

STAFF

POLICE

PROGRAM WORK

CHIEF PROGRAMMER
ENEMY PROGRAMMER
SUB PROGRAMMER

ANDO HIROSHI
YAMAMOTO MASANOBU
ABE TERUJI

ART WORK

JUD FRUGLHAMMER

ABE TERUJI

ART WORK

CHIEF ARTISTS

AOKI KUNITAKE
KUMADA TATSUTO

MODEL ARTISTS

STEPHENSON JOE
HEDLUND STIEG
MUNDY ANDREW
CUNNINGHAM BETTY

575

PLAYER MODEL ARTISTS

MAKINO TAKU
AOKI YOSHIAKI
KATOH HIDEYUKI

ANIMATION ARTISTS

RUGGLES DEAN
TOBEY TOM
MAKOTO UCHIDA
HANCOCK GREG

BACK GROUND SCR
ILLUSTRATOR

ACKERMAN ALAN
DE ZUNIGA TONY

SEPARATOR

DEFINITION

CG ARTIST
ART MANAGER

KUMADA TATSUTO
STEELE BOB

POLICE

SOUND WORK

MUSIC AND
SOUND EFFECTS BY

HOWARD DROSSIN

SPECIAL THANKS

AFD

SEPARATION

CASTAL THANKS

HIRO	SEARS PAUL
UEDA YOUICHI	MORGAN ROBERT
LEYTZE DAVID	HIDESHIMA RICHARD
NAKABAYASHI TOHRU	LIQOTO KOUJI
ISODA YUKO L.	TANUMA KOUJI
AMANO SACHIKO	AO MASAYUKI
TAKAHASHI NAOKO	HIRAI SUSUMU
KUBO MORIKUNI	OKUMOTO SHINICHIRO
HUTCHINS STEPHEN	MORITA MASAMOTO

PRODUCERS

HECTOR ROGER

NAKAGAWA RIKIYAMA

MAKOTO UCHIDA

POLICE

EXECUTIVE PRODUCER

SUZUKI HISASHI

GAME DESIGNED
& DIRECTED BY

MAKOTO UCHIDA

A pixelated night cityscape with a police car on a road and a message overlay. The scene is viewed from an elevated perspective. A blue and white police car is on a road in the middle ground. The city below is filled with lights from buildings. A message is overlaid on the scene.

THANK YOU FOR PLAYING
SEE YOU NEXT GAME!!

POLICE



PLAYTIME 00:16:26
2 Coins Clear

THE
END