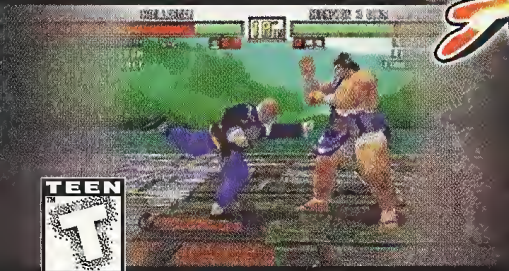
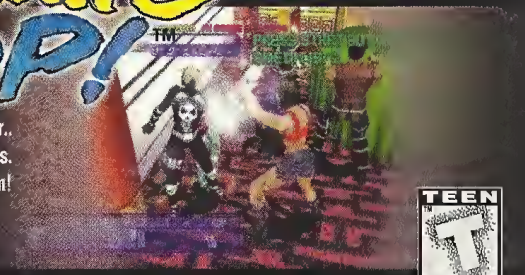
Virtua Fighter 3tb™



The original...and still the ultimate fighting challenge

TEEN T CONTENT RATED BY ESRB

Dynamite Cop!™



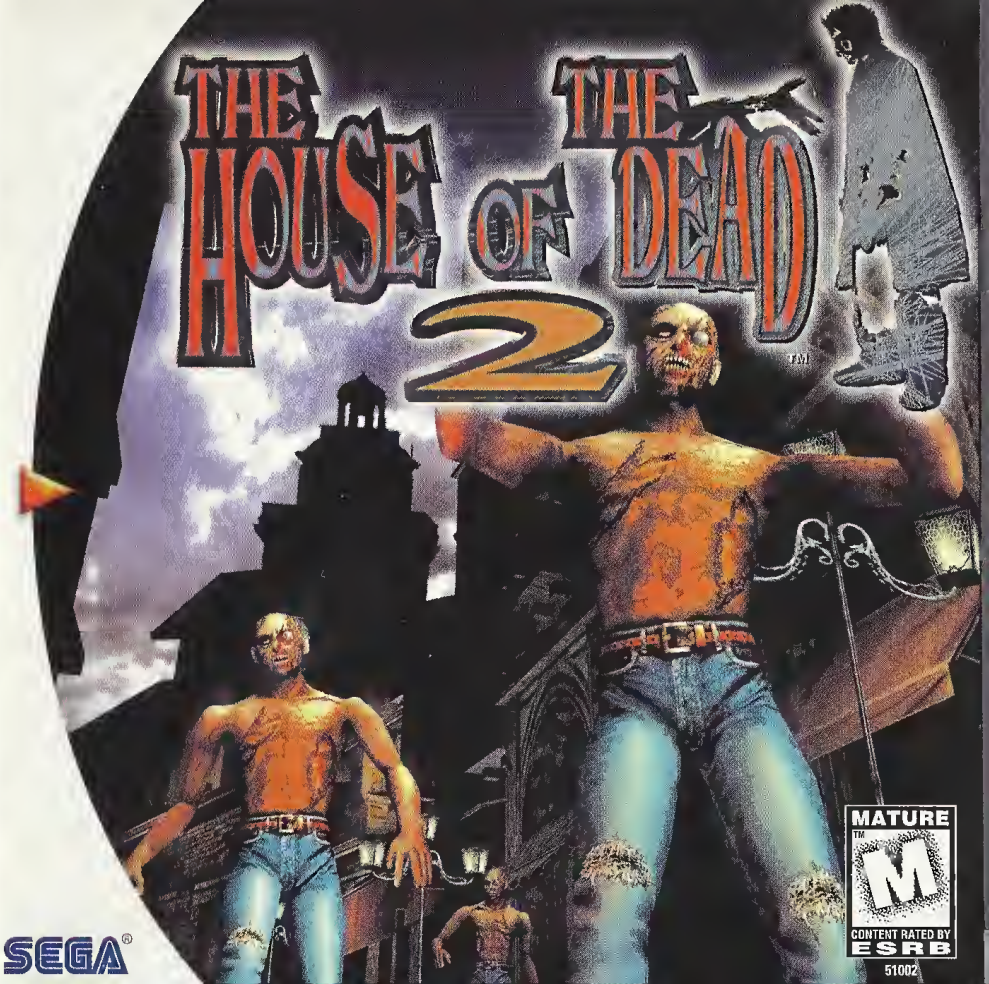
They have the President's daughter.. you have hairspray, frozen tuna and spears. No problem!

TEEN T CONTENT RATED BY ESRB

ega, Dreamcast the Dreamcast logo, Virtua Fighter 3tb The House of the Dead and Dynamite Cop are either registered trademarks or trademarks of SEGA Enterprises, Ltd SEGA ENTERPRISES, LTD , 1999 All Rights Reserved SEGA of America, P O Box 7639 San Francisco, CA 94120-7639 The ratings icon is a trademark of the Interactive Digital oftware Association

SEGA®

THE HOUSE OF THE DEAD 2™



MATURE M CONTENT RATED BY ESRB

51002

SEGA®

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.

Thank you for purchasing The House of the Dead™ 2! 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 The House of the Dead™ 2.

CONTENTS

THE STORY 2
CHARACTER INTRODUCTIONS 4
STARTING UP 5
GAME CONTROLS 6
SUB-PLOTS 8
THE GAME SCREEN 9
BEGINNING PLAY 10
ARCADE MODE 11
ORIGINAL MODE 12
TRAINING MODE 14
BOSS MODE 15
RANKINGS 15
OPTIONS 16
ITEMS 18
MONSTER FILE 20

The House of the Dead™ 2 is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. Seven blocks of free space are required to save a game file. Note that because saving occurs automatically, never turn OFF the Dreamcast power, remove the memory card unit or disconnect the controller during game play.

ARCADE MODE: After name entry
ORIGINAL MODE: After the game ends
TRAINING MODE: When you finish the game
BOSS MODE: When you finish the game
OPTIONS: After changing the settings

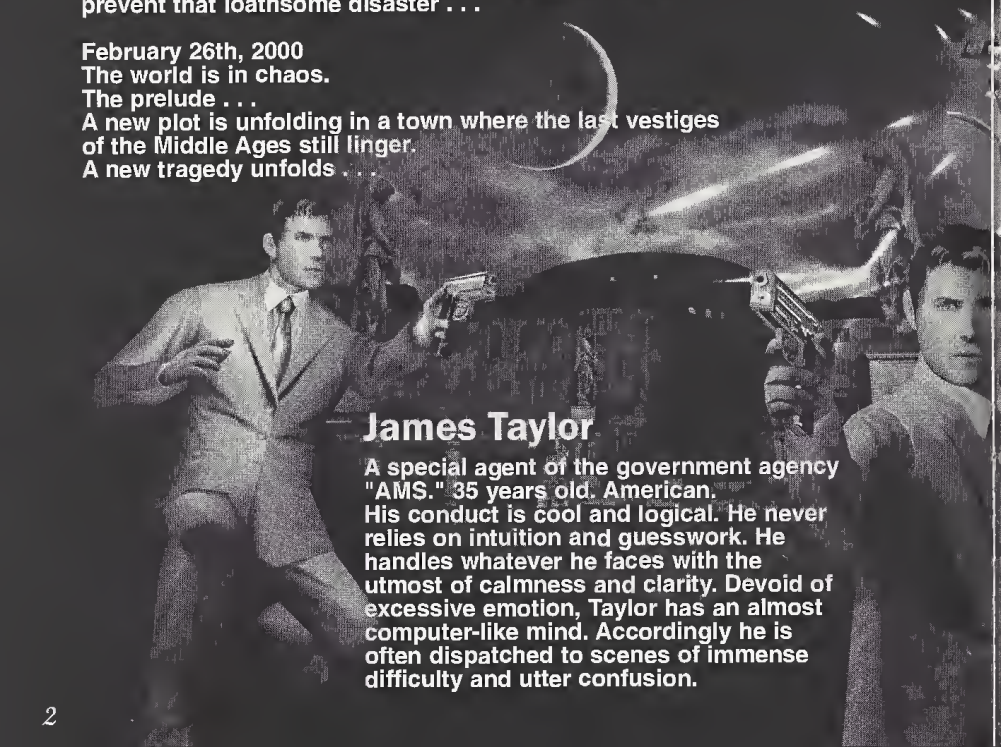
All characters are fictional, and any resemblance to actual persons, living or dead, is purely coincidental.

THE STORY

December 18th, 1998
"The Curien Mansion Incident"

There was nothing else that could have been done to prevent that loathsome disaster . . .

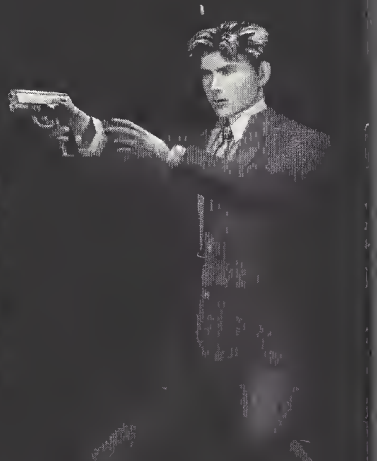
February 26th, 2000
The world is in chaos.
The prelude . . .
A new plot is unfolding in a town where the last vestiges of the Middle Ages still linger.
A new tragedy unfolds . . .



James Taylor

A special agent of the government agency "AMS." 35 years old. American.
His conduct is cool and logical. He never relies on intuition and guesswork. He handles whatever he faces with the utmost of calmness and clarity. Devoid of excessive emotion, Taylor has an almost computer-like mind. Accordingly he is often dispatched to scenes of immense difficulty and utter confusion.

CHARACTER INTRODUCTIONS



Gary Stewart

A special agent of the government agency "AMS." 24 years old. American.
A warm-hearted youth, yet to discover the world's sheer disorder. Whatever he comes up against, his approach is passionate and emotional. He was assigned to "AMS" one year ago. Despite a lack of experience, Gary puts all of his effort into his work. But sometimes he is reckless in his actions, and this worries James.

AMS special agents James and Gary are ready for action.
But what are they waiting for . . .?
And what does the mysterious Goldman really want . . .?

▲The Curien Mansion Incident lasted for three days from December 18th - 20th, 1998. It was an event orchestrated by Dr. Curien to destroy mankind. AMS special agents Rogan and G were able to stem this incident, but because of the Government's large role in it, the Curien Mansion Incident has yet to be officially announced.

CHARACTER INTRODUCTIONS

Amy Crystal

A special agent of the government agency "AMS." 29 years old. American. A reliable character, who has faced danger on many occasions, Amy is an open, frank, kind woman who never discriminates. She often behaves like a big sister to Gary, and has not yet accepted him fully as a special agent.

Harry Harris

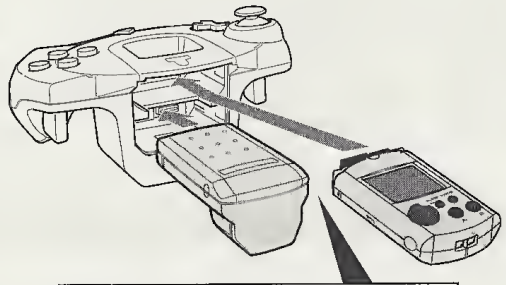
A special agent of the government agency "AMS." Harry is either in his late thirties or early forties. No one knows his nationality. He does not speak about his past. He always seems gloomy. He habitually wears dark glasses, and never shows his expressions.

Goldman

Goldman is in his early forties, and heads a world famous, distinguished financial group. Using his own substantial financial power, he is actively involved in human genome research. Goldman will soon report the results of his latest research, but none of his projects has ever been officially approved. He has an incredibly cool and intelligent appearance, but inside he is extremely anxious about the future of the natural world and the very existence of the human race.

THE JUMP PACK™

Make sure that you insert the Jump Pack (sold separately) into Expansion Socket 2 of the Controller. The Jump Pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play, causing problems with game operation.



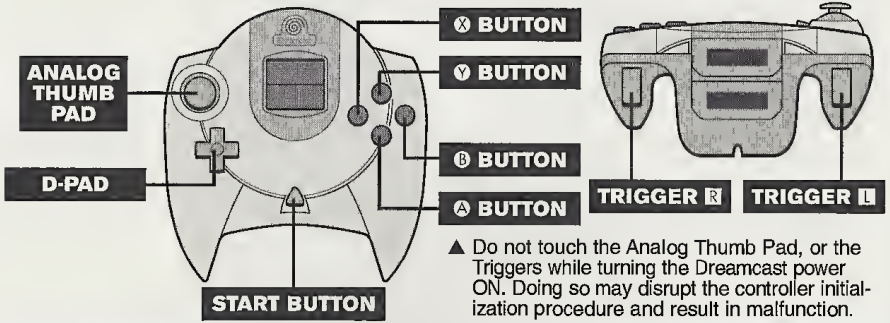
Insert the memory card into Expansion Socket 1 of the Dreamcast Controller, and the Jump Pack into Expansion Socket 2.

▲ For further details, also read the Jump Pack Instruction Manual.

GAME CONTROLS

This is a one or two player game. For a one player game, use either Control Port A or B, and for a two player game, use both Control Ports A and B. You can use a Controller with inserted VMU in any of the Ports to save the game.

THE DREAMCAST CONTROLLER



▲ Do not touch the Analog Thumb Pad, or the Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

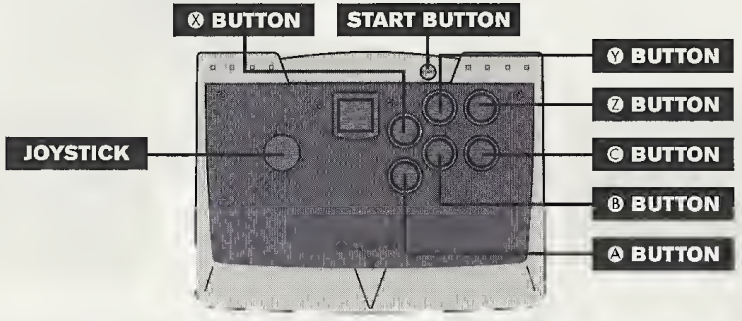
MENU/OPTIONS SCREEN		DURING GAME PLAY
⬆⬇:MENU SELECTION ⬅➡:CHANGE	D-PAD/ANALOG THUMB PAD	AIMING CONTROLS
ENTER	START BUTTON	START/PAUSE
ENTER	A BUTTON	FIRE
CANCEL	B BUTTON	RELOAD/SKIP AN EVENT
N/A	X BUTTON	SPEED UP AIMING
N/A	Y BUTTON	N/A
N/A	TRIGGER L	CENTER THE TARGET
N/A	TRIGGER R	RELOAD

▲ To return to the Title Screen at any point during the game, simultaneously press and hold the A, B, X, Y and the Start Buttons.

GAME CONTROLS

▲ All the controls described in this manual are those for the DEFAULT, or initial game settings.
▲ The directions for the Analog Thumb Pad/D-Pad/Joystick are shown with these symbols ⬆⬇⬅➡.

THE ARCADE STICK (SOLD SEPARATELY)



MENU/OPTIONS SCREEN		DURING GAME PLAY
⬆⬇:MENU SELECTION ⬅➡:CHANGE	JOYSTICK	AIMING CONTROLS
ENTER	START BUTTON	START/PAUSE
ENTER	A BUTTON	FIRE
CANCEL	B BUTTON	RELOAD/SKIP AN EVENT
N/A	C BUTTON	SPEED UP AIMING
N/A	X BUTTON	CENTER THE TARGET
N/A	Y BUTTON	N/A
N/A	Z BUTTON	N/A

▲ To return to the Title Screen at any point in the game, simultaneously press and hold the A, B, X, Y and the Start Buttons.

SUB-PLOTS

This game is unlike most games, because the path your character takes is based on his actions using "Sub-Plots." You can play again and again and discover new routes each time.

For Example . . .

Monsters are attacking a civilian!

Rescue succeeded!

Rescue failed.

THE GAME SCREEN

❶ GUNSIGHT
This is shown when using the Controller or the Arcade Stick.

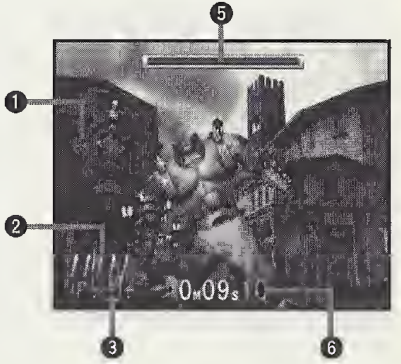
❷ REMAINING ROUNDS
The number of bullets left in your gun. Reload before the bullets run out.

❸ LIVES
These are reduced if you are hacked at, bludgeoned, gouged, or chewed, or if you accidentally shoot one of the civilians.

❹ CREDITS
This shows the number of remaining continues. If you use them all, the game is over!

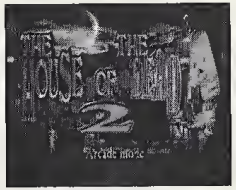
❺ BOSS LIFE GAUGE
This decreases as you damage the boss. Clear the stage by reducing the gauge to zero.

❻ TIME
This is displayed during BOSS MODE (See P.15).
It indicates the time taken to destroy the boss.



BEGINNING PLAY

When the Title Screen appears, press Start to display the main menu. Use ↑↓ to select a mode and press Ⓐ/Start to enter. A second player can join in by pressing Start on another Controller (etc.) during game play.



ARCADE MODE (See P.11)

The arcade version has been faithfully ported to Dreamcast.

BOSS MODE (See P.15)

This is a time attack mode where you can confront the bosses of every chapter. How quickly can you topple those bad guys?

ORIGINAL MODE (See P.12)

This is a Dreamcast ORIGINAL MODE where you can use acquired items.

RANKINGS (See P.15)

Here you can see the top 10 ranked players for each mode.

TRAINING MODE (See P.14)

This is a mode where you can practice the game's basic techniques.

OPTIONS (See P.16)

This is where you can modify various settings of the game, such as difficulty settings, controller configurations and sound tests.

ARCADE MODE

The arcade version has been faithfully ported to Dreamcast.

STARTING THE GAME

Select "ARCADE MODE" from the main menu and press Ⓐ/Start. The game starts after the opening sequence.

CONTINUE/GAME OVER

Once your character loses his last life, the Continue Screen is displayed. Press Start before the counter reaches zero to continue. However, if you have no credits left, then the game is over!

THE COURSE SCREEN

When the game ends, the course that you followed during the game is displayed on the Course Screen.

NAME ENTRY

The Name Entry Screen is displayed if you clear all the chapters with your score in the top 10. Select three letters before the counter reaches zero. Use ← to return to the previous letter. Your name will be recorded when you select "END".

SCORE SCREEN/GAME CLEAR SCREEN

▲SCORE SCREEN

When you clear a chapter, the Score Screen is displayed, and you can check the following information. Furthermore, if and when you clear all of the chapters, you will be judged on your overall performance.

RESCUED: The number of people you saved
SCORE: Your current score
ACCURACY: Your accuracy percentage

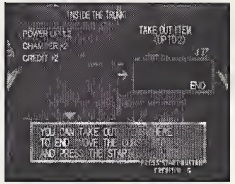
▲GAME CLEAR SCREEN

ORIGINAL MODE

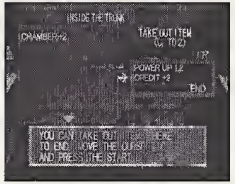
This is a Dreamcast ORIGINAL MODE where you can use acquired items.

ITEM SELECTION MENU (1P)

Select items that you'd like to use. You can take two items. Select items from the trunk using ⬆⬇, then press Ⓐ. The items will move to the "Take Out" window.

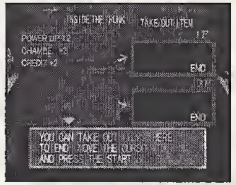


Once two items are in the "Take Out" window, the cursor will indicate "END". To change an item, use ⬆⬇ to select the item, then press Ⓐ. The item will be returned to the trunk. When you are finished, select "END" and press Start.

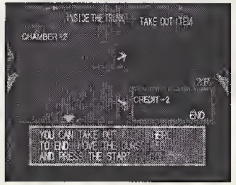


ITEM SELECTION MENU (2P)

When there are two players, each player can only take one item. Select items from the trunk using ⬆⬇, then press Ⓐ.



Once two items are in the "Take Out" window, the cursor will indicate "END". To change an item, use ⬆⬇ to select the item, then press Ⓐ. The item will be returned to the trunk. When you are finished, select "END" and press Start. The window of the player who has finished will darken. The game starts when both players are finished.



ITEM COMBINATIONS

There are an enormous number of effective item combinations. There are also items that can not be combined, (in this case, "You can not make this combination" is displayed) so try as many variations as possible.

ACQUIRING ITEMS

Items are hidden in various things such as barrels and oil drums. Shoot at these things to reveal hidden items, and shoot at the items to get them. All acquired items will be stored in your trunk.

▲ Read the Items Explanation on page 18.

▲ In a two-player game, when one player loses, the items from the previous game will no longer be available when he or she presses Start.
▲ If you continue on a two-player game, you won't lose any items.
▲ If a second player joins the game at any time other than during the Item Selection Menu, he will have no items.

CAUTION

Once you take an item, it disappears from the trunk — you can only use it once. Think very carefully about what to bring.

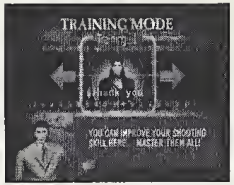
TRAINING MODE

Use this mode to improve your game skills.

THE TRAINING SELECTION SCREEN

Select a training session using ◀▶. James will then explain what to do. To select a training session with multiple star marks, use ▲▼ to select a mark. Press Ⓐ/Start to begin the training.

The first time that you play the TRAINING MODE, you will only be able to select "Training 1."



CLEARING A TRAINING SESSION/CONTINUE

"Success" will be displayed if you successfully clear a training session. Press Ⓐ/Start to return to the Training Selection Menu. If you fail, the screen will change to the Continue Menu. Use ◀▶ to select an item from the Continue Menu.

AGAIN	Try again
QUIT	Return to the Training Selection Menu

INCREASING TRAINING SESSIONS

Once you clear the current training session, you can advance to the next session.

INCREASING STAR MARKS

If you clear a training session or a boss, a star mark will appear at the left side of the training session indicator. Each new star indicates increasing difficulty. Select the session with the most stars. If you clear the new session, you will receive an additional star.

BOSS MODE

This is a time attack mode where you can confront the bosses of every chapter. How quickly can you topple those bad guys?

CHAPTER SELECTION MENU

Select a boss using ◀▶. If the boss has multiple star marks, use ▲▼ to select a mark. The more star marks, the more difficult to defeat. Press Ⓐ/Start to begin a boss fight.

JUDGMENT	CHAPTER 1 BOSS
HIEROPHANT A/B	CHAPTER 2 BOSS
TOWER A/B	CHAPTER 3 BOSS
STRENGTH A/B	CHAPTER 4 BOSS
MAGICIAN	CHAPTER 5 BOSS

▲ The location at which the A/B bosses will appear varies according to the route that you take during Arcade or Original Modes.
▲ For an explanation of star marks, see p.14.

GAME OVER

The game ends when your character runs out of lives. You can not continue.

NAME ENTRY

The Name Entry Screen will be displayed if you can defeat a boss within one of the top 10 RANKINGS. Select three letters before the counter reaches zero. Press ◀ to return to the previous letter. When you are finished, select END and your name will be recorded.

RANKINGS

There are top 10 ranking lists for the ARCADE, ORIGINAL, and BOSS modes. Use ◀▶ to select a mode. Press Ⓑ/Start to return to the Main Menu.

OPTIONS

This is where you can modify various settings of the game, such as difficulty settings, controller configurations and sound tests. Use ↑↓ to select an item, and ←→ to modify the setting.

DIFFICULTY
There are five levels of difficulty: Very Easy/Easy/Normal/Hard/Very Hard

LIFE
Set the number of lives that you want to start the game with. This is only for the ARCADE and BOSS MODES.

CONTINUE
Change the number of credits in ARCADE MODE.

SIGHT GRAPHIC
Change the aiming graphic shown by the Controller/Arcade Stick.

SIGHT SPEED (See P.17)
Change the speed of the aiming graphic shown by the Controller/Arcade Stick.

AUDIO
Change whether you want to hear the sound in Stereo or Mono.

SOUND EFFECTS
Listen to the game's sound effects by pressing Ⓐ.

SOUND TEST MUSIC
Listen to the game's background music (BGM) by pressing Ⓐ.

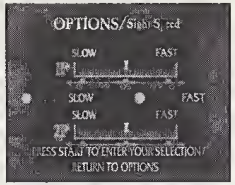
CONFIGURATIONS (See P.17)
Change the button settings.

VIBRATION
Switch the Jump Pack ON or OFF.

DEFAULT
Return to the original default settings.

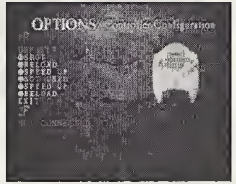
EXIT
Return to the Main Menu.

SIGHT SPEED SCREEN



Select "Sight Speed" to display the Sight Speed Screen. Press Ⓐ to move the cursor to the left. This will slow down the aiming speed. Similarly, press Ⓑ to move the cursor to the right. This will speed up the aiming speed. You can check the new speed using the Analog Thumb Pad, D-Pad or the joystick. When you are finished, press Start to return to OPTIONS.

CONTROLLER CONFIGURATION SCREEN



Select "Controller Configuration" to display the Controller Configuration Screen. To change the button settings, select "EDIT." Use ↑↓ to select the button that you want to change and use ←→ to change the setting. Select "DEFAULT" to return to the original settings. When you have finished, select "EXIT" to return to OPTIONS.

ITEMS

There are various items in the ORIGINAL and ARCADE modes. Here is an introduction to some of the items

ARCADE

ORIGINAL

GOLD COIN
Bonus points.

ARCADE

ORIGINAL

GEM
Bonus points.

ARCADE

ORIGINAL

GOLDEN FROG
Bonus points.

ARCADE

ORIGINAL

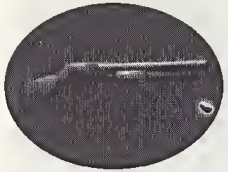
FIRST AID KIT
One extra life.

ORIGINAL

CHAMBER +2
Two more bullets are added to the bullet clip.

ORIGINAL

CREDIT +2
Get two more credits.



ORIGINAL

SHOTGUN
Bullets spread to hit a wider target area.

ORIGINAL

MACHINE GUN
Automatically fires six bullets every time the trigger is pulled.

ORIGINAL

POWER UP 1.2
The normal power of the bullets are increased by 1.2.

ORIGINAL

AMY COSTUME
The player's character will become Amy.

ICON EXPLANATION

ARCADE

Items that can be acquired in ARCADE MODE

ORIGINAL

Items that can be acquired in ORIGINAL MODE

MONSTER FILE

EBITAN

Ebitan is a revolting and perpetually rotting zombie. Accordingly, his resilience is lower than other monsters. Ebitan resides in the water, suddenly leaping from the murky depths to attack his prey. His main method of attack is to bite his prey.

DAVID

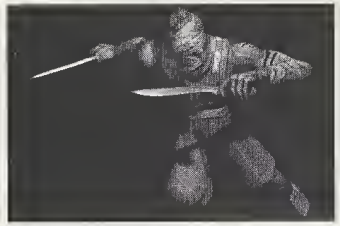
David is one big zombie. He is highly adaptable, thriving in all environments. His special attack is with his teeth. Beware of David's putrid breath!

KAGEO

Kageo is a mummified zombie, who prowls the darkest, most dreadful areas. He may look weak, but watch out for his fierce punch.

KEN

Ken was modeled after Kageo. He wears an iron mask and is armed with vicious clawed gloves. His face is his most vulnerable part, but as it is covered, it makes Ken an extremely troublesome zombie to stop. Like Kageo, Ken also lurks in dark corners. Ken attacks with his lethal claws.



MICKEY

Mickey is a small zombie who wields knives in both hands. His method of attack is to leap down at his target from roof tops and other high places. Even if Mickey throws both knives at you, there's no time to relax. He can produce an unlimited supply of knives from his hips.

RANDY

Randy is a small, mask-wearing zombie. Don't be fooled by his lack of stature because Randy is a vicious little monster who can run along walls and ceilings as easily as on floors. Randy often roams with a friend. His preferred method of attack is a leaping death scratch.

BOB

Despite being big and fat, Bob can move fast. Bob's principal form of attack is a drop kick. He also throws barrels and oil drums.

MAX

You'll know Max when you see him. He's the zombie crazily swinging two chainsaws about. He's also the biggest of all zombies.

JOHNNY

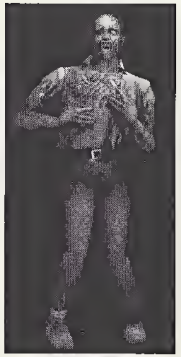
Johnny is a tough zombie to deal with, as he loves to rush at his prey hiding his vulnerable face behind two axes. When he's not descending on you with terrifying speed, he will throw his axes with lethal accuracy from a safe distance. Be warned!

GREGORY

Gregory is a bit of a show off and there is nothing he likes to do more before finishing off his victims than to flourish his giant sword. You will find it hard to aim your gun at Gregory, because he uses his sword to defend as skillfully as he does to maim.

PETER

Poor Peter is infested with giant parasitic worms and is relatively weak. He puts his worms to horrifyingly effective use though, for when his chest is wounded, the parasites will leave Peter's ribcage and leap at his attacker. Peter can also pack a mean punch.



MURRER

Murrer is a snake-like zombie, who often infests areas in hoards. Murrer attacks by flying at his victims and gouging at their faces with his myriad teeth.

The House of the Dead™ 2 Credits:

Production
Localization Producer:
Osamu Shibamiya
Lead Tester:
Howard Gipson
Assistant Lead Tester:
Dennis Lee
Testers:
Arnold Feener
Mike Dobbins
Shang-Ju Chen
Scott Etkin
Roddy McNevin
Gabrielle Brown
Karen Brown
Paulita Escalona
Jeff Sideno
BJ Enriquez
Steve Peck

Marketing
Product Manager:
Andrew Stein
Stacey Kerr
Senior Coordinator:
Undyne Stafford

Manual:
Writer/Editor/Translator
Luke Valentine
Writer
Fumiaki Tomura
DTP Operator
Makoto Nishino
Designer
Naohiko Iida
Supervisor
Kaoru Ichigozaki

Special thanks:
Peter Moore
Heather Kashner
Martha Hill
Derek Schulman
Kathleen Joyce
Teri Higgins
Charlie Bellfield
Sega Online
Sandy Castagnola
Sheri Hockaday
Jason Kuo
Jin Shimazaki
Shinobu Shindo
The Wookies
Kurt Busch
Mike Lopez

***THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-RDM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will replace the defective GD-RDM or component free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement.

WARRANTY REPAIRS

IF YOUR SEGA DREAMCAST GD-RDM DISK IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO SEGA. RETURN THE DISK, IN ITS ORIGINAL PACKAGING, ALONG WITH YOUR ORIGINAL SALES RECEIPT TO THE RETAILER FROM WHICH THE SOFTWARE WAS ORIGINALLY PURCHASED. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store.

If you have questions about the warranty service, contact Sega Consumer Service Department at http://www.sega.com or 1-800-USA-SEGA. Instructions en français, téléphoner au: 1-800-872-7342.

OUT OF WARRANTY REPAIRS AND REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Dreamcast GD-RDM requires repairs after the termination of the 90-day limited warranty period, you may contact Sega at the web site or 800 number listed above for instructions on receiving technical support and repair service.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90-days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and Sega Bass Fishing are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 1999. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All rights reserved.
Programmed in Japan. Made and printed in the USA.

Product covered under one or more of the following: U.S. Patents Nos: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re 35,839, Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.