



Dynamite COP!

*It's tuna-slinging, hairspray-aiming
killer commandos to the rescue!*

SEGA®

TEEN
TM
T
CONTENT RATED BY
ESRB

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Dynamite Cop™

Thank you for purchasing Dynamite Cop. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Dynamite Cop.



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Dynamite Cop is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. With this game, 5 blocks of memory are needed to save game files. Note that because the saving of game data occurs automatically, never turn OFF the Dreamcast power, remove the memory card unit or disconnect the controller during game play.

STORY



Here's what we know so far! You, a one "Captain Bruno Delinger," were rudely awakened from your mandatory 3 hours of sweat-drenched, flashback-having, war-ridden nightmares you call your beauty sleep. The phone just rang like an air raid siren in your head, and at this hour you can't help but stand at attention. Seems that the President of the good old U. S. of A. needs your help! A band of modern day pirates has taken control of the world famous "Bermuda" cruise liner. They are heavily armed and dressed like Blue Beard the Biker. This floating fortress of fun also happens to have over a thousand of the most powerful people in the world on board! The President's daughter is among them, and in need of some major life preserving! You wipe the crust out of your eyes, brush those pearly whites, and suit up. You make sure not to forget your monkey sidekick, "Banana." He happens to be your good luck charm and goes over great with the chicks!

Just when you thought things were bad, they get worse. The Navy SEALs that have also been called out for this oceangoing party know of you and your incredible talents for bringing down the house—literally! You've paid more in property damage than in alimony checks! The SEAL commander doesn't seem to like hot shots, and makes sure to politely let you know by yelling and spitting it all over your face. Boy, does this guy need to switch mouthwash!

"Look, I'm not here to make friends," you say.

"Oh really, Bruno?" the commander replies. "So I guess that filthy monkey on your shoulder is your twisted idea of a sidekick." The entire room breaks out in laughter, sans you. These guys don't seem too supportive of your choice in partners, and your monkey just peed on your back from all the commotion.

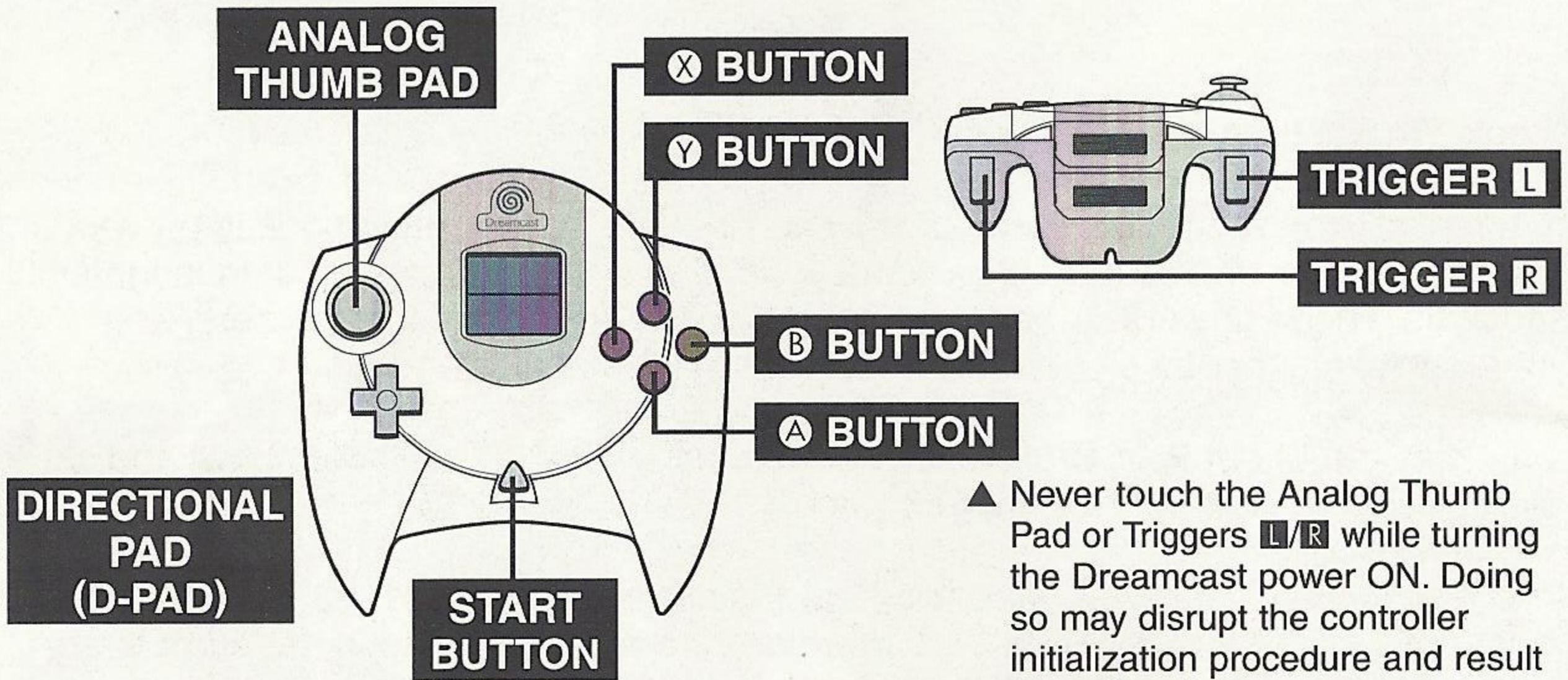
"Just stay out of our hair, Bruno!" the commander warns. "This is our show, and we don't need any organ grinders in this circus!"

"You're right, Captain," you reply. "Send in the clowns, that's what I always say!" The room goes silent, and with that said, you earn the respect and total hatred of every man in the room. So much for professional courtesy!

Your mission is simple. Invade the ship and rescue the hostages, **ESPECIALLY THE PRESIDENT'S DAUGHTER!** Take out anyone who stands in your way. This is not a P.R. mission, so use any and all weapons you can find. You'd be surprised at what you can use to drop your swarthy opponents, so keep your eyes peeled. Remember, these pirate rejects are playing for keeps, so stay sharp. Now move out before the SEALs start clubbing you!

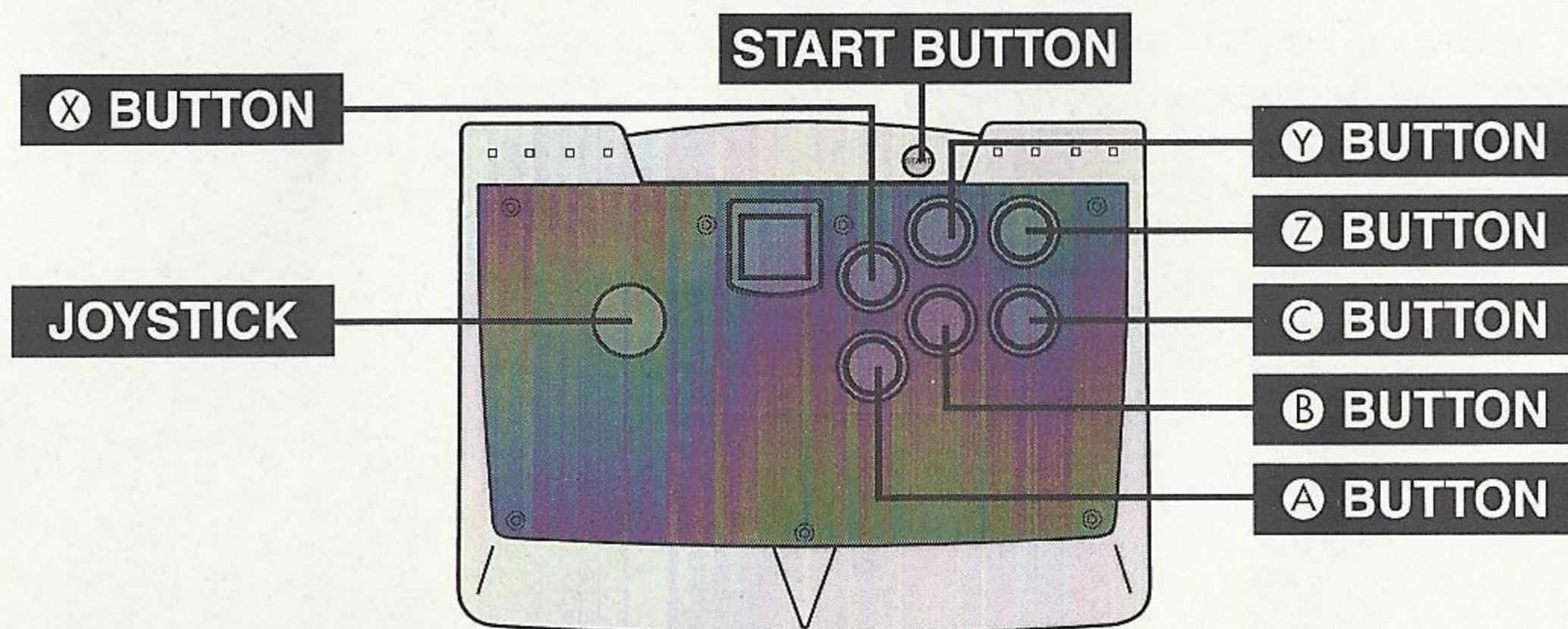
CONTROLS

DREAMCAST CONTROLLER







▲ Never touch the Analog Thumb Pad or Triggers **L/R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

ARCADE STICK (sold separately)



Dynamite Cop is a 1 to 2 player game. For a single player game use either Control Port A or B; for a two player game use both Control Ports A and B. Control Ports C and D can be used to save files to a memory card.

- ▲ The controls within this manual use the default controller configuration.
- ▲ The commands for the D-Pad or Joystick are displayed as    .





MAIN MENU CONTROLS

D-PAD (JOYSTICK)	Select
A BUTTON	Enter
B BUTTON	Cancel/Return to previous screen

TRANQUILIZER GUN CONTROLS

D-PAD (JOYSTICK)	Move trailer and hunter
START BUTTON	Game Start/Pause
A BUTTON	Fire tranquilizer gun

DYNAMITE COP CONTROLS (Controls correspond to when the character is facing right)

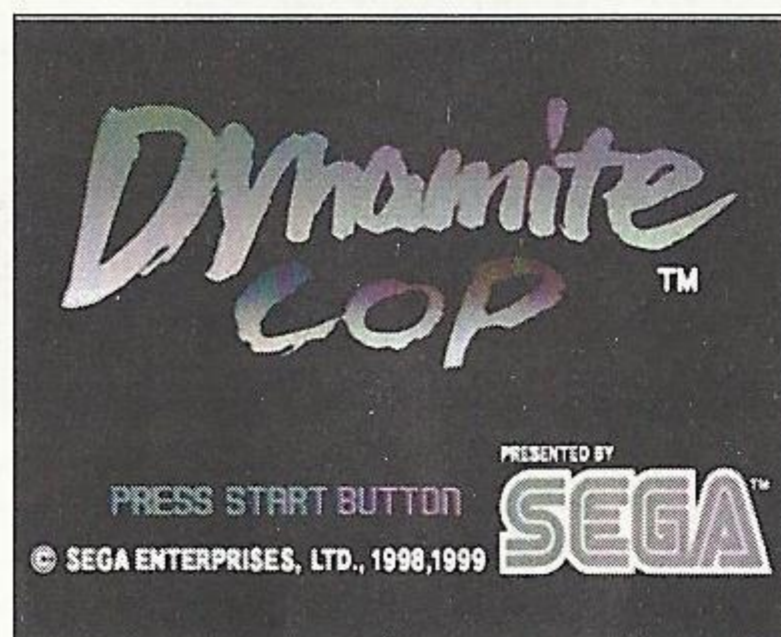
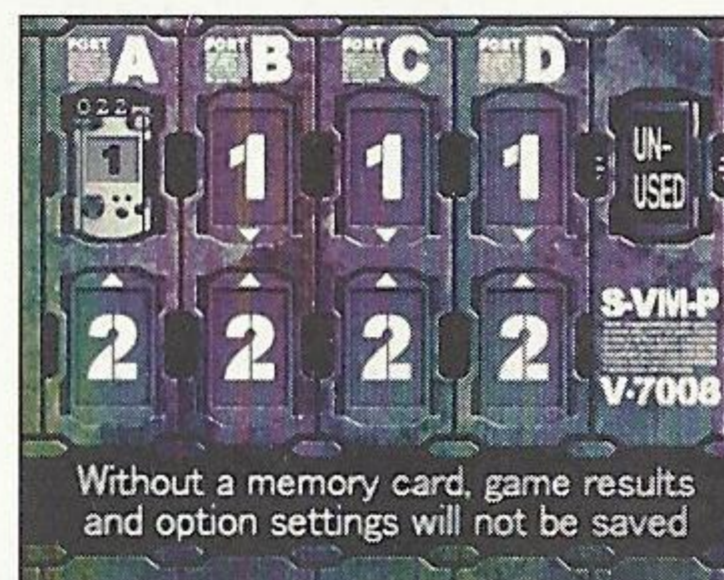
<<Controller>>	<<Arcade Stick>>	
D-PAD	JOYSTICK	 Move to the background
		 Move to the foreground
		 Advance/Hold (while near an enemy) Run (press twice quickly and hold)
		 Turn around
START BUTTON	START BUTTON	Pause
X BUTTON	A BUTTON	Punch/Pick up items/Use weapon
Y BUTTON	B BUTTON	Kick
B/A BUTTON	C BUTTON	Jump/Dash (press twice quickly and hold)
TRIGGERS L+R	A+B+C BUTTON	Escape

- ▲ This manual refers to the D-Pad when giving instructions for controls, it is also possible to use the Analog Thumb Pad.
- ▲ Press either the **A**, **B**, **X**, **Y** or Start Buttons to skip demo movies.
- ▲ To return to the title screen at any point during game play simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons on the Dreamcast Controller or Arcade Stick.

STARTING UP

BEFORE PLAYING

After you turn the Dreamcast power ON and start the game, the Memory Card Selection Menu appears. Use the D-Pad to select a memory card and press the **A** Button to enter.



Once the title screen appears, press the Start Button to display the Main Menu. Use the D-Pad **↑****↓** to select an item and press the **A** Button to enter.



DYNAMITE COP

P.7

Play Dynamite Cop: Caribbean Pirates or Dynamite Cop: Showdown

BONUS GAME

P.11

Play the bonus games – Tranquilizer Gun, Versus Mode, or Survival Mode

GALLERY

P.14

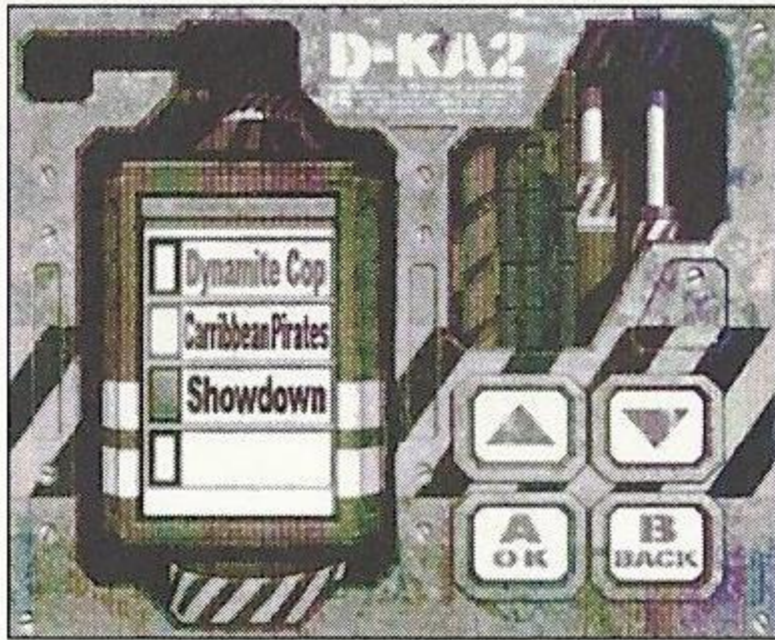
View the illustrations drawn by Master Tony or an on-line comic

OTHER

P.15

Adjust the game settings or use the “Detonator Pack”

DYNAMITE COP



GAME START

Use the D-Pad to select a game mode and press the **A** Button to enter. Press the **B** Button to return to the Main Menu.

CARIBBEAN PIRATES

A re-creation of the arcade edition.

SHOWDOWN

This mode is not initially available. Missions 1 to 3 of the Dynamite Cop: Caribbean Pirates must first be completed to gain access.

WHAT IS DYNAMITE COP: SHOWDOWN?

The controls are the same as for Dynamite Cop: Caribbean Pirates. However, with the following conditions present, Dynamite Cop: Showdown is designed for the expert player.

MISSION 4: Damage from enemy weapons is greater.

MISSION 5: Failure to complete each room in the designated time will result in game over. Time left over will be added to the next room. *S items do not appear.

MISSION 6: The player begins the game with a low level of health. Damage from enemy weapons is greater. *S items do not appear.

* For information regarding S items, see p.9.

CHARACTER SELECTION

Before the counter reaches zero, select a character using the D-Pad , and press the **A** Button to enter. If the counter reaches zero, whichever character is highlighted at that time will be automatically selected.



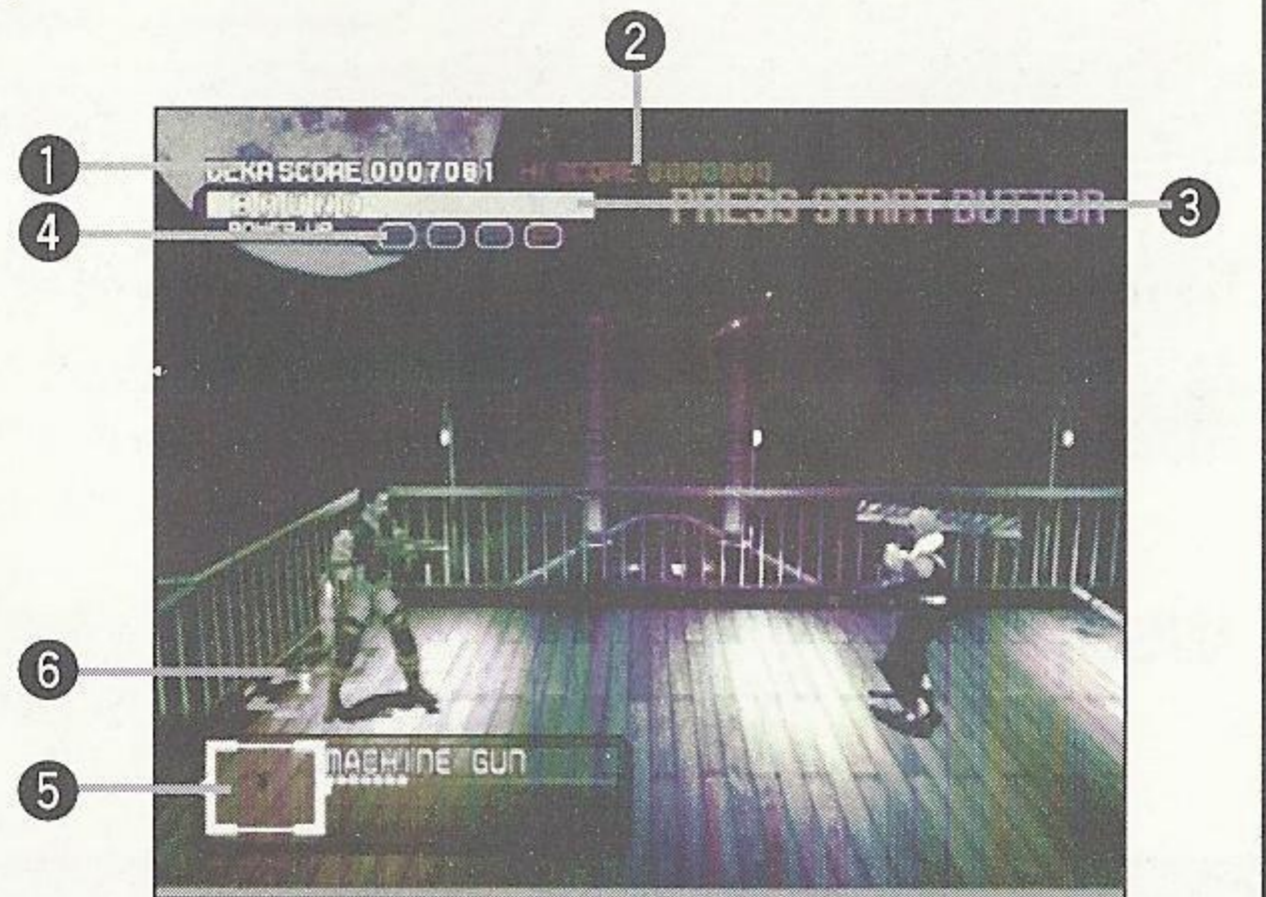
MISSION SELECTION

Before the counter reaches zero, select a mission using the D-Pad $\leftarrow \rightarrow$, and press the **A** Button to enter. If the counter reaches zero, whichever mission is highlighted at that time will be automatically selected.



GAME DISPLAY

- ① SCORE
- ② HIGH SCORE
- ③ HEALTH GAUGE
- ④ POWER GAUGE
*Collect five P items or one S item and the player will power-up while the gauge flashes green.
- ⑤ CURRENT WEAPON
(If the weapon is a gun, the number of bullets will be displayed along with the player's stock)
- ⑥ AVAILABLE ITEMS



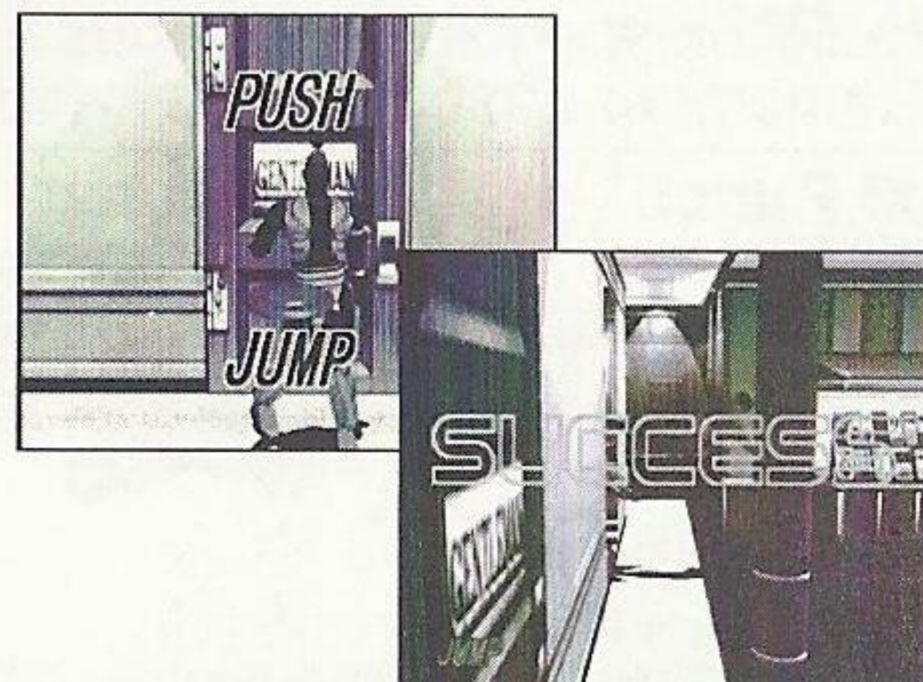
* For information regarding P and S items, see p.9.

HEADLINE

DYNAMITE COP

VISUAL SCENE

The message "CAUTION" precedes a visual scene. The player must respond to the commands on the screen quickly. Success will restore health – failure will not only prevent health from being restored, but will also sometimes result in a battle.



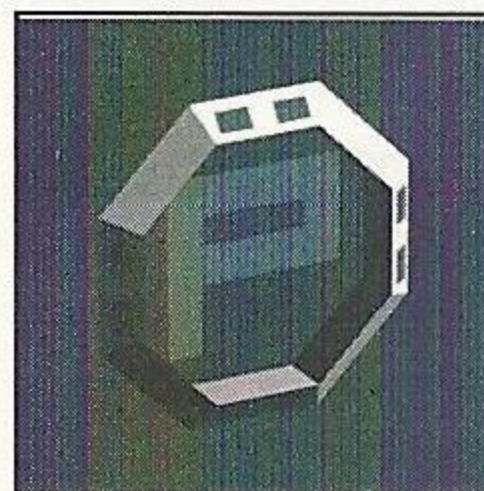
GAME OVER & CONTINUE

When the health gauge is fully depleted, the game is over and the Continue Screen will be displayed. To continue, press the Start Button before the counter reaches zero.

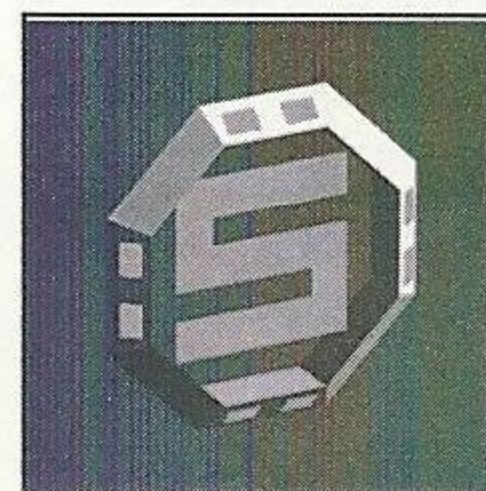
POWER-UPS

Collect either five P (power-up) items or one S (special power-up) item by defeating enemies to power up the player for a short time. At this time, the power gauge will turn green and flash. The player will then be able to perform strong combination attacks until the flashing stops.

▲ For details about the combination attacks for each character, see p.10.



Power-up



Special Power-up

In action scenes, use various button combinations to perform a variety of attacks. Remember the commands written below to freely control your character.

X Punch	B Jump
Y Kick	+ Simultaneously

UNARMED COMBAT

Escape	X+Y+B
Quick Upper	X+B
Jumping Kick	Y+B
Jumping Spin Kick	→X+B
Dive Bomber	→Y+B
Reverse Fist	BBX
Sweep	BBY
Rocket Kick	Y while running
Somersault Kick	Hold Y then release
Aerial Punch	X while jumping
Drop Kick	Y while jumping
Follow Up	X+Y while jumping
Elbow Pop	X while landing
Rotating Smash	Y while landing

WHILE HOLDING

Giant Swing	Rotate D-Pad+ B
Double Arm Suplex	←+X (Bruno)
Aikido Throw	←+X (Jean)
Body Slam	←+X (Eddie)
Brain Buster	←+Y (Bruno)
Frankensteiner	←+Y (Jean)
Whirling Throw	←+Y (Eddie)

▲ The above controls correspond to the default controller settings.

▲ The controls on this page correspond to the Dreamcast Controller.

WHILE LIFTING UP THE ENEMY

Throw	X
Forceful Kick	Y
Jumping Piledriver	X+B
Jumping Wishbone Body Slam	Y+B

WHILE HOLDING THE ENEMY'S LEGS

Beat	X
Throw	Y

WHILE USING THE HANDGUN

Make an Arrest	Hold enemy and X
Steal Item from Enemy	Hold and Y

DURING POWER-UP (Bruno)

Crazy 7 Shot	With Handgun XXXXXXXXXX
Super Stick Roll	With Pole XXXXXXXXXX

DURING POWER-UP (Jean)



Marvelous Grapple Combo	Grab and XXXXXXXXYYYYYY
Super Stick Roll	Grab and YYYYXXXXXXXXXXXX

DURING POWER-UP (Eddie)

Asian Flash Combo	XXXXXXXXXXXXY
Thai Boxing Kick Crusher	YYYYYYYYYX

▲ Directional controls correspond to when the character is facing right.

BONUS GAME

Play the immortal Tranquilizer Gun, Versus Mode or Survival Mode. Use the D-Pad  to select an item and press the  Button to enter.

■ TRANQUILIZER GUN

Play the immortal Tranquilizer Gun. Press the Start Button to begin the game. When the game is over the player will return to the Bonus Game Menu. For the controls of the game, see p.5.

ABOUT TRANQUILIZER GUN

Tranquilizer Gun was released as an arcade game in the early spring of 1980. At that time Sega was using a CPU combined with a Z80. This setup was known as a "Dual Board" and was used to create Tranquilizer Gun. The first game for this setup was "Head On"; after that came "Samurai," "Deepscan," "Carnival," and many other games. The frantic action captured the hearts of the game-playing children of the day.



CAUTION

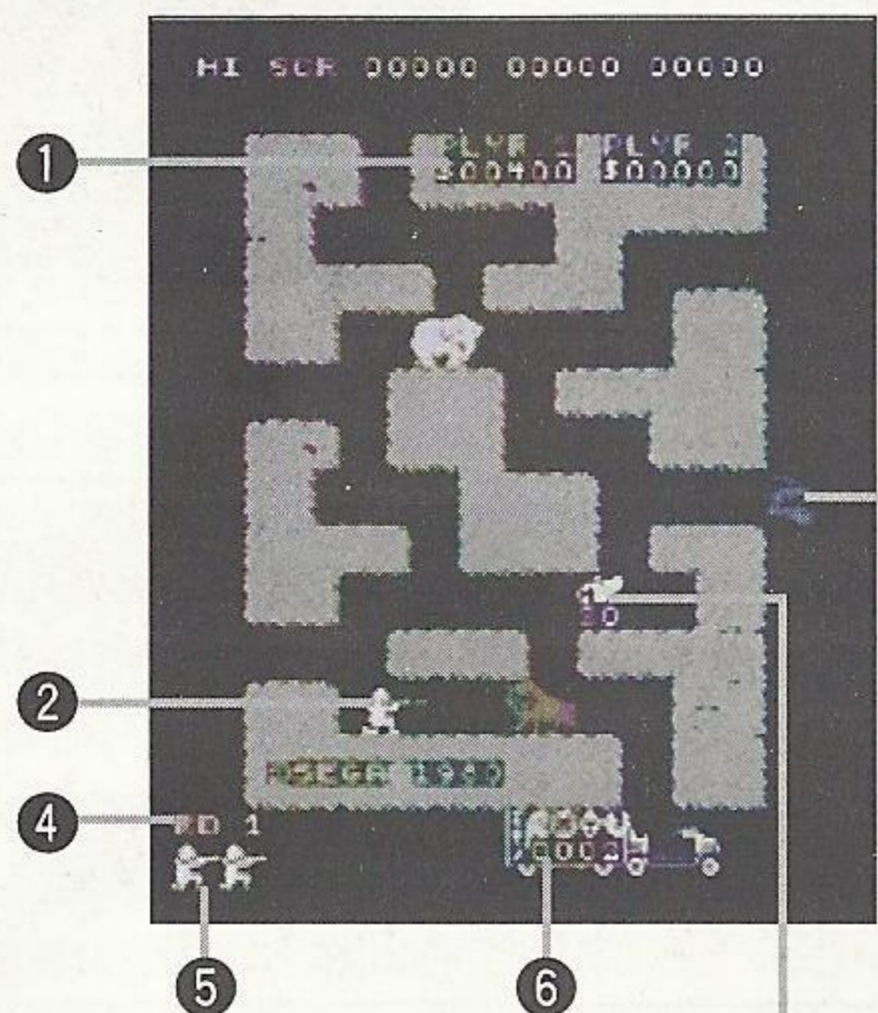
Tranquilizer Gun is not available for play from the beginning of the game. Earn credits by completing the missions in Dynamite Cop: Caribbean Pirates within the following conditions.

	MAX. NO. OF CONTINUES	REWARD
Mission 1	Unlimited	3 credits
Mission 2	Clear within 8 continues	6 credits
Mission 3	Clear within 3 continues	9 credits

▲ Clearing all missions will enable you to play Tranquilizer Gun an unlimited number of times.

HOW TO PLAY TRANQUILIZER GUN

First, position the trailer near an animal. Use the D-Pad to move the hunter and press the **A** Button to fire the tranquilizer gun and put the animal to sleep. The larger the animal, the more difficult it is to put to sleep. It is then possible to capture the animal you have put to sleep. Take the sleeping animal back to the trailer before the number below the animal reaches zero. When the fuel in the trailer runs out, the trailer will no longer move. Collecting one of each animal will add fuel to the trailer. Clear the round by putting all four animal types to sleep at the same time. If you are attacked, one life will be lost. Losing all lives will result in game over.

GAME DISPLAY


Sleeping animals display a counter.



- ① **SCORE**
(1P/2P)
- ② **HUNTER**
- ③ **ANIMALS**
(Snake, gorilla, lion, elephant)
- ④ **ROUND**
- ⑤ **NUMBER OF HUNTERS REMAINING**
- ⑥ **TRAILER**

THE TRAILER

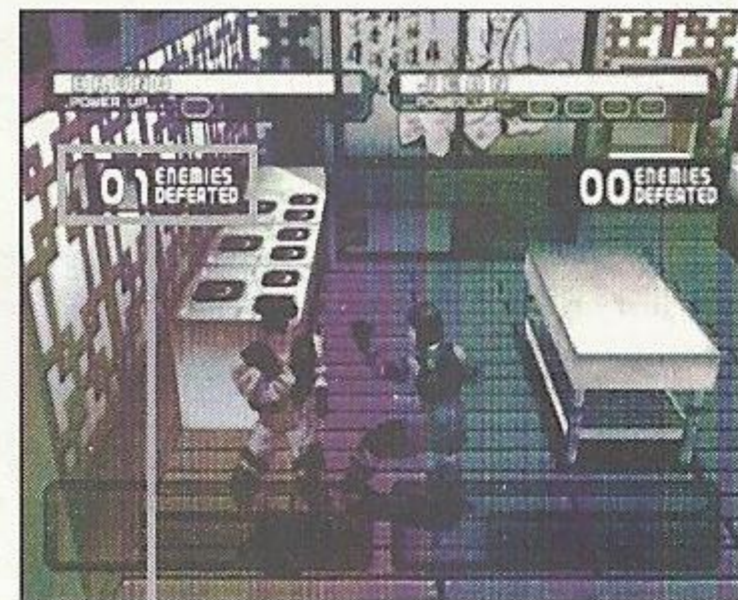

Remaining fuel

Numbers of captured animals
From left – Elephant, Lion, Gorilla, Snake

■ VERSUS MODE (2 Players only)

The player must connect a controller to both Control Ports A and B. Each player selects a character, then a mission is selected (the controls are the same as for Dynamite Cop).

▲ In Options, the “Friendly Fire” setting will become invalid. See p.16.

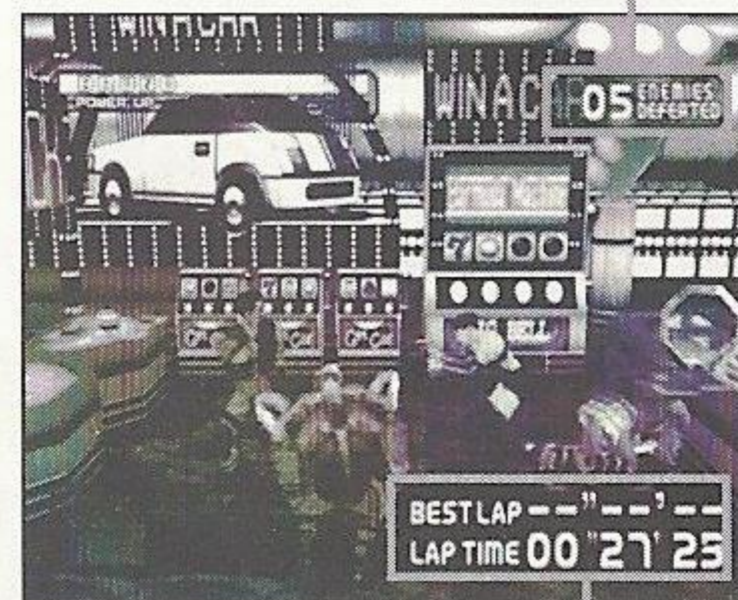


NUMBER OF WINS

■ SURVIVAL MODE (1 Player)

This is a race against time to beat hordes of enemies. Connect a controller to Control Port A, then select a character and a mission (the controls are the same as for Dynamite Cop).

- ① NUMBER OF ENEMIES DEFEATED
- ② BEST TIME (The quickest time to defeat 10 enemies)
LAP TIME (The time until 10 enemies are defeated)



2

GALLERY

View illustrations by the artist Master Tony or an on-line comic. Use the D-Pad \uparrow \downarrow to select an item and press the A Button to enter. Press the B Button to return to the Main Menu.

■ MASTER TONY'S ILLUSTRATION GALLERY

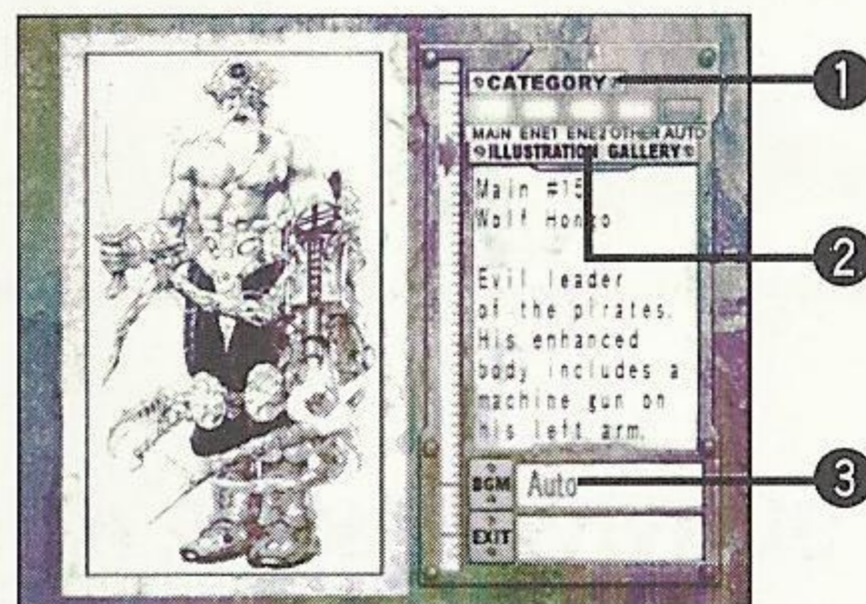
View Dynamite Cop character and enemy illustrations. Use the D-Pad \uparrow \downarrow to highlight an item and \leftarrow \rightarrow to select from its contents. Select "EXIT" and press the A Button to exit and return to the Gallery Menu.

① CATEGORY

Use the D-Pad \leftarrow \rightarrow to select the following galleries: MAIN (Dynamite Cop characters), ENE 1 (Enemy 1), ENE 2 (Enemy 2), OTHER and AUTO (displays the contents of all the galleries).

CATEGORY COLORS

- Red:** The gallery currently being viewed
- Yellow:** There are illustrations in the current gallery which have not yet been viewed
- Green:** There are illustrations in another gallery which have not yet been viewed
- Purple:** The player is currently in AUTO mode



② ILLUSTRATION GALLERY

Use the D-Pad \leftarrow to view the previous illustration, and \rightarrow to view the next.




③ BGM

Use the D-Pad \leftarrow \rightarrow to select tracks. Select "Auto" and the tracks will change automatically.





All illustrations are not available from the start. The player must find hidden items in Dynamite Cop to access them. Keep playing until you find them all.

■ ON-LINE COMIC

View all of the pages of the Dynamite Cop comic made available on the Japanese Sega Homepage. Use the D-Pad \leftarrow to view the previous frame and \rightarrow to view the next. The selected frame will zoom automatically. To exit, press the A Button to display the Exit Menu, select "EXIT" and press the A Button again.

Adjust the various game settings or use the “Detonator Pack.” Use the D-Pad   to select an item and press the  Button to enter.

■ DETONATOR PACK

Download the “Detonator Pack” from the downloads area of the Dreamcast Network and combine with the Dynamite Cop saved file to create the “Dynamite Cop Combat File.” Insert a memory card (Visual Memory Unit) into the controller. Use the D-Pad   to confirm the creation of “Dynamite Cop Combat File” and press the  Button. Return to the Other Menu when the process is complete or by pressing the  Button.

WHAT IS “DYNAMITE COP COMBAT FILE”?

This data makes Dynamite Cop even more interesting.

For example: You can use a new character!

 New weapons!

 More illustrations!

Make the game more interesting!

DOWNLOAD THE “DETONATOR PACK” FROM THE INTERNET

BEFORE DOWNLOADING


Before downloading the “Detonator Pack” from the Internet, it is first necessary to use the Dreamcast Browser GD ROM included with the Dreamcast to register on-line or perform user registration check in order to connect with the Internet

The download will occur via the Dreamcast Browser. Set up the Dreamcast Browser and insert a memory card with 4 or more blocks of free memory. Connect to the downloads area of the Dreamcast Network, and follow the instructions displayed on the screen and download the “Detonator Pack.”

Check Out <http://dynamite.games.dreamcast.com!!>

- ▲ Be sure to read the Dreamcast Browser instruction manual.
- ▲ For details about connecting to a phone line, refer to the Dreamcast Browser instruction manual.
- ▲ Never turn the Dreamcast power OFF or disconnect the memory card while downloading.

■ OPTIONS

Adjust the game settings. Use the D-Pad   to select an item and press the  Button to display its Settings Screen. After modifying the setting using the D-Pad, press the  Button to return to the Options Menu.

BGM VOLUME

Adjust the volume of the BGM.

SOUND

Select Stereo or Mono sound.

FRIENDLY FIRE

Select whether or not a player can damage his partner in a two-player game.

- ▲ This is originally set at "Does not hit."
- ▲ Not applicable for Versus Mode.

CONTROLLER SETTINGS

Select from 4 types of controller settings. It is not possible to change the settings of the Arcade Stick.

MEMORY CARD SOUND

Enable or disable the beeping sound of the Visual Memory Unit upon completion of saving, etc.



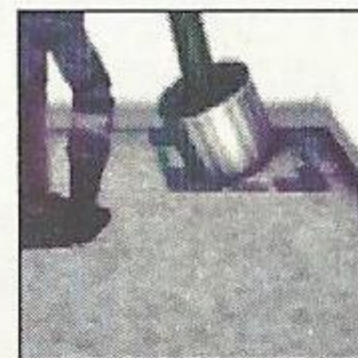
- ▲ Pressing the  Button after making an adjustment will make it invalid.
- ▲ It is not possible to alter the controller settings of the Arcade Stick.

ITEMS

Below are some of the items that will assist you in the game. To pick up an item, approach it and press the **X** Button when the item-mark turns from red to green. Press the **X** or **Y** Button to use weapons. The effect of health items and magazines is displayed on the screen.



Cannot be picked up



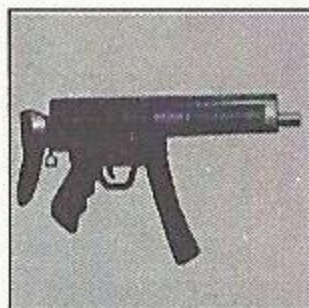
Can be picked up

WEAPONS (Small Arms)



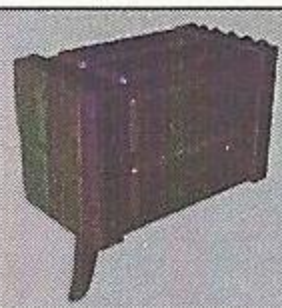
HANDGUN

Power: High (Automatic)
Recommendation Level: High



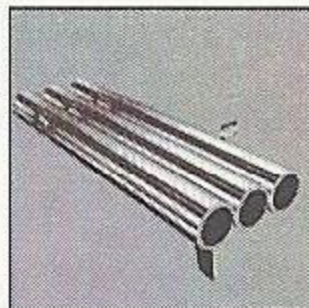
MACHINE GUN

Power: High
Recommendation Level: High



MISSILE LAUNCHER

Power: High
Recommendation Level: High



TRIPLE BAZOOKA

Power: High
Recommendation Level: Medium



ANTI-TANK RIFLE

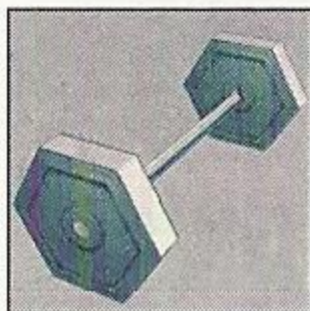
Power: High
Recommendation Level: High



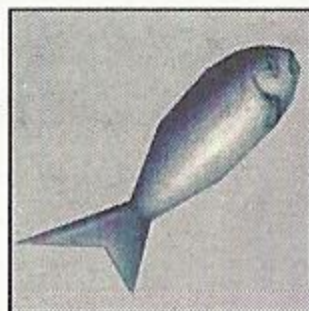
ANTI-SHIP MISSILE

Power: Extremely high
Recommendation Level: Maximum

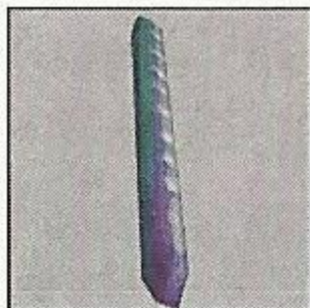
WEAPONS (Poles/Thrown Items)

**BARBELL**

Power: Medium
Recommendation Level: Medium

**TUNA**

Power: Low
Recommendation Level: Medium

**FRENCH BREAD**

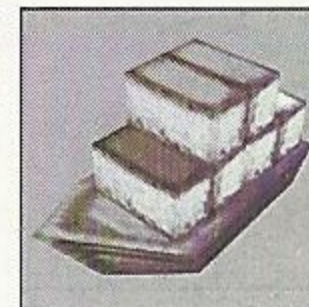
Power: Medium
Recommendation Level: Low

**IRON PIPE**

Power: Medium
Recommendation Level: Medium

**DECK BRUSH**

Power: Medium
Recommendation Level: High

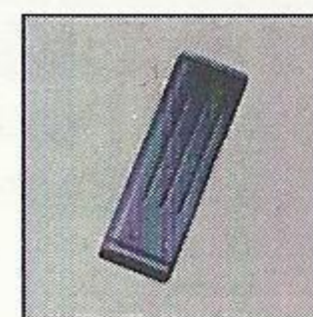
**SUSHI**

Power: Low
Recommendation Level: Maximum

STEAL ITEMS FROM THE ENEMY!



When carrying a handgun, hold an enemy and press the **Y** Button to take up to 4 magazines or other items from the enemy. Magazines can also be used for machine guns, so be sure to get them.



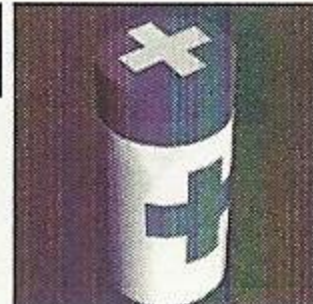
Magazine

RECOVERY ITEMS



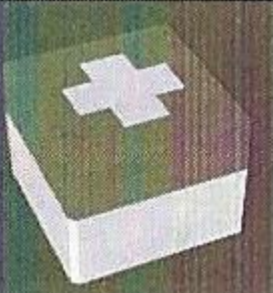
CAPSULE

Restores player's health a little.



DRINK

Restores player's health by a medium amount.



FIRST AID KIT

Restores player's health a lot.

QUICKLY RETRIEVE DROPPED ITEMS



Taking damage while carrying a weapon will result in the weapon being dropped. To prevent the enemy from picking the weapon up, be sure to recover it quickly.

CHARACTERS



CAPTAIN BRUNO DELINGER

Some call him Bruno, some call him “Mr. Dynamite,” but try not to call him “Monkey Boy.” Known for his incredible martial arts skills as well as his record for property damage, Capt. Bruno is one tough ball of primate-carrying beef cake! He’s got a trusted monkey sidekick named “Banana” and a real love for seeing things go **boom!** If he isn’t in the middle of saving the world from terrorists, he’s usually in the middle of trying to save his marriage.

SERGEANT JEAN IVY



This Navy SEAL-trained spitfire loves to get her kicks. And she usually aims them right at your chin! She loves sushi and Japanese animation. Her “turn ons” are cat lovers and long walks on the beach. Her “turn offs” are small feet and “mean people who want to take over the world.” Proficient in kung fu and sambo!

CORPORAL EDDIE BROWN

Two things relax this guy, reggae and kick boxing! A Navy SEAL since he drop kicked a referee in the NFL, Eddie is tough as nails and eats them too! When not risking his life for the good of his country, he moonlights for a psychic advice hotline!



WOLF HONGO

This ex-hippie turned international terrorist is one bad mama jamma! While being extradited to America his plane went down over the Bermuda Triangle. Because his body was never recovered, many believed him to be shark food. He has since been sighted leading the "Caribbean Crew" in their pirate activities. Known for his dirty fighting and foul B.O., this terror of the seven seas takes more hostages than showers!

**PIRATE COUPLE**

Wife: Ada Mendoza

Husband: Capt. Gonzalez

This cute pair of love birds will peck your eyes out. Always together and always deadly, these ex-circus stars are quicker than they look. Ada's hip attack is a thing of legend, while Captain Gonzales can go toe to toe with the best of them. The only thing these two do badly is pick their clothes.

DR SHIELD

This guy learned all his martial arts moves from reading too much "Middle-Aged Sickly Warrior Turtles!" He is obsessed with comic books and wants to put you permanently out of print! His giant sea turtle shell can protect him from your attacks. Let's hope you have something to protect your nose from his foul pizza breath!



KATSU TOSHI

With double blades in hand and tattoos in places we can't show you, "Tattoo" Toshi lives up to his weirdo name. Not only is this guy in charge of taking out any poor sap that gets in the way of the crew, he keeps everyone's nose hair nicely trimmed. His dream was to be a famous New York hairdresser, but he failed hair tinting.



JUMBO MATSU

Once a sumo wrestler, now just an angry, donut eating waste of space. Jumbo fights like he eats, like his life depended on it. His punches are like two greasy pork chops, and his kicks will give you heartburn. Not even the cruise ship has enough grub to keep this guy happy, and he is mighty P.O.'ed! Hurry, throw him a sandwich!



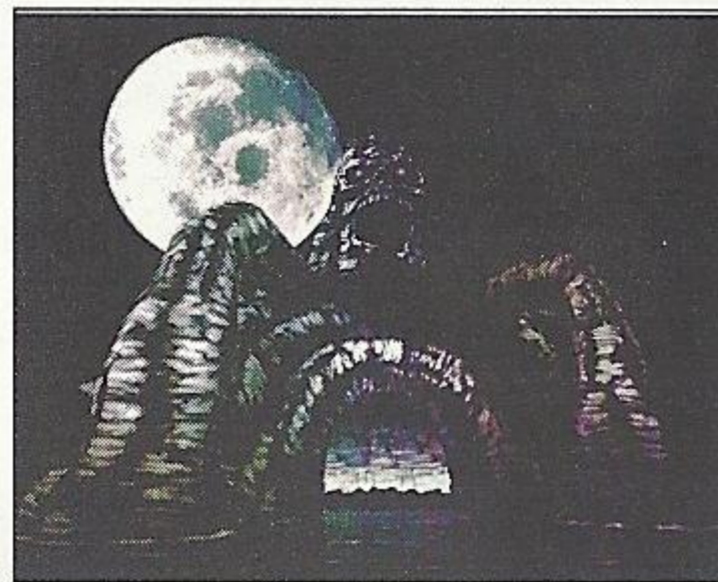
SHELL GUARD

This guy is one water-logged freak of nature, and his taste in backpacks will have you screaming for the tartar sauce! Once a fast food worker for the CrabLand restaurant chain, he got tired of working for so little money, but he kind of liked the humiliating costumes! His crab shell uniform not only protects him but it smells something awful! Use your head when fighting this crusty creep, and don't forget to cover your nose!



MANJI

A wannabe ninja with everything to prove and nothing upstairs! Manji learned the art of invisibility from those creepy survivalist magazines, and he hasn't stopped swinging his ginsu since. Now hired by the "Caribbean Crew," Manji uses his mail-ordered cutlery to wreak havoc on unsuspecting sea-goers. This guy needs to get a grappling hook on reality.



MYSTERY ISLAND

Some pirates and villains call this the "Pirate Training Grounds," a place where future pirates will be trained. The details are however unclear.

Dynamite Cop Credits:

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of Dynamite Cop. Credits for the original development staff are listed in the game itself.

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