





STORY .....	2
CONTROLLER .....	3
BEGIN PLAY .....	4
GUN SIGHT SETTING .....	5
OPTION SETTINGS .....	6
STORY/MISSION MODE .....	7
BASIC PLAY .....	8
BULLET MODE .....	9
CHARACTERS .....	10
STAGES .....	11
HINTS .....	12
LIGHT GUN .....	13

## WARNING

For health's sake, be sure to take frequent breaks during game play. If you should feel sick or strange while playing the game, quickly stop and consult a physician. The Light Gun cannot be used with certain television sets, such as projection televisions and televisions fitted with filters. For further details, see the "LIGHT GUN" section on page 13.

## STORY

July 29, 2010. The beautiful city of Saronica is destroyed by the mysterious SMO. Agents, known as Subliminers, are placed throughout the city to oppress the populace. Survivors form The Resistance and fiercely engage SMO forces in battle. The Resistance is led by the elusive Lily, who also makes a mean dish of macaroni and cheese. Segue to agent Kou Yanami, tortured with doubt over his employer's policies. He seizes two pistols from SMO's arsenal and joins Resistance forces. His pistols are the Crimson, ancient super weapons. Lily attempts to shelter Kou from his dogged pursuers but in turn falls prey to SMO. Now, Kou Yanami and Lily's daughter, Yuri, set out to free her...and blow away any SMO Subliminers who get in their way!

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega 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 Sega 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 Sega 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 Sega 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-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega 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-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM 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.

# CONTROLLER

Death Crimson OX is a 1 or 2 Player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control parts of the Sega Dreamcast. To return to the title screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. The proper operation of controllers that are not Dreamcast-compatible cannot be guaranteed.

## SEGA DREAMCAST HARDWARE UNIT



START GAME.....	Press the START Button
ITEM SELECT.....	Move the Directional Button. Press the A Button or the START button to decide on settings.
CANCEL.....	Press the B Button
PAUSE/PAUSE RELEASE.....	Press the START Button
SHOOT.....	Press the A Button
BULLET RELOAD.....	Press the B or X Button
MACHINE GUN.....	Press the A Button down to build energy and release to fire.
TARGET CURSOR MOVEMENT.....	Move the Analog Thumb Pad or press the Directional Button
SKIP MOVIE.....	Press the B Button
GAMERESET.....	Press the A, B, X, Y and START Buttons simultaneously

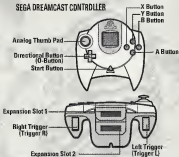
Up to two players can simultaneously play Death Crimson OX. Each player's supply of ammo is displayed on the screen. Both bullets and hits are displayed with the same color. All commands can be made exclusively with the Light Gun.

## SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

## SEGA DREAMCAST CONTROLLER



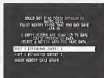
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller and playable characters, and result in malfunctions. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and turn On again making sure not to touch the controller.

# BEGIN PLAY

## Before Beginning the Game

Insert the Memory Card (Note 1) into the Sega Dreamcast controller's or the Light Gun's expansion slot.

Note 1: A memory card is needed to save game files. Data files for Death Crimson OX require 8 blocks. Do not turn the console off or insert/remove the memory card, peripheral units, or the controller when saving data.



## GAME START

Designate the Memory Card. When using multiple memory cards, be sure to designate the memory card you will use. Press the START Button when the Title Screen appears to proceed to the Main Menu.

## MAIN MENU

### STORY MODE:

The mode wherein play follows the game's main storyline.

### MISSION MODE:

A mode that lets you battle for points in each stage.

### BULLET MODE:

A mode wherein you race to clear stages using the least amount of bullets possible.

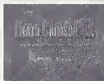
### GUN SETTING: (Note 2)

A mode for adjusting the gun sight cursor of the Light Gun.

### OPTIONS:

A mode for setting various options.

(Note 2): Refer to the "LIGHT GUN" section on page 13 of this manual.



## GUN SIGHT SETTING

When using the Light Gun, the gun sight cursor accuracy may vary with the type of television used. In such cases, use the Gun Sight Setting mode to calibrate the gun sight cursor.

On television screens of 29 inches or more, the brightness of the gun flash may not be sufficient enough to guarantee smooth game play. In such cases, try setting the "SCREEN FLASH" item of the Option Menu to NORMAL. If there are no problems with the flash brightness, set the "SCREEN FLASH" setting to DARK.

The Light Gun cannot be used with LCD television, plasma display televisions, and projection televisions. Refer to the "LIGHT GUN" section of page 13 if the gun does not operate properly.



Select Gun Setting from the main menu.

Press the START BUTTON to begin.

Hit the mark on the upper left of the screen.

Hit the mark on the lower right of the screen.

Confirm the gun sight cursor position.  
Press the START Button if it's correct.  
Press the B Button to recalibrate the gun sight cursor.

Stand directly in front of the screen when aiming the gun. Proper calibrations cannot be made aiming at the screen diagonally.  
Point the gun muzzle at the screen when adjusting the gun sight cursor. Do so as close to the screen as possible. Adjusting the gun sight cursor far away from the screen may result in poorly calibrated sights.  
Operations may be hit and miss with VGA monitors due to their decreased brightness compared with standard televisions. Brighten the screen of these monitors or play a little closer to the screen.

## OPTION SETTINGS

Set various game options.

### GAME DIFFICULTY

VERY EASY/MEDIUM EASY/NORMAL/MEDIUM HARD/VERY HARD

Select from various difficulty levels of play.

### START LIFE

1/2/3/4/5

Sets the number of lives your character has when play begins.

### SOUND MODE

STEREO/MONO

Lets you adjust the sound to stereo or mono.

### CURSOR SPEED

SLOW/MEDIUM SLOW/NORMAL/MEDIUM FAST/FAST

Determines the speed of controller's gun sight cursor.

### SCREEN FLASH

DARK/NORMAL

Sets the brightness of the Light Gun's flash.

### INITIAL CREDITS

1/2/3/4/5/6/7/8/9

Sets the number of credits at the beginning in the story mode.

### EXIT

Select this to return to the Main Menu.



## STORY/MISSION MODE

Race to clear stages and rack up points with a limited amount of character lives in the Story and Mission Modes. The Story Mode is the main version of Death Crimson OX composed of six stages; and the Mission Mode lets you play each of the stages separately.

### STORY MODE

Before beginning a game, select the Story Mode from the Main Menu. This lets you play the game following the game's main storyline. Movies are shown as you progress through each stage of the story.

### MISSION MODE

Before beginning a game, select Mission Mode from the Main Menu. The Mission Mode lets you compete for points in each stage. Play unfolds with no relation to the Story Mode. Movies are not displayed during these games. The Mission Mode varies with the Story Mode in the following ways:

Of the settings in the Option Mode, only the Game Difficulty and Start Life Items can be altered. Initial Credits are set at 2 lives and cannot be changed.

When you press the START Button while the GAME OVER screen is displayed, you can replay the round. In this case, high scores achieved during the mission played cannot be saved.

High scores are saved separately for each stage.



## BASIC PLAY

### LIFE UP

Experience points increase as you hit enemies and windows, etc., and decrease when you miss a target. When the Experience Gauge becomes full, your character earns an extra life. Also, life increases when you obtain a Deathnut.

### RELOADING AMMO

Gun clips contain 10 shots, and the RELOAD message appears on the screen when your ammo is spent.  
 [DREAMCAST CONTROLLER] Press the B or X Button to reload.  
 [LIGHT GUN] Aim away from the screen and pull the trigger to reload.

### GAME OVER

Your life energy decreases when you're shot by enemies or shoot civilians. When the life gauge is emptied, the game ends.

### MACHINE GUN

When you shoot Death Flower or objects marked "Hit Here", the machine gun is activated. When the machine gun is activated, the "MACHINE GUN" message appears on the screen. The number that appears on the screen represents your ammo supply.  
 [DREAMCAST CONTROLLER] Press the A Button down to increase energy and release to shoot.  
 [LIGHT GUN] Pull the trigger to increase energy and release the trigger to shoot.

### DEATH FLASH

This destroys all your enemies on the screen in a flash. It does not injure civilians.

### CIVILIANS

When you shoot a civilian, your life decreases. Be careful not to mistakenly plug bystanders.



# BULLET MODE

**Bullet Mode** is a mode wherein you race to clear stages trying to use as few bullets as possible. Remaining ammo decreases whenever you miss a shot.

Select "BULLET MODE" from the Main Menu before beginning a game.



"GAME DIFFICULTY", "START LIFE", and "INITIAL CREDITS" cannot be selected from Option Settings in the Bullet Mode.

Remaining ammo is signified by "Remain Bullets", and the present total of fired ammo appears on the screen as "Total Bullets".

By obtaining Deathnuts labeled with a "Hit Here" you can restore character life. "Remain Bullets" increase when you obtain a Death Flower. The Machine Gun cannot be used in this mode.

When you shoot civilians on the screen, your own life decreases. When your experience points meter becomes full, the remaining amount of ammo increases. When the remaining amount of ammo reaches 0 or your life meter becomes empty, the game ends. You can press the Start Button when the GAME OVER screen is displayed to restart (RETRY) the round.

# CHARACTERS



## Kou Yanami

Age: 21. Occupation: Freelance photojournalist.  
Birth date: January 21. Blood type: A. Height: 5'11".  
Weight: 143 lbs.  
While working at SMO, Kou made off with the Crimson and subsequently met up with Yuri. Together they set off to rescue the kidnapped Lily.

## Yuri Rosenberg

Age: 19. Occupation: Student of Social Sciences at Polvenir University.  
Birth date: July 24. Blood type: O. Height: 5'4".  
Weight: 99 lbs.  
While looking for clues to Lily's whereabouts, she teams up with Kou to take on SMO.



## Patrick Lewis

Age: 15. Occupation: Pilot cadet.  
Birth date: October 11. Blood type: B. Height: 5'7".  
Weight: 121 lbs.  
A comrade of Lily's who fights as an agent of The Resistance.

## Kousuke Echizen

Codename: Combat Panther.  
Birth date: May 5. Blood type: O. Height: 6'1".  
Weight: 154 lbs.  
His favorite food is meat macaroni & cheese dish. He was supposed to have obtained the Crimson, but his whereabouts are presently unknown.



## Greg Plewmei

Age: 57. Occupation: Former professor in the Social Sciences Department at Polvenir University.  
Birth date: June 7. Blood type: O. Height: 5'9".  
Weight: 158 lbs.  
Once Echizen's brother in arms, Plewmei resigned his commission and returned to the university where his scholarship earned him an early professorship. He holds the key to the secret of the Crimson.

# STAGES



STAGE 1 / Azalea Street  
BOSS / Sword the stink



STAGE 2 / Zahhou  
BOSS / Gloves



STAGE 3 / Polvenir  
BOSS / Karin



STAGE 4 / Desert  
BOSS / Barmia



STAGE 5 / Factory  
BOSS / Tracery



STAGE 6 / Saffar  
BOSS / SMO Zaza

# HINTS

## Attack Areas and Waist Shots

In Death Crimson OX, the damage you inflict varies with the enemy's movements and area you shoot. Head shots let you take down enemies with the least amount of ammo. Waist shots let you rack up points. The number of successful waist shots appears as "Hits" on the screen. The secret to successful attacks is to vary waist and head shots against your enemies. For example, waist shots are especially effective against the SGR-TN1 (the so-called Raccoon).

## Score Coefficients (Story, Mission Mode Only)

Numbers such as "x1.17" underneath "Experience", displayed in the upper part of the screen, signify the increase of points you score when you hit an enemy. When this amount is high, you earn increased points for hitting an enemy. Elements affected by this score are: the number of shots possible, remaining life (activates Crazy Mode with 1 remaining life or less), the number of players, the condition of the machine gun charge, "GAME DIFFICULTY", and "START LIFE".

Getting shot on purpose and reducing your remaining lives to 1 or less lets you enter Crazy Mode. In this mode, your score for hits increases dramatically.

## Experience

When the Experience Meter becomes full in the Story and Mission Modes, your life increases. In the Bullet Mode, the number of remaining ammo increases. Experience increases when you hit enemies, but decreases if you miss. So you have to aim carefully and not waste your shots. You can also earn experience points by shooting out certain windows or streetlights.

SCORE

EXPERIENCE

SCORE COEFFICIENT

1P. REMAIN SHOT

1P. REMAIN LIFE



CREDIT

# LIGHT GUN

## INCOMPATIBLE TELEVISION SETS

The Light Gun detects your television's scanning lines and determines the position you aim the gun. Consequently, the gun cannot be used with televisions that do not use or display scanning lines.

### *Televisions That Do Not Use Scanning Lines*

LCD televisions, Projection televisions, Plasma screen televisions

On televisions such as these, the position where the gun is pointed cannot be detected. In such a case, you must use another television or play using the controller.

## SCREEN FLASH

When the Light Gun detects television scanning lines, the screen is momentarily lit up as you pull the trigger. On televisions with large screens of 29 inches or more, or televisions set at a low brightness or level of contrast, the gun may not be able to detect these scanning lines with the brightness of the flash. In such a case, set the "SCREEN FLASH" item of the Option Settings to "NORMAL", to brighten the flash of the television screen.

If the Light Gun functions properly with other Light Gun-compatible games but fails to do so with Death Crimson OX, the gun may function properly by changing the brightness of the screen flash. If the flash of the gun is too bright, try setting "SCREEN FLASH" to DARK. If this works, select DARK.

## CHECK ITEMS

Is the television set incompatible? Try it with other shooting games.

Is the right SCREEN FLASH Option setting selected? Try NORMAL.

Has the gun sight cursor been calibrated? Calibrate the gun sight cursor with "GUN SETTING."

Is sunlight or other light directly hitting the television screen? Change the position of the television or darken the room lighting.

Is the brightness and contrast of your television too dark? Adjust the screen according to your television's user's manual.

Is the connection port correct? Check the connections of the gun in Port A or Port B.

Sammy Entertainment, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GO-ROM 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, the defective GO-ROM or component will be replaced 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 photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sammy Entertainment, Inc. at 1-877-LA SAMMY (1-877-527-2669) or send an e-mail to "support@sammy-ei.com" to obtain support.

## 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 SAMMY ENTERTAINMENT, 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 a registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All rights reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,488,034; 5,525,713; 5,827,865; 5,668,175; 6,142,185; 6,154,595; 6,182,878; Re. 35,826. Japanese Patent No. 2676536; (Patent pending in U.S. and other countries); Canada Patent No. 1,760,379. The logo icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., P.O. Box 908, San Francisco, CA 94112.