throughout the country and can access all sorts of information.

Jordan is a model RM-1013 Artificial-Intelligence based Bio-Computer.
A-I (ARTIFICIAL INTELLIGENCE) SYSTEM RX-202:
Jordan employs the most recent A-I system, RX-202, and its higher functions are divided into 6 main "sections":

1. Self-Programming Ability
2. Intelligent Interface
3. Automatic Translation
4. Advanced Problem-Solving
5. Expert System Analysis
6. Intelligent Peripheral Management (robotics)

BIO-COMPUTER

Jordan is an organic computer which uses a CPU constructed from organic macro-molecules and functional macromolecules and developed using the latest protein-design techniques.

PARKING FACILITIES

The Junker Parking facilities are located on the 150th floor of the Konami Omni Building. The Turbocycles and the special pursuit vehicles, the "Road Runners" are housed here and kept in a state of readiness. Vehicle maintenance is performed by robots who also keep records of the time of departure and arrival of the vehicles as well as checking their registration numbers.





ENGINEERING ROOM

This is where all the tools and weapons which the Junkers use are designed and manufactured and maintenanced. The small staff of engineers employ CAD systems and miniature robots for the actual construction.

Jordan manages the acquisition of all necessary raw materials for construction. Jordan also monitors all of the latest technological developments from all over the world and makes certain that all of the most up-to-date techniques are employed.

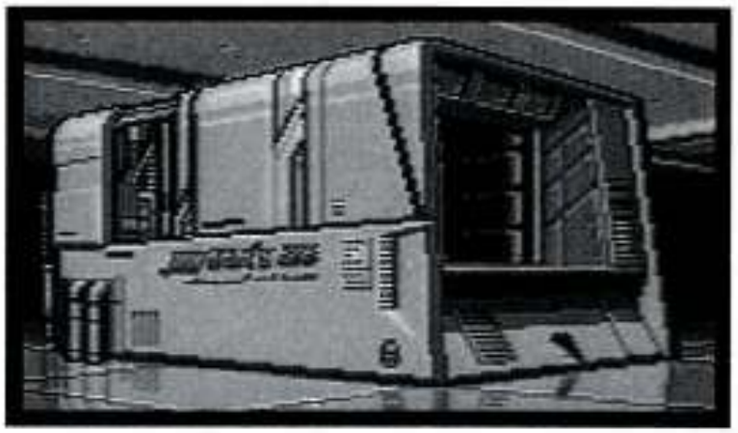


SHOOTING RANGE

This is where the Junkers can practice their shooting skills. The "Junker's Eye" System (Shooting practice system) is located here.

The "Junker's Eye" is designed to raise the shooting ability of the Junker by first determining the Junker's reflex speed, accuracy, personality and potential ability. The Junker's Eye then alters its program to suit the particular needs of the Junker.

This system was designed with the help of the noted psychiatrist, Dr. Maradonna Ivanoff. It is currently used by all Special Military Forces and its programming is updated every month.



JUNKER ORGANIZATION

COMMANDER

The Chief is responsible for management of all aspects of Junker business.

CHIEF



BENSON CUNNINGHAM



STAFF

He is responsible for the design and maintenance of all Junker equipment.

ENGINEER



HARRY BENSON

She manages all data which is received from the Navigators and Alpha-one.

OPERATOR



MIKA SLAYTON

INVESTIGATION

The "Runners" have the most dangerous job.
They use the Navigators to assist in their investigations.

RUNNERS

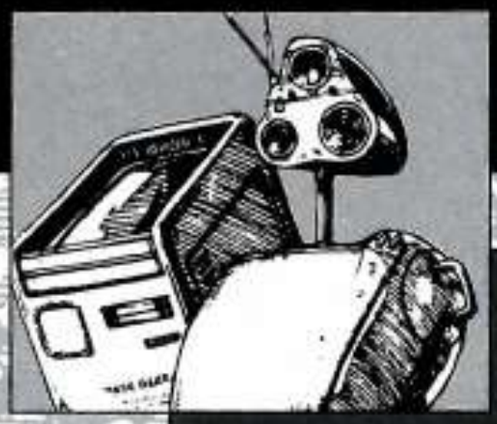


GILLIAN SEED

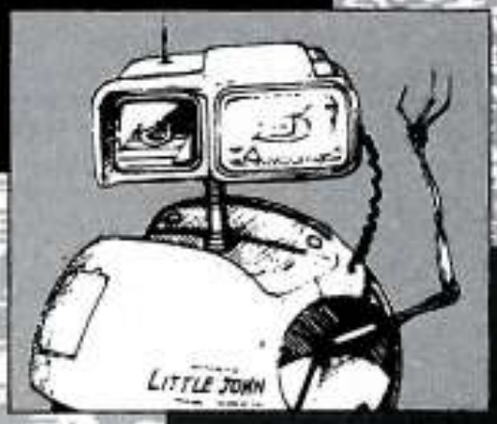


JEAN JACK GIBSON

The Navigators are robots which assist the Runners in their investigations.



METAL GEAR Mark-II



LITTLE JOHN

POST-MANAGEMENT

THE JUNK SQUAD The Junk Squad takes care of cleaning up after the Runners.
Note: The Junk Squad is overseen by the Science Police Analysis Division.

JUNKER REGULATIONS

The Junkers have 5 basic bylaws which define and limit the authority of the Junkers. The following rules, if broken for any reason at all, will result in the loss of Junker status.

JUNKER 5 BYLAWS

(1.) The purpose of the Junker Force is the elimination of bioroid Snatchers.

(2.) A Junker, even in the course of carrying out (1.), may not harm innocent civilians.

(3.) Absent irrefutable evidence that a subject is a Snatcher, that subject may not be physically investigated or restrained.

(4.) A Junker is required to assist and support civilian bounty hunters.

(5.) In order to carry out (1.), a Junker is allowed the use of a blaster, a navigator and a turbocycle.

SCANNING WARRANT

In accordance with Civil Code 18, Section 12, "Snatchers and the Protection of Citizens' Rights", civilians have the right to deny Junkers permission to directly analyze (scan) their physical person. This right has been granted to the citizens in order to avoid a reoccurrence of the "Bioroid Panic" of 2046. Direct scanning of a suspect is permitted only by issuance of a scanning warrant by the appropriate court. As such, use of navigators' sensors or other instruments to scan a suspect is strictly prohibited unless the attending officer (runner) is in possession of such a warrant.



BOUNTY HUNTER PROGRAM

In order to elicit civilian support in the effort to combat Snatchers, the government instituted a reward program in 2046. All eligible voters of Neo Kobe are able to register as bounty hunters after taking a few simple tests (firearm license, psychological profile, Junker test, etc.). Actual rewards for Snatcher termination depend on individual circumstances. The government also provides numerous insurance benefits for those injured or killed while attempting to terminate a Snatcher.

Average Bounty Hunter Salary:
1,500,000 credits

Note: Average citizen's salary:
250,000 credits

Registered Bounty Hunters:
500 persons (12/2047)

Illegal Bounty Hunters:
Approximately 10,000

EQUIPMENT

JUNKER'S BLOOD

Runners have adopted the following two blood transfusion techniques for lowering the risk of death due to injuries suffered in the line of duty.

(1) Artificial Blood Exchange.
Artificial blood is supplied to an injured runner while their natural blood is withdrawn and then duplicated through bio-genetic culturing techniques. When sufficient quantities of their natural blood are available, the two blood types are swapped once again. While artificial blood can be produced in unlimited quantities, making it useful in cases of massive blood loss, its ion structure places strain on the recipient's organs, making prolonged use inadvisable.

(2) Self-Donation (Personal Blood Bank)
Runners collect their own blood through regular donation. This blood is mixed with a nutrient solution, concentrated, and stored at minus 42°C. In an emergency, the blood is flash-thawed and returned to its "owner."

JUNKER'S RUSH

A type of chewing gum supplied to Junkers with adrenaline crystals incorporated into the gum base. Its use in World War III as an emergency adrenaline supplier gained widespread attention. Use of the gum allows Junkers to temporarily boost their reflexes, accuracy and strength in an emergency situation. Extended use creates extreme depression and fatigue. Its effects are similar to the burst of superhuman power occasionally observed in persons caught in extreme circumstances, such as a fire, or other accident.

ARTIFICIAL SKIN SPRAY

Developed with protein engineering biochemical technologies, this spray, when applied to exposed skin, provides high-levels of protection, including resistance to heat and physical blows. While oxygen transfer can take place, sweat and other waste matter cannot be expelled, limiting continuous usage of the spray to 24 hours.



JUNKER'S BELT

Constructed with shape-retaining polymers, ceramics and flexible plastics. The buckle contains a high-voltage shock generator to stun adversaries in emergency situations.

JUNKER TRENCHCOAT

A heavy-duty trench coat designed for runners, constructed with alamid fiber fabrics and flexion armor components. The use of two forms of alamid fibers (heat-resisting forms capable of withstanding 800°C, and penetration resistant forms, capable of supporting 50 kg over a 0.1mm area) make the coat's extreme durability possible. Flexion armor installed around vital organ areas helps protect the wearer against physical blows or external pressure. Use of these materials makes manufacture to exact specification of the wearer necessary.

JUNKER CARD

An identification card which uses laser disc technology. It contains an IC chip that stores personal data about the holder. It is used for Jordan's ID check, as well as to show proof of being a Junker. It is impossible to duplicate.

BLASTER

The only firearm capable of eliminating Snatchers. Neural feedback circuitry adjusts weapon to user's capabilities, allowing nearly unlimited improvement in marksmanship skills.

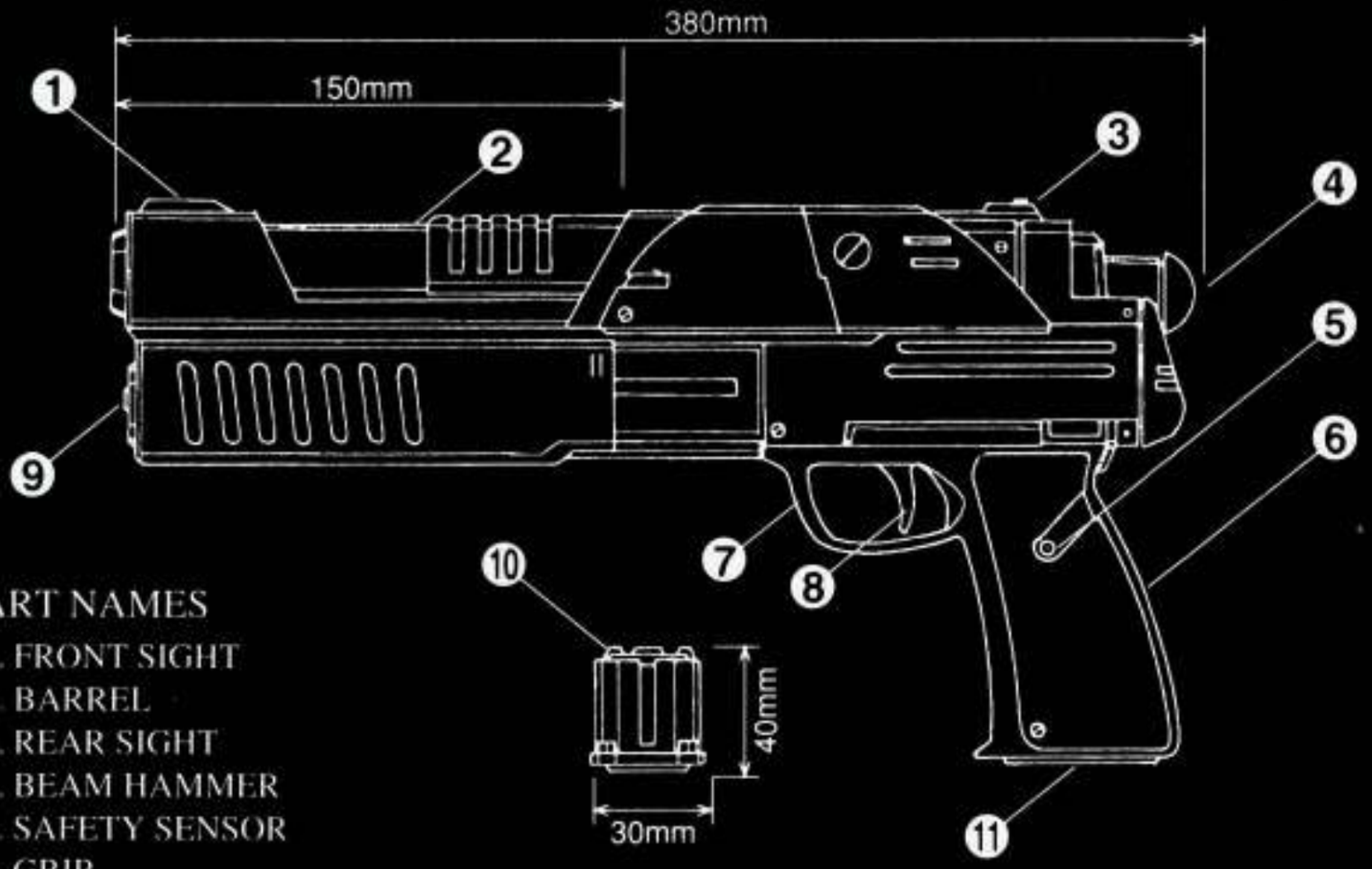
•Carbon polymer/ceramic construction is very light weight and provides almost complete resistance to heat, resulting in near-perfect shape retention.

•Grip and trigger shape are ergonomically designed from cast of user's hand to maximize comfort and accuracy. Built into the gun's safety system is a sensor which reads the user's fingerprint and temperature. This ensures that the gun can only be used by the specific Junker.



DATA

Model Name: BLA-H17(type 3)
Designer: Harry Benson
Assisted by: S&M Inc. and NASA
Bore caliber: .38 caliber
Length: 380 mm
Muzzle length: 150 mm
Weight: 900 g
(incl. energy pack)
Ammunition (energy pack)
Beam impact power:
Can pierce ceramic armor of 60mm thickness.



PART NAMES

1. FRONT SIGHT
2. BARREL
3. REAR SIGHT
4. BEAM HAMMER
5. SAFETY SENSOR
6. GRIP
7. TRIGGER
8. TRIGGER GUARD
9. LASER SIGHT
10. ENERGY CLIP
11. ENERGY CLIP OUTLET

TURBOCYCLE

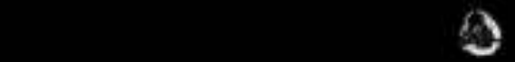
A land/air vehicle used by Junkers. Ground travel is via a three-tire wheel base. Vehicle's on-board computer is linked to city's traffic network, allowing automatic or manual operation.

MANUAL

Computer is able to either assist or completely take over control of vehicle depending upon ability of driver.

NAVIGATION SYSTEM

Employs a GPS navigation system which uses an Alpha-One and a space satellite for orientation.



DATA

Model name: Interceptor 47

Length: 3980 mm

Width: 1630 mm

Height: 1255 mm

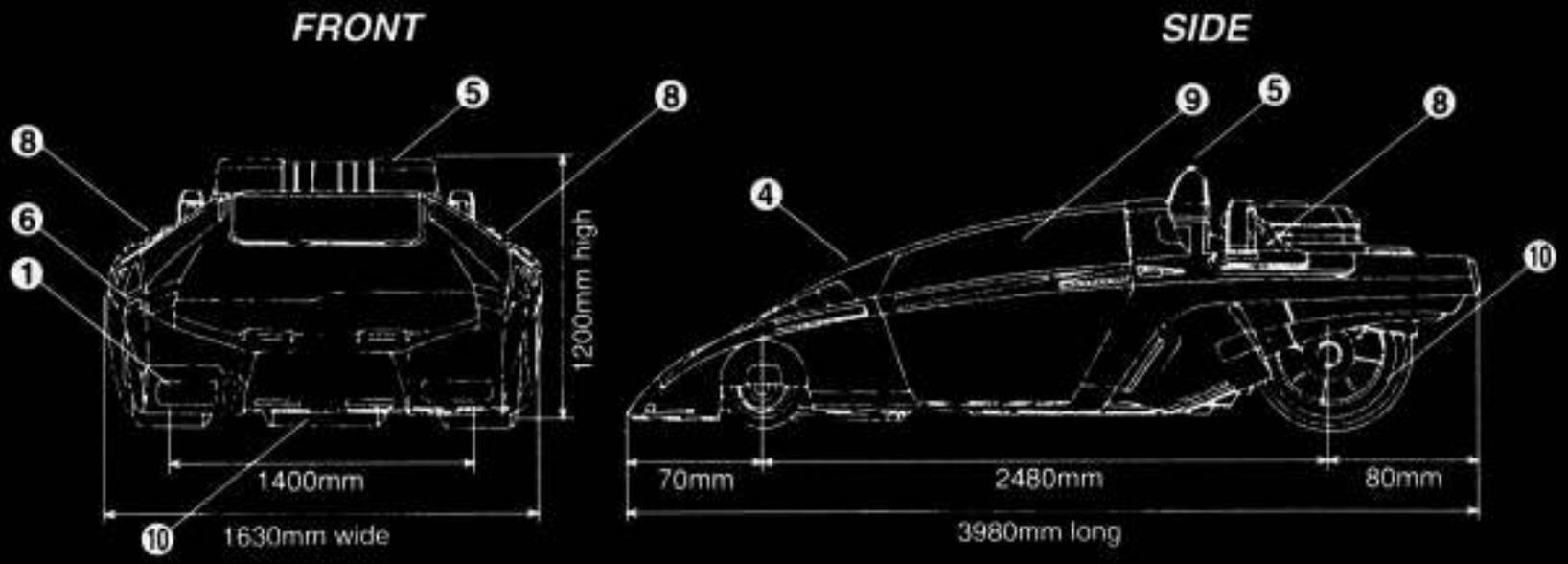
Wheel base: 2480 mm

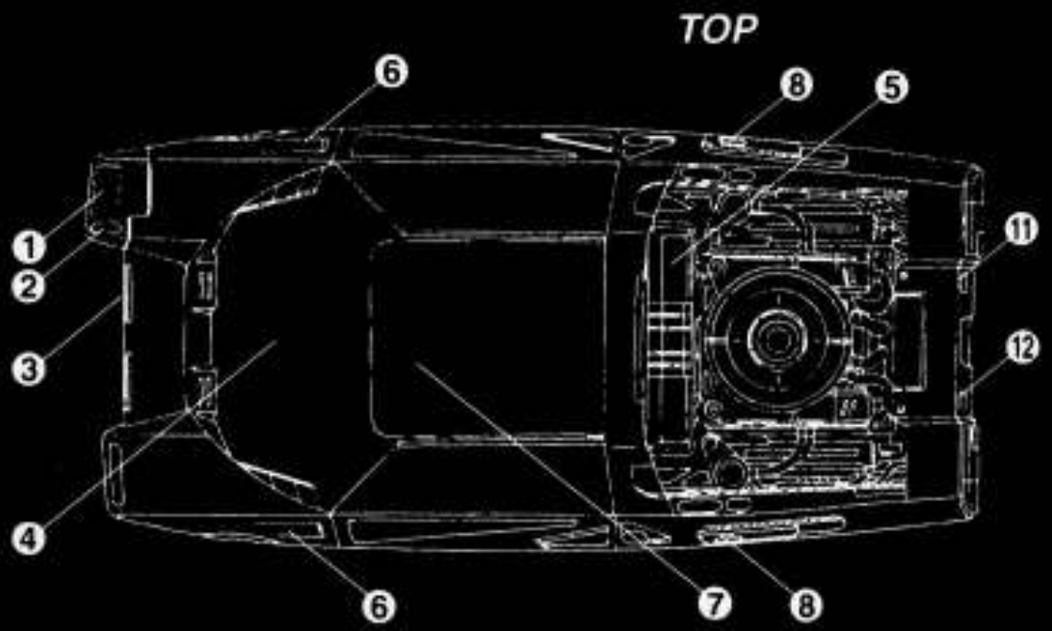
Front tread: 1400 mm

Weight: 650 kg

PART NAMES

1. ADJUSTABLE HEADLIGHT SENSOR MODULE
2. SURFACE SENSOR
3. ANTI-MAGNETIC BUMPER
4. BULLET/LASER-PROOF WINDOW
5. PURSUIT SIREN
6. HOVER-MODE INTAKE VALVE
7. ESCAPE HATCH
8. TRAFFIC-CONTROL SYSTEM COMMUNICATION DEVICE
9. WING DOOR
10. REAR TIRE
11. REAR VIEW CAMERA
12. REAR VIEW SENSOR


FRONT
SIDE
1200mm high
1400mm
1630mm wide
70mm
2480mm
80mm
3980mm long


TOP

NAVIGATOR

A personal support robot designed to assist a Junker with his/her investigation. Navigators are programmed with the needs of their actual users in mind. For example, runners who suffer from tension relatively easily are given navigators programmed to help calm them down, etc. Navigators are equipped with a variety of sensors to aid in the detection of possible danger. In addition, these sensors can be used to perform direct physical scanning of suspected Snatchers if a scanning warrant has been issued. Navigators are programmed to ignore orders to scan suspects if a warrant has not been granted.

TYPES OF SENSORS

Motion-detectors, Infrared sensor, Thermo-sensor, X-ray scanner, Ultra-sound sensor, Electric wave sensor.

MONITOR

10" plasma-display, multi-function, expandable and detachable monitor. It is also equipped to display full holograms and has a heat-resistant shutter.

MICROSCOPE

Metal Gear is equipped with an NMR, STM, and scanning EM microscopes which can be displayed on his video screen.

VISUAL MEMORY ABILITY

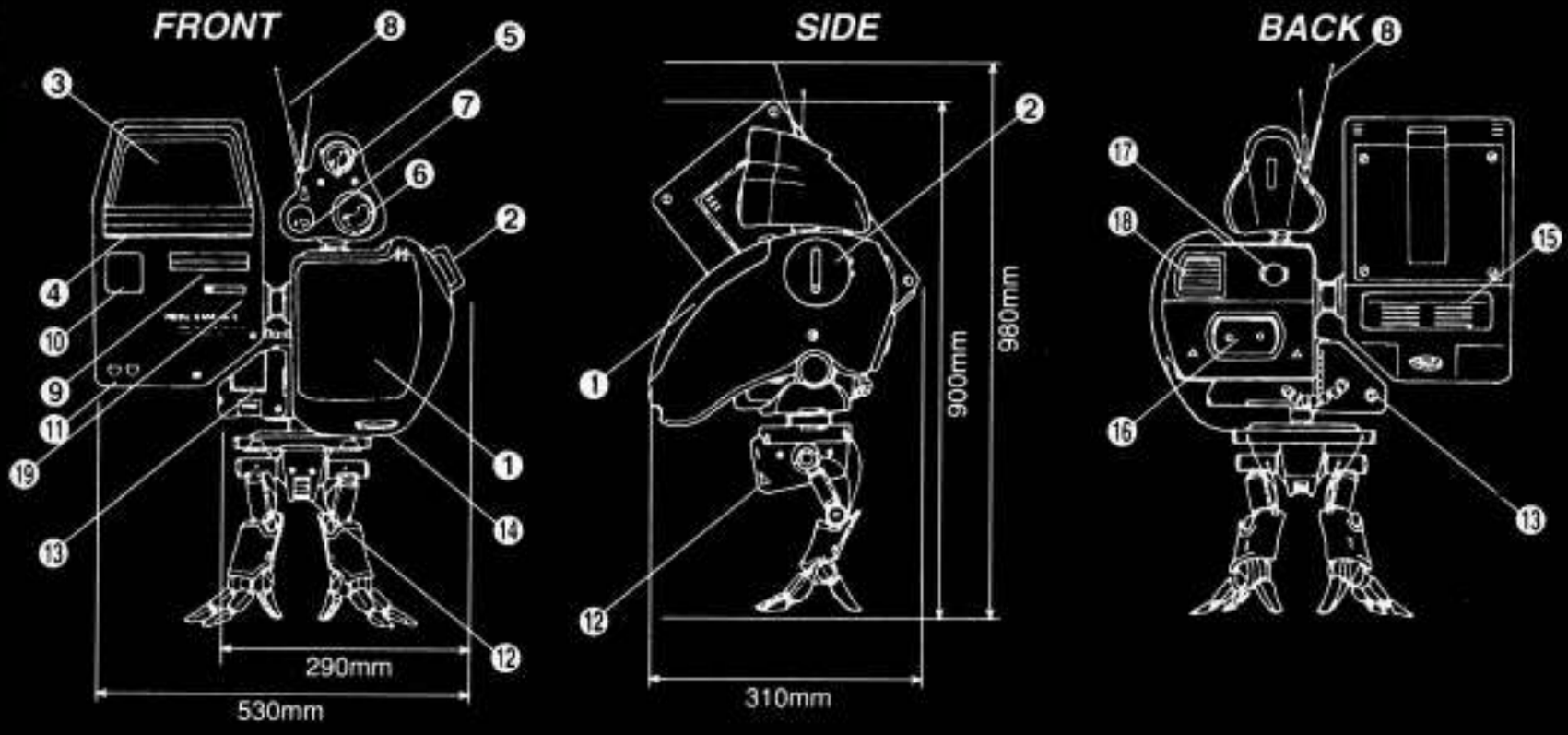
Metal Gear has the ability to store 3-D images in his memory.

MANIPULATOR

Metal Gear is equipped with a micro-manipulator which is necessary for the manipulation and analysis of micro-sized objects. It is also used for the handling of delicate evidence.

DATA

Model name: NAVI Metal Gear Mark-II
Height: 980 mm
Thickness: 310 mm
Width: 530 mm
(Including monitor)
Weight: 50kg
Monitor: 10"
Storage Capacity: 40 liters



PART NAMES

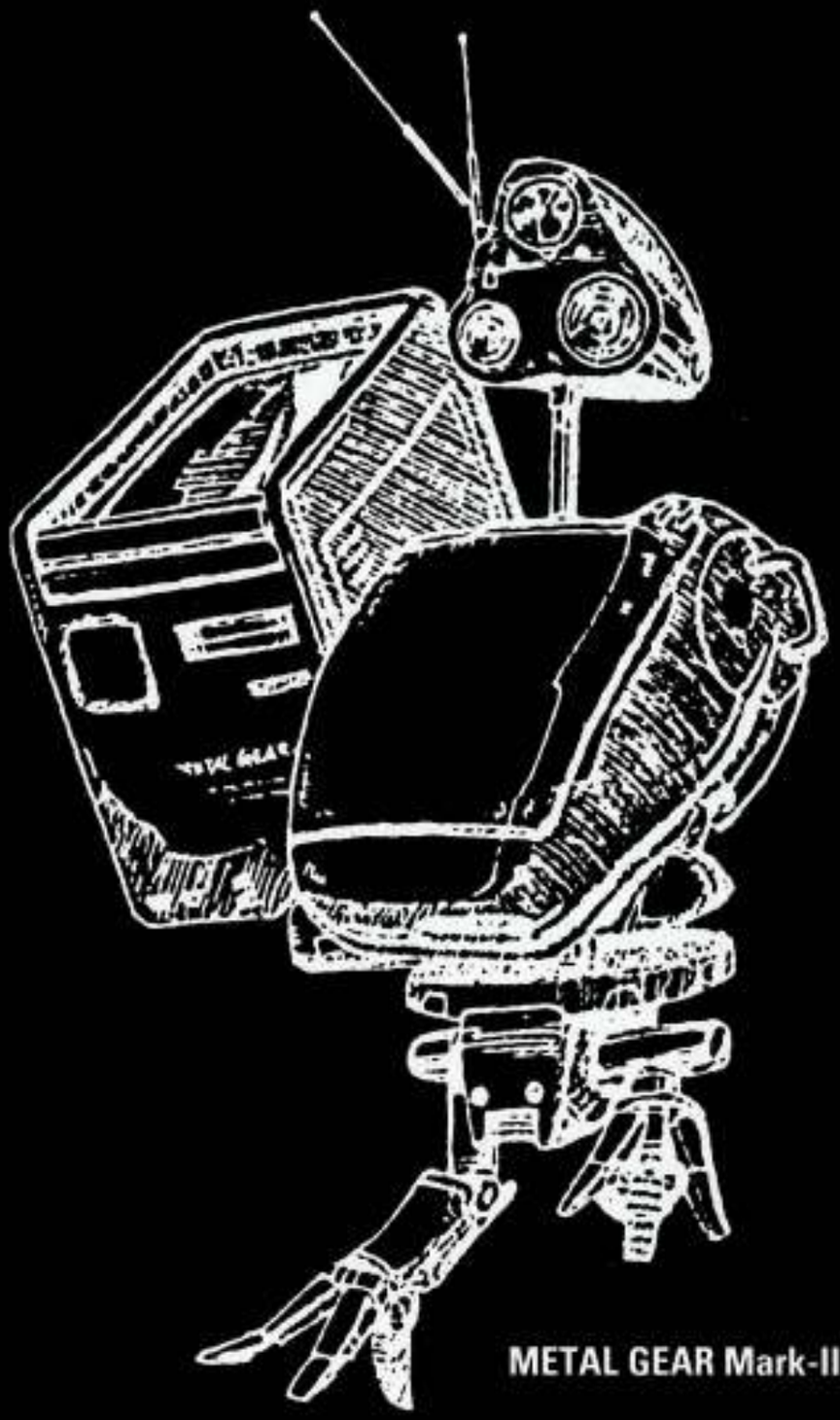
1. STORAGE POD (40 liter)
2. MANIPULATOR STORAGE HATCH
3. 2D MONITOR (10")
4. MONITOR SHUTTER
5. VARIABLE ILLUMINATION LIGHT
6. MAIN EYE-CAMERA
7. LONG-USE SENSOR EYE
8. ANTENNA
9. LASER DISC SLOT
10. SUB BATTERY BOX
11. JOYSTICK PORT
12. GYROSCOPIC BALANCER
13. MAIN BATTERY BOX
14. SPEAKER
15. MONITOR VENT
16. 911 JACK
17. REAR-VIEW CAMERA
18. EXHAUST VENT
19. CD SLOT

NAVIGATOR

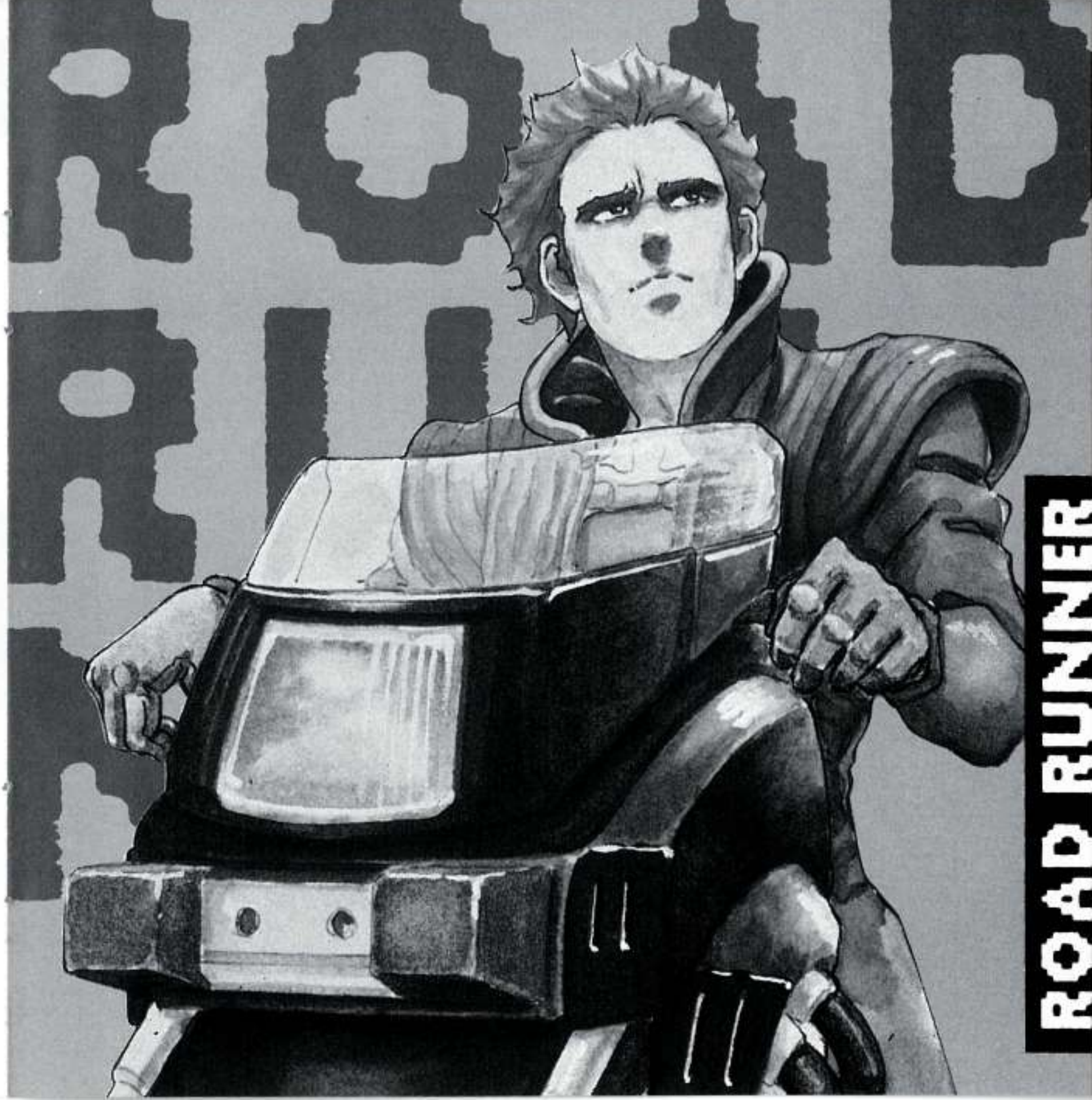
METAL GEAR Mark-II
Gillian Seed's navigator.

LITTLE JOHN
Jean Jack Gibson's navigator.
Proper Name: Little John msx 011
Designer: Harry Benson
In order to accommodate Gibson's personality, Little John was programmed without the power of speech.





METAL GEAR Mark-II


ROAD RUNNER

ROAD RUNNER

This is a single-wheeled motorbike which maintains excellent balance with its 3000 rps Gyro-momentum. It is currently also popular as a racing vehicle. Because of its ability to travel on narrow streets, and its ability to turn quickly, it is very popular in the Southern regions of the city which are not grid-like in their organization. In 2043, it was adopted by Traffic Control as their "pursuit vehicle" of choice and has since proven itself very worthy.

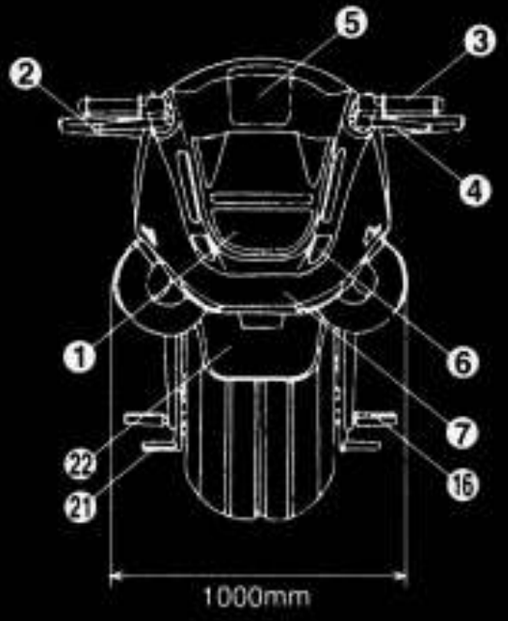
DATA

Model name: BMX-srx-600
Body: Carbon Fiber+Ceramic
Height: 1800 mm (body only)
2400 mm (overall)
Maximum Output: 400 ps
Maximum Torque: 87 kg
Dry Weight: 220 kg
Maximum Speed: 300 km/h
Gears: 6 gears
(inside 20 seconds)

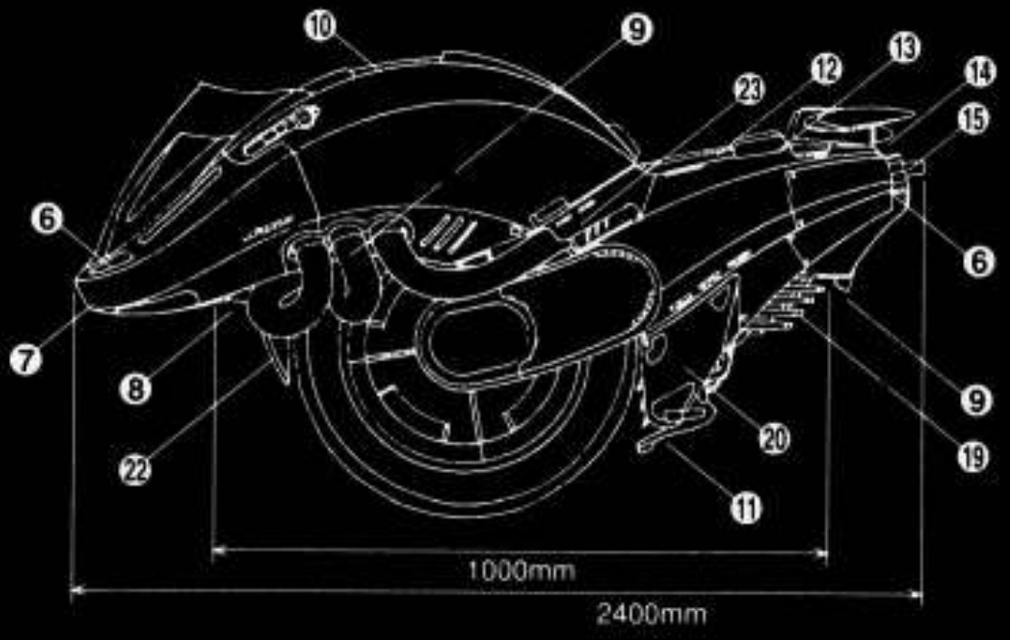
PART NAMES

1. MAIN HEAD LIGHT
2. THROTTLE
3. HANDGRIP
4. HIGH-SPEED GRIP
5. WIND-SHIELD
6. SIGNAL LIGHT
7. FRONT SHOCK ABSORBER
8. ROAD SENSOR
9. MUFFLER
10. FUEL TANK COVER/FUEL-METER
11. GEARSHIFT LEVER
12. SEAT
13. SEAT STOPPER
14. TAILLIGHT
15. REAR-VIEW CAMERA
16. FOOT PEG
17. MAIN DISPLAY
18. REAR-VIEW DISPLAY
19. EXHAUST NOZZLE
20. LEG GUARD
21. BRAKE PEDAL
22. MUD GUARD
23. SUPER CHARGER UNIT

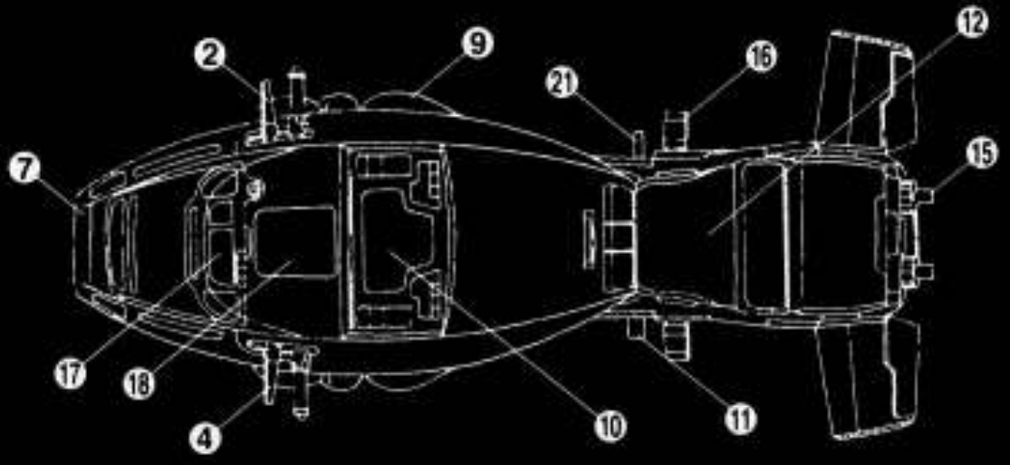
FRONT

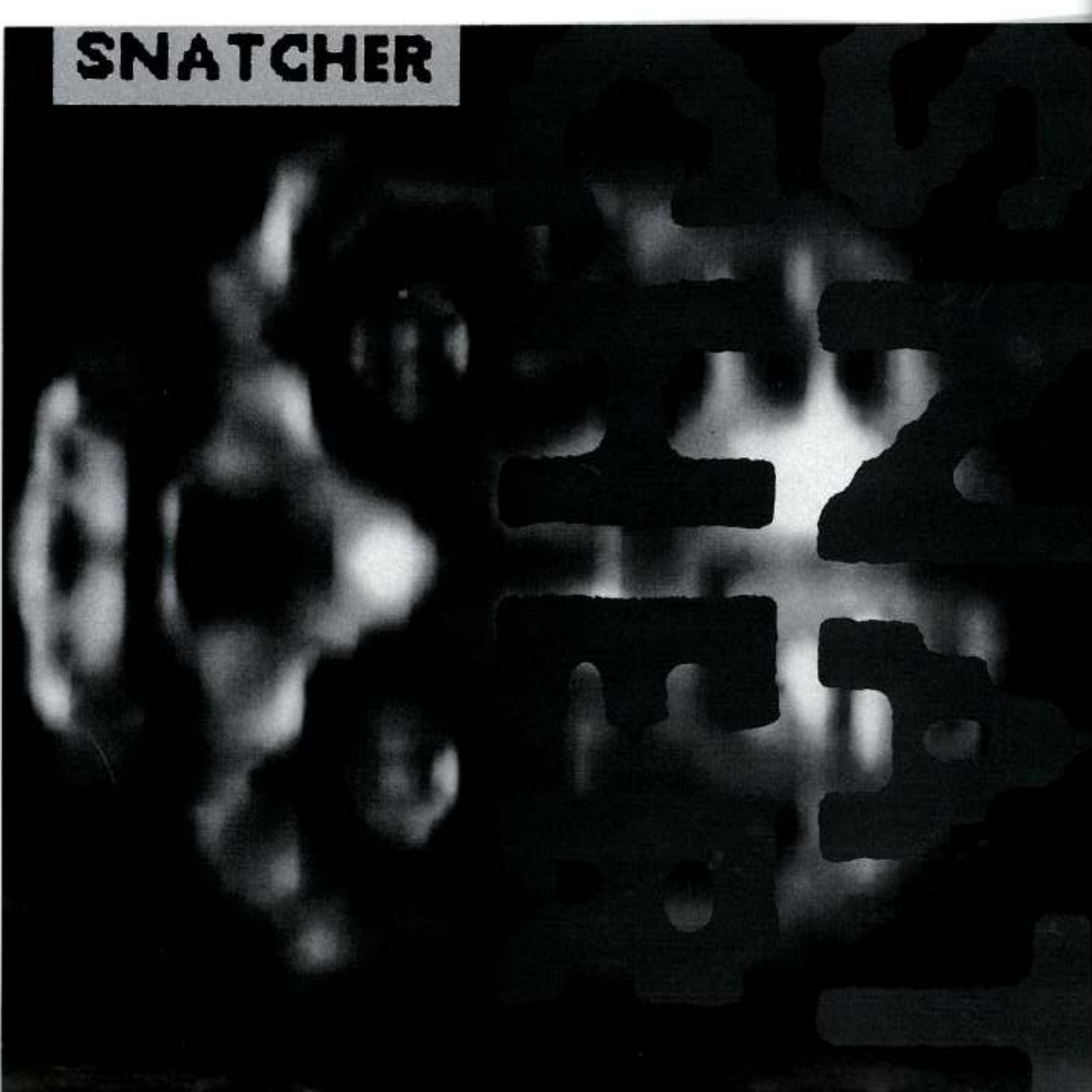


SIDE



TOP

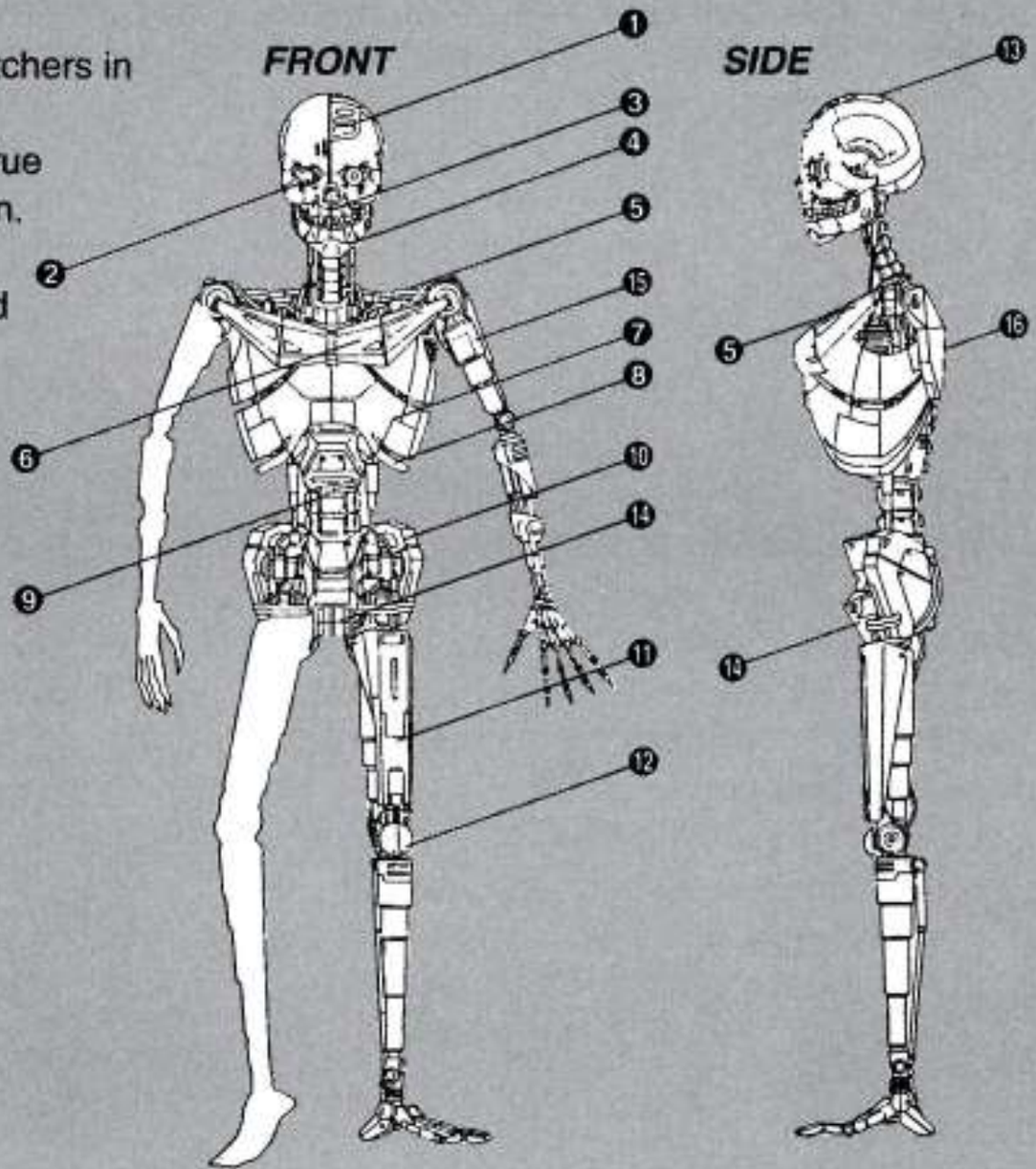



SNATCHER

SNATCHER CHARACTERISTICS

SNATCHER

Mysterious Bio-roid.
First contact was made with Snatchers in 2044, and since then, they have reappeared every Winter. Their true identity and purpose are unknown. They are known as "Snatchers" because they kill their victims and then take their identities.



PART NAMES

1. FRONTAL BONE UNIT
2. NASAL BONE UNIT
3. MAXILLARY UNIT
4. MANDIBULAR UNIT
5. CLAVICULAR UNIT
6. STERNUM UNIT A
7. STERNUM UNIT B
8. RIB UNIT
9. VERTEBRAL UNIT
10. PELVIC UNIT
11. FEMORAL UNIT
12. PATELLAR UNIT
13. UPPER HEAD PLATE UNIT
14. GENDER UNIT
15. HUMERAL UNIT
16. SCAPULAR UNIT

SNATCHER
SYSTEM CHARACTERISTICS

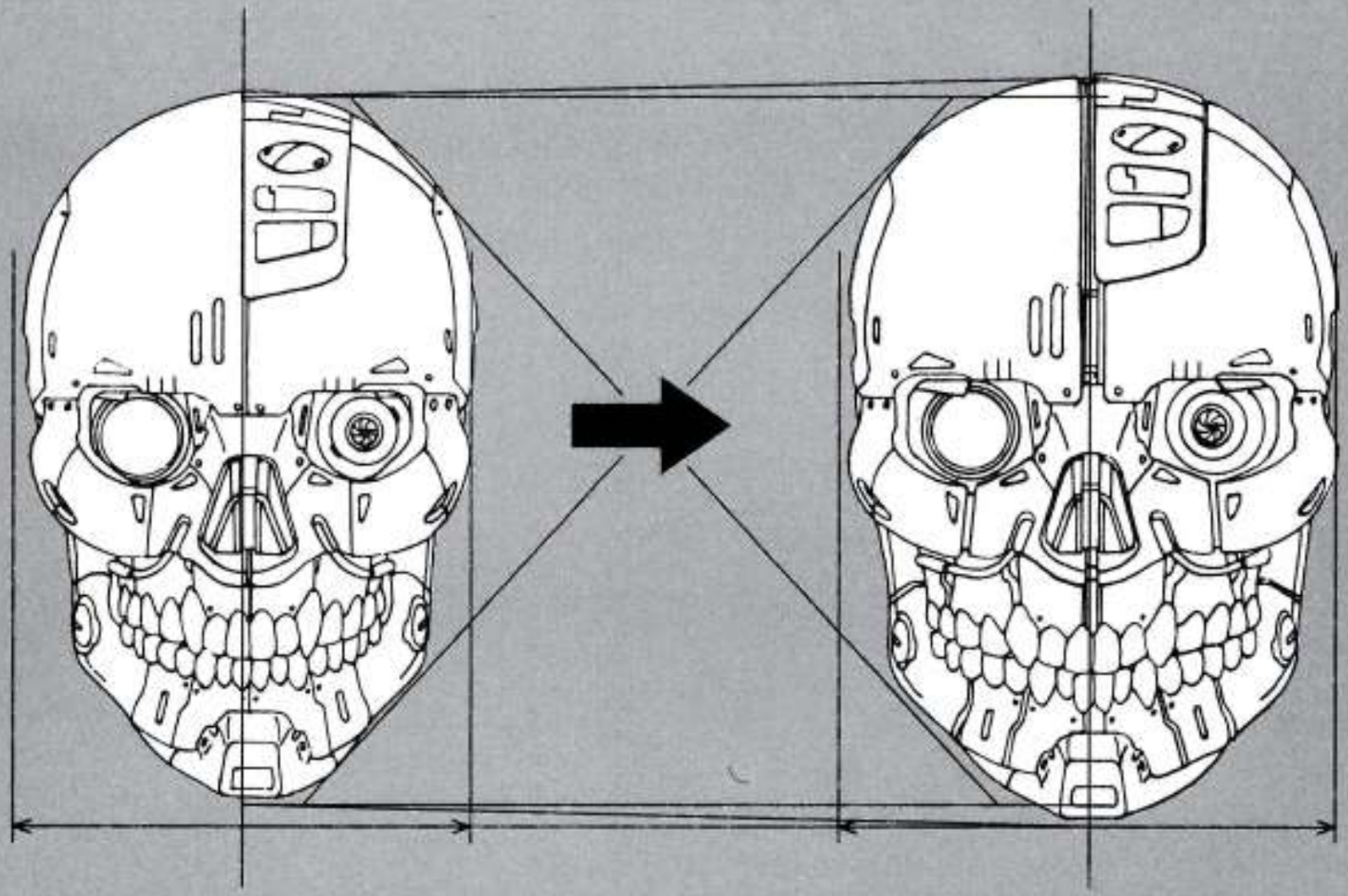
·SNATCHER SYSTEMS (LEVEL 1 HEAD UNIT)

1. Before a Snatcher strikes, it closely observes its intended victim and alters itself to match the victims appearance. This is accomplished by the lengthening or shortening of the various sizing rods in the body as well as the slit in the front of the skull. Like the human body, the Snatcher is made up of 260 units. The Snatchers have "slits" in places which would correspond to a human's cartilaginous areas. By expanding and contracting these "slits", the Snatcher can radically alter its appearance. There is also a gender unit which can be attached to the pelvis.

NOTE: Snatchers targets are restricted by their physical size. While they can adjust the size of their major body areas, these adjustments are limited. As such, their victims are exclusively persons of 150 - 190 cm in height. This makes snatching of children, the elderly, etc., impossible.

2. SKULL
Just like a human, the Snatcher's skull is made up of 26 bones/units. The Snatcher can drastically alter its skull shape by adjusting these same "slits" in the portion of its skull which would correspond to a human's fibrous connections. In addition to these slits, the Snatchers have removable thermo-plastic "plates" covering parts of their body. These "thermo-plates" are designed to facilitate easy access to the inner mechanisms of the Snatchers for the purpose of repair. They are designed from a highly durable yet yielding material in order to prevent damage to the parts.





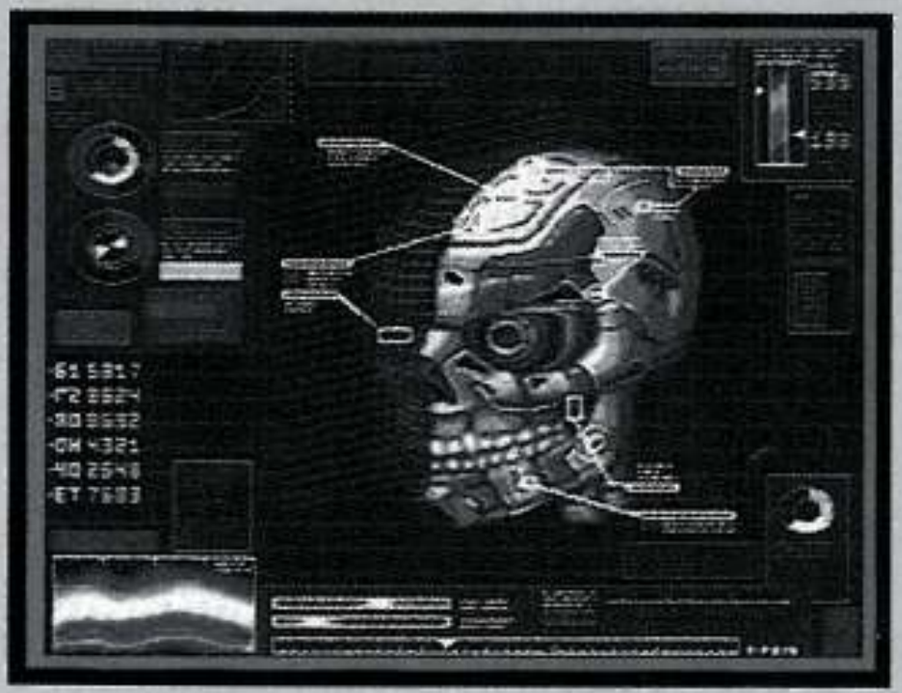
Contracted size **Expanded size**

SYSTEM CHARACTERISTICS

SNATCHER SYSTEMS (LEVEL 1 HEAD UNIT)

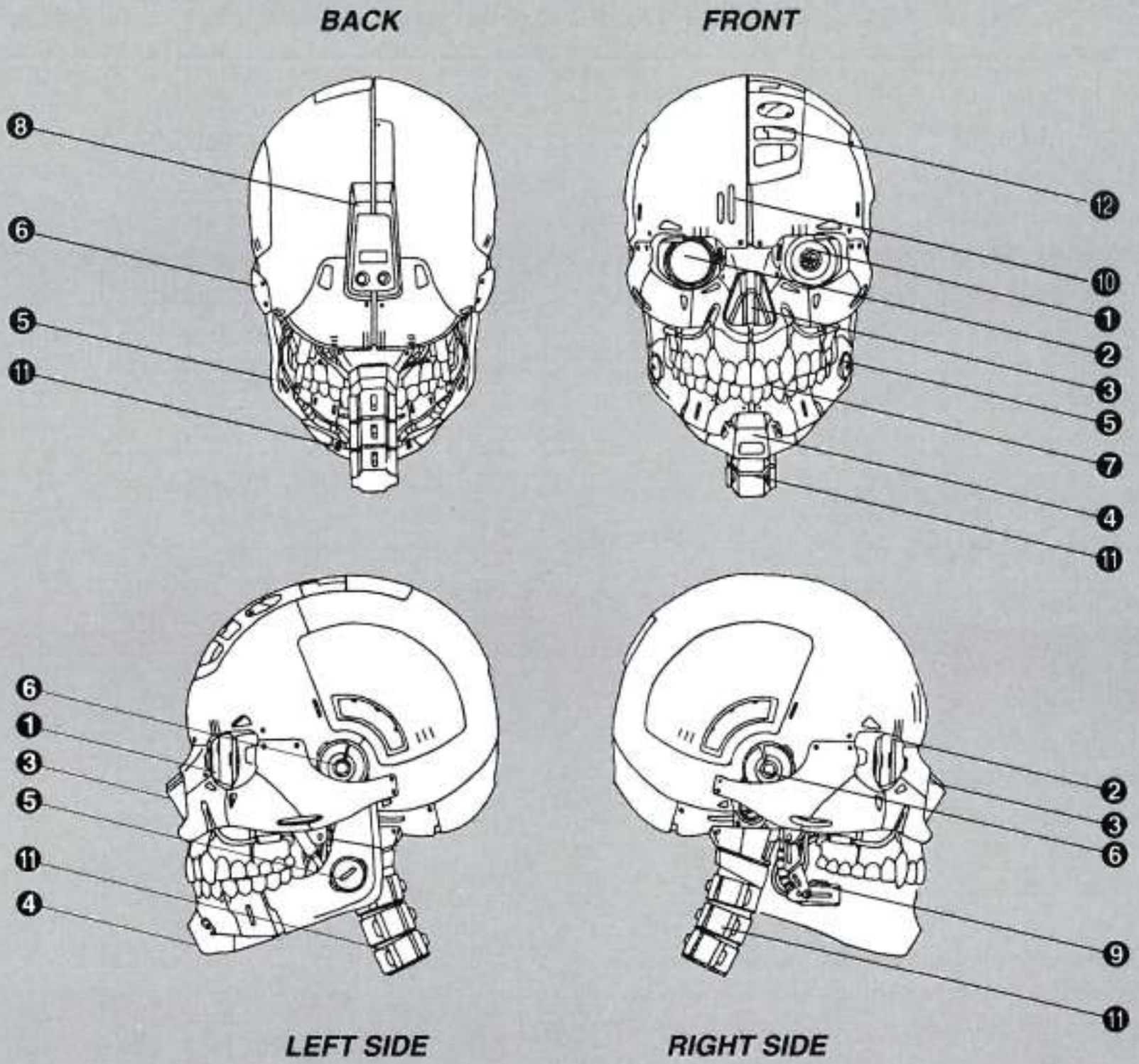
3. FACE

The Snatcher copies the target's face precisely with mathematical accuracy. By adjusting the maxillary, mandibular, zygomatic, nasal, and temporal bones, the Snatcher can transform its appearance down to the arrangement of the teeth.



PART NAMES

1. DUMMY EYE
2. VISUAL SENSOR
3. OLFACTORY SENSOR
4. ADJUSTABLE JAW
5. MASTICATION CONTROL SYSTEM
6. AUDITORY SENSOR
7. PALATE SENSOR
8. SKULL TEMPERATURE CONTROL SENSOR
9. LASER CANNON
10. HEAD SKIN SUPPLY SYSTEM
11. SKULL BALANCER
12. THERMO-PLATE


BACK
FRONT
8
6
5
11
12
10
1
2
3
5
7
4
11
6
1
3
5
11
4
2
3
6
9
11
LEFT SIDE
RIGHT SIDE

SNATCHER
SYSTEM CHARACTERISTICS

SNATCHER SYSTEMS (LEVEL 2: THE MUSCLES)

Snatchers have only the type which corresponds to human's skeletal muscles. Instead of the human's muscle fibers, Snatchers muscles are made of a plastic gel compound which, in the same way as a human's muscle, converts chemical energy into physical energy.

SNATCHER SYSTEMS (LEVEL 3: SKIN)

Snatchers have synthetic skin which was designed using bio-engineering protein-design techniques. In order to avoid tissue rejection, it is attached slowly, over a long period of time. This skin is completely organic and energy exchange, oyxgenation, and waste excretion occurs in the artificial blood cells. This skin has both "epidermal structure" and "true skin cells" but since the skin cells do not self-regenerate, it is necessary for the skin to be re-applied or cultivated in vitro.

SNATHCER SYSTEMS (LEVEL 4: HAIR)

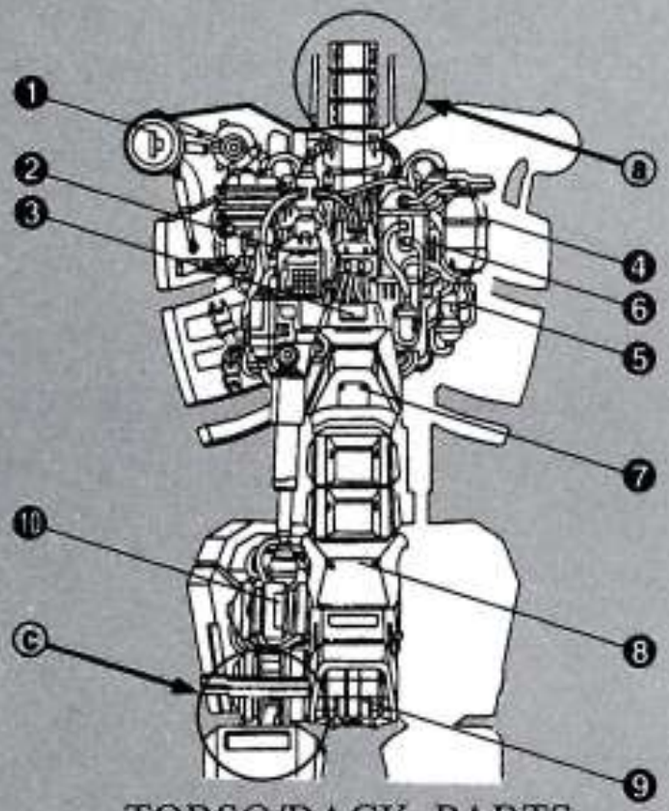
Artificial hair is grown from real hair follicles and then attached. This hair will continue to grow as long as the follicle cells are alive. Therefore, even if pulled out, it will regrow.

PART NAMES

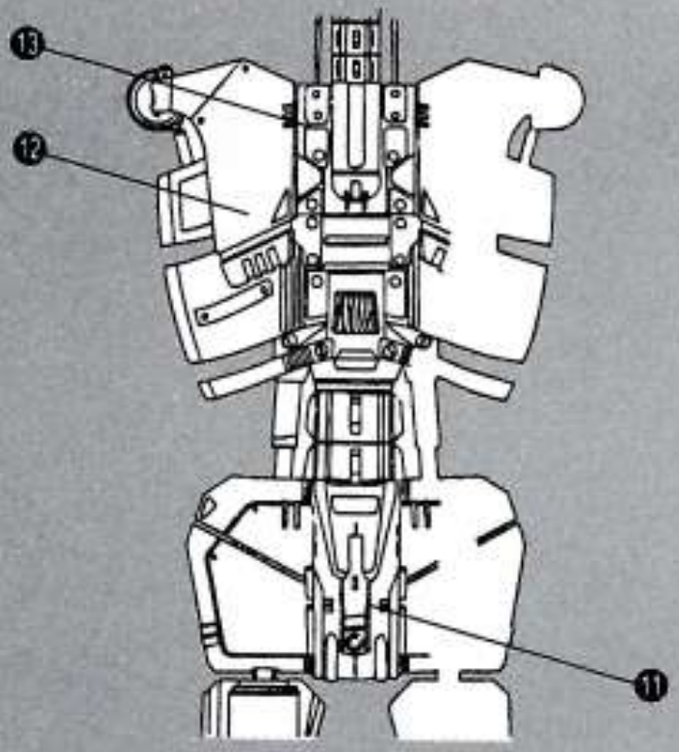
1. ADJUSTABLE ARM MECHANISM
2. EXTERNAL PROGRAM INPUT PLUG
3. MAIN GENERATOR
4. MINI ATOMIC REACTOR
5. ARTIFICIAL BLOOD PUMP
6. ARTIFICIAL KIDNEY
7. MAIN SCANNING CONTROLLER
8. LOWER JOINT SYNCHRONIZING SYSTEM
9. GENDER UNIT SOCKET
10. PEDAL DYNAMO MODULATOR
11. PELVIC UNIT IMPLANT AREA
12. BACK UNIT IMPLANT AREA
13. POWER DISTRIBUTOR

TYPES OF JOINT MECHANISMS

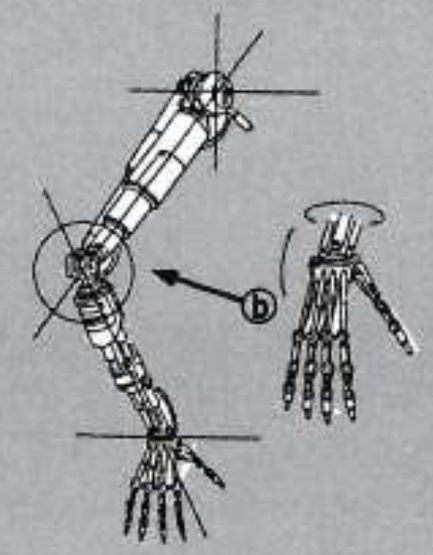
A. LEVEL JOINT MECHANISM
B. PIVOTING JOINT MECHANISM
C. ROTATIONAL JOINT MECHANISM

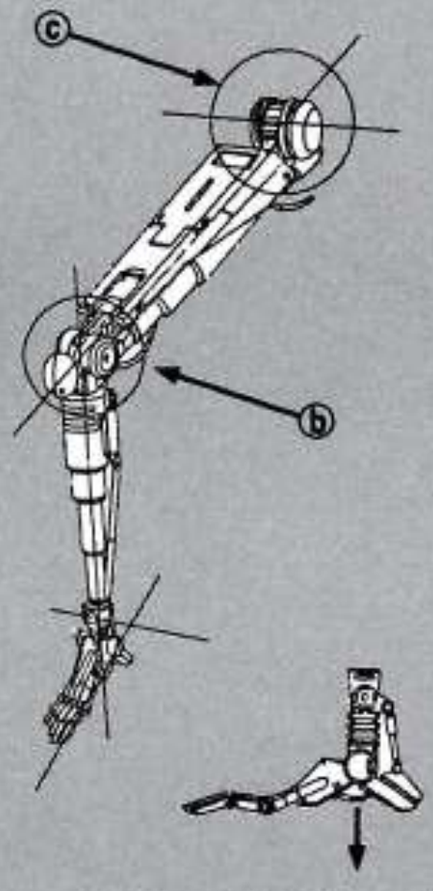


TORSO/BACK PARTS



TORSO/CHEST PARTS





JOINT MECHANISM

SNATCHER

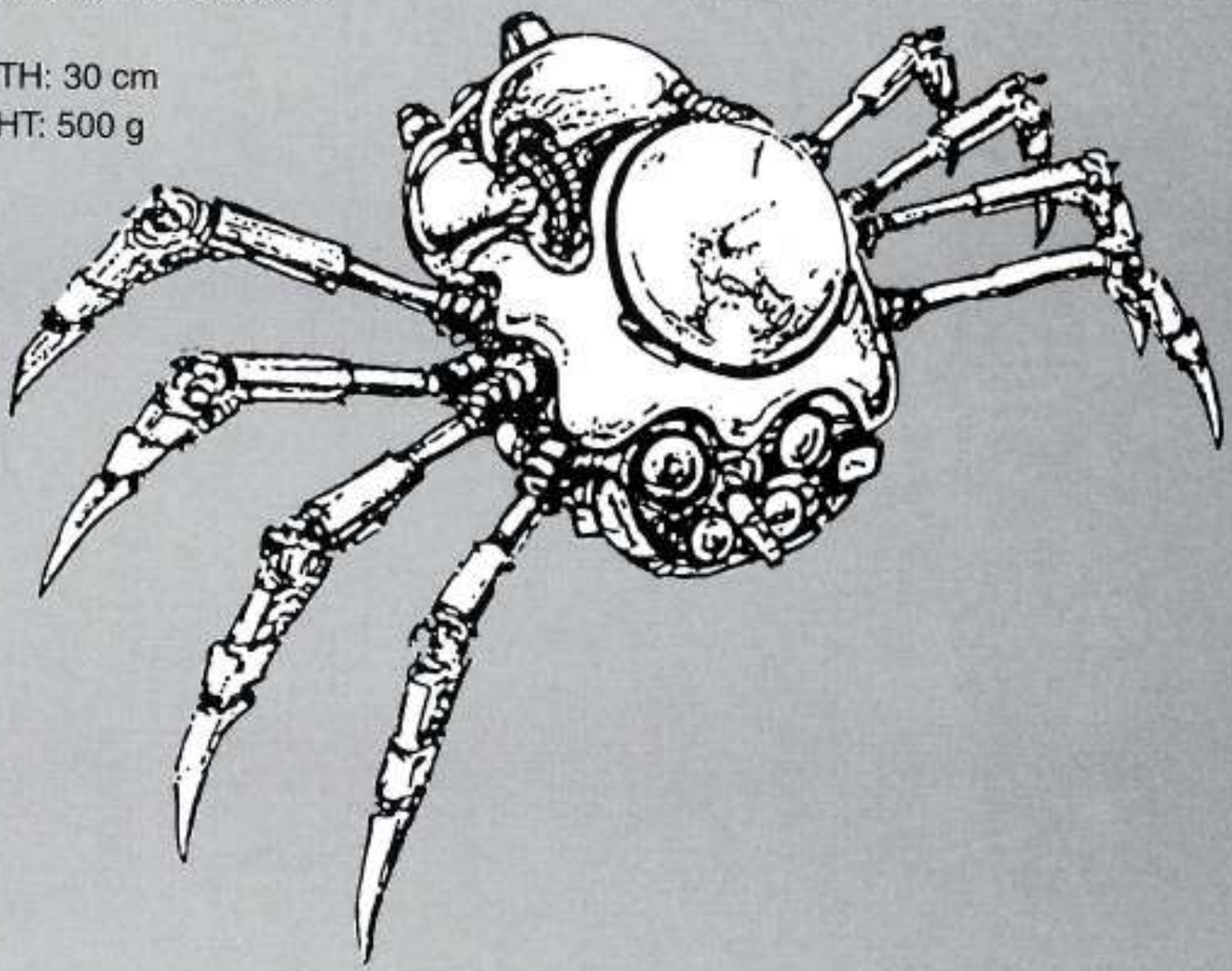
INSECTORS

Spider-shaped probe/security robots used by Snatchers. Thread-like sensor apparatus deployed from rear of robot triggers needle gun attack if touched or approached. Micro-jet powered; known to jump. Specimens recovered for study by "Junk Team" invariably self-destruct, preventing further analysis.

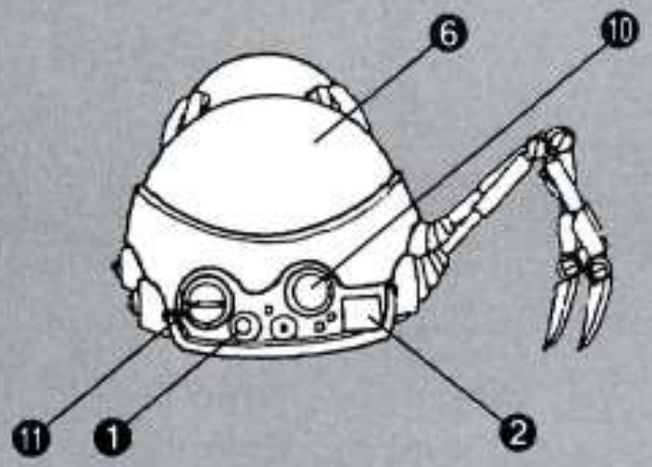
DATA

Proper name: Insector-01
Length (body only): 15cm
Length (full): 30cm
Height: 20cm
Weight: 500g

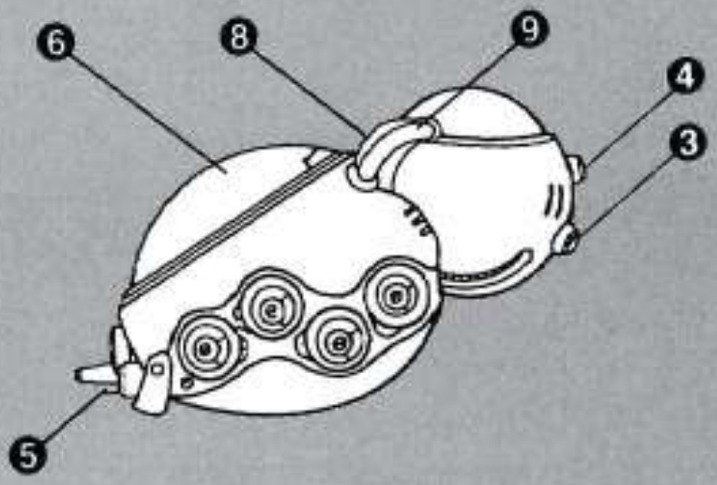
LENGTH: 30 cm
WEIGHT: 500 g



FRONT



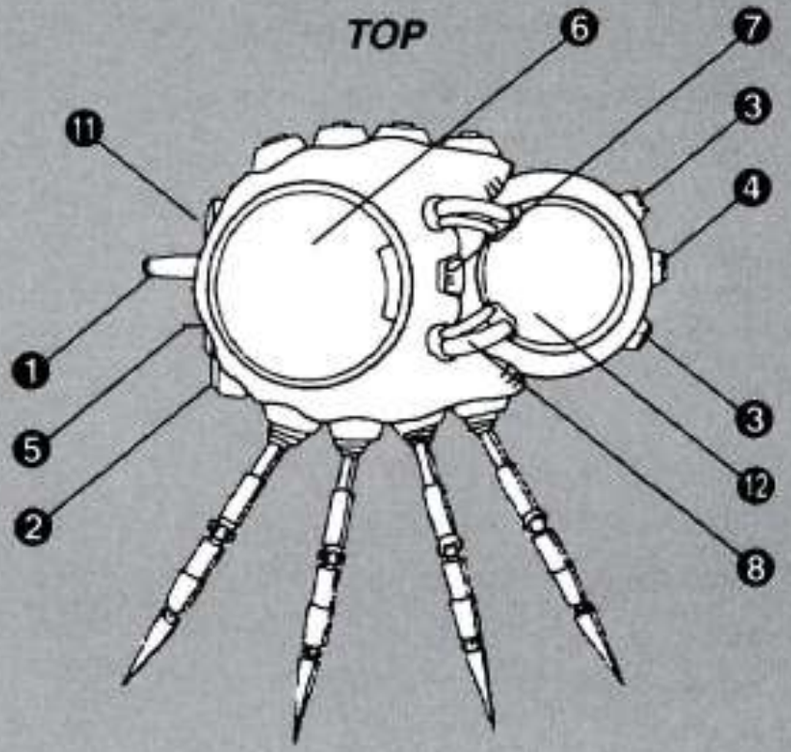
SIDE



PART NAMES

1. NEEDLE GUN
2. PIN LIGHT
3. NOZZLE
4. SENSOR THREAD HOLE
5. ANTENNA
6. LIGHT SENSOR
7. BATTERY CHIP
8. CONNECTING CABLE
9. POWER CABLE
10. EYE CAMERA
11. SENSOR (SCANNER)
12. ULTRA-SOUND SONAR

TOP



SNATCHER CHRONOLOGY



2044 - First Encounter

Dec. 22: First contact. A bioroid's remains are recovered from the wreckage of SRS Flight 4003, which crashed in the Rokko Mountain range. The Bioroid is identified by its possessions as Rick Sawamura (Computer Instructor), but due to severe injuries, no further data is obtained. Rumours begin to circulate that it is a secret weapon from a certain country.

Dec. 29: The Mayor of Neo-Kobe city asks all the countries of the world to investigate the Bioroid incident, but all investigations prove fruitless.

2045

Feb. 18: A Snatcher which had killed and replaced ("snatched") the mayor of Neo Kobe, B. O'Connor, is captured, but self-destructs during transport.

August: A certain magazine editor leaks information concerning Snatchers. This spawns an onslaught of Snatcher coverage. Japan catches "Snatcher Fever".

2046

Winter: Neo Kobe City falls into "Bioroid Panic". All around the city, suspicion of Snatchers leads to violence and killing. The mayor calls on all citizens to submit to "Bioroid tests".

November: The police form an anti-Snatcher task force.

December: All over the city, citizens participate in "Bioroid hunts", similar to the Salem Witch Hunts. The level of anxiety in the city rises further. Over 5000 people are killed in the panic.

Late Dec.: The Bioroid Panic spreads to all of Japan.

2047

Apr. 20: Fearing a recurrence of the Bioroid Panic, a new law, "Snatchers and the Protection of Civil Rights", is passed. This law requires that a scanning warrant must be obtained before citizens may be scanned.

May: The government Intelligence agency forms "Rug Hunt", a scientific investigative team, to analyze the Snatcher problem.

August: The anti-Snatcher police force and "Rug Hunt" join forces to form the Junker Agency.

Mid October: The Snatchers begin their extermination of the Junkers.

Oct. 13: Lewis Gilmore killed in action.

Oct. 19: Sergio Glazer killed in action. David Johnson greviously wounded, currently in stable condition, but brain-dead.

Oct. 22: Schultz Descartes killed in action. Descartes family found massacred.

Late October: Bounty Hunters recruited from among citizens. 500 Bounty Hunters registered.

Nov. 1: An emergency phone line (256-128) for Snatchers is set up. Out of about 200 calls received per day, only 1% are reliable.

Nov. 3: A well-known KBC newscaster, Snatcher and terminated by a bounty hunter. The remains self-destruct.

Nov. 9: A Yakuza mob boss, killed in a gang dispute over "Liquid Sky", is discovered to have been a Snatcher.

Nov. 11: Bounty hunter Thomas Kadota mistakenly shoots and kills a human citizen, causing a great controversy. Mr. Kadota is eventually found guilty of manslaughter.

Nov. 15: The leader of a prominent revolutionary religious group is determined to be a Snatcher. During pursuit, the Snatcher's car crashes, and it is destroyed in the resulting fire.

Nov. 20: The former president of a biotechnology firm, John Rudolph, is uncovered as a Snatcher and terminated by Jean Jack Gibson. During transport, the remains are stolen.

December: The government decides to quarantine Neo Kobe City in order to prevent spread of the Snatcher problem.

Dec. 1: Neo Kobe Bridge is closed off and patrolled around the clock, airports are shut down and the ocean is charged with high-voltage electricity. In effect, the city is put under martial law.

NEO KOBE CITY

Neo Kobe City is a conglomeration of several man-made islands. It is famous for its intelligent buildings with information and communication systems, and also for its environmental facilities such as the garbage disposal pipeline, under-ground energy and fiber cables, the pure-air system, etc. Neo Kobe is a very cosmopolitan and international city, a real melting pot with many different cultures blending together into one. Unfortunately, it also has the highest crime rate in the world.

Overall Surface Area:600 k2

Registered Population:

6 million

Unregistered Population:

Approximately 500,000

Developed Area:

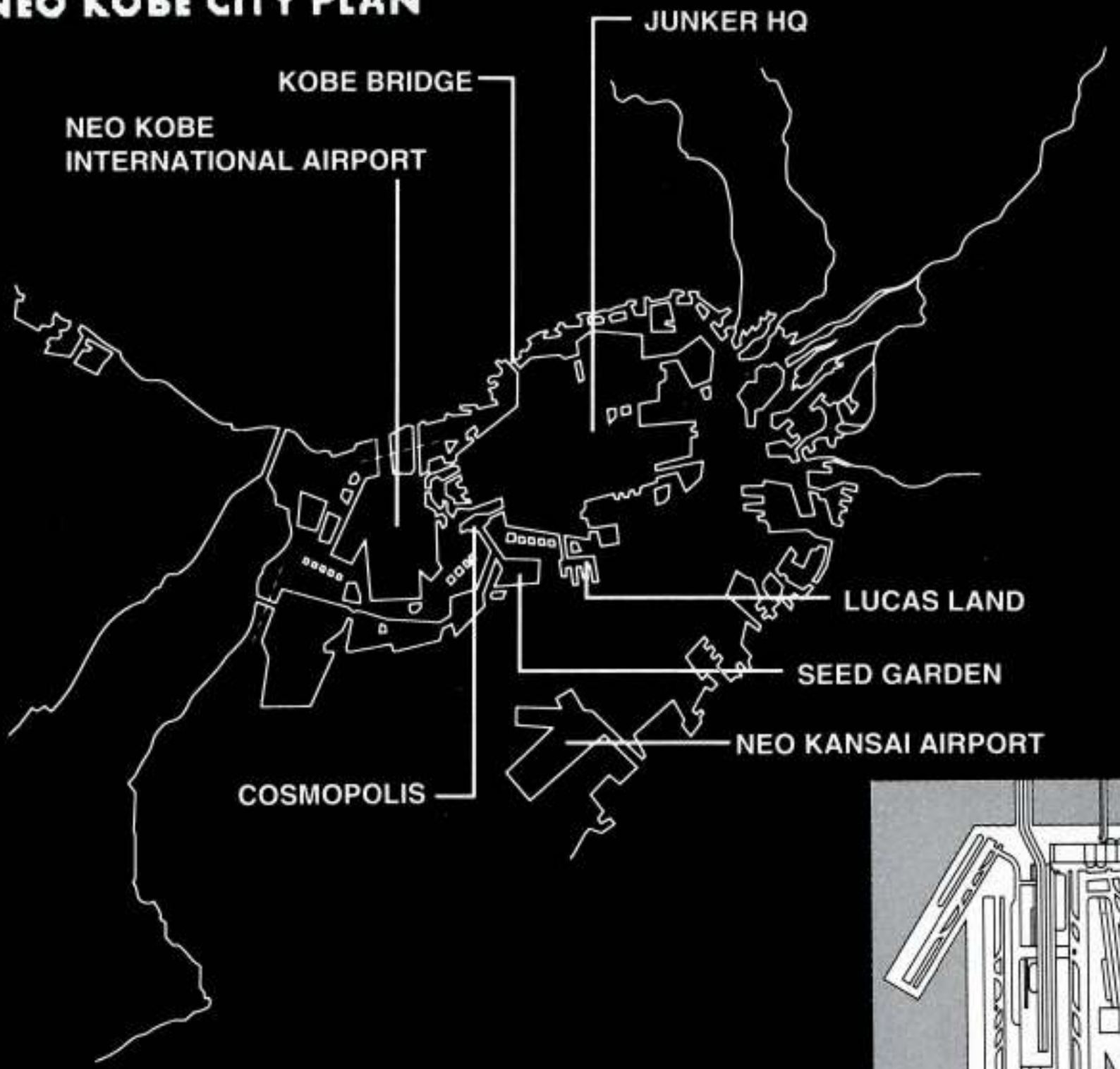
20% Business-use

8% Homes

(2047 census figures)



NEO KOBE CITY PLAN



NEO KOBE
INTERNATIONAL AIRPORT



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