

THE SAFETY OF THE WORLD IS IN YOUR HANDS



OUTRIGGER™

International Counter Terrorism Special Force

EXCLUSIVE TO SEGA DREAMCAST!



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People, make v sacrifice.



Dreamcast™



THE TYPING OF THE DEAD



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 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 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 any thing 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 Typing of the Dead*. 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 Typing of the Dead*.



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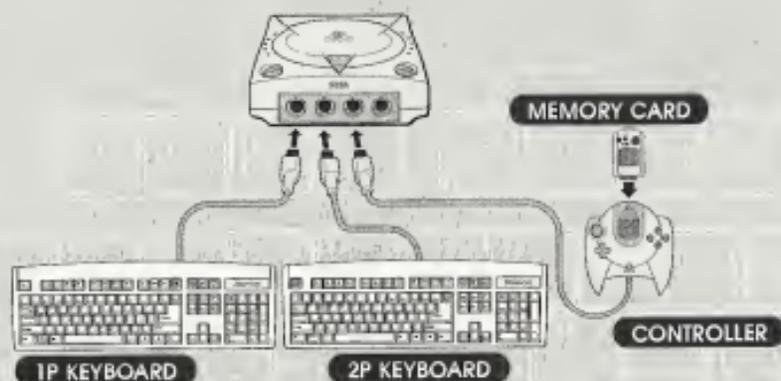


The Typing of the Dead is a memory card compatible game (Visual Memory Unit (VMU) sold separately). 22 blocks of available space are required to save.

Your option settings and records for every mode will automatically be saved whenever you quit a mode. To ensure that the game has been saved, do not cut the power until you have quit a mode and returned to the Title Screen. Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller during saving or loading.

Before You Play

This is a Dreamcast Keyboard exclusive game for one or two players. A two-player game requires two keyboards.



Connecting a keyboard

For a one-player game, connect the keyboard to Control Port A. For a two-player game connect keyboards to ports A and B. Do this before booting up the game.

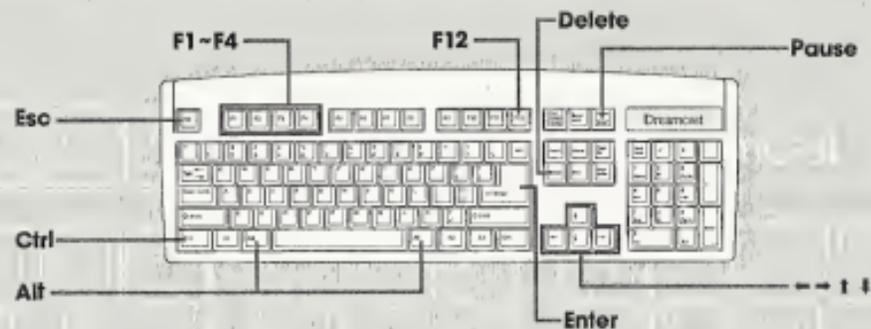
Memory Card

To save game files to a memory card, insert a memory card into Expansion Socket 1 of your Dreamcast Controller, then connect this controller to either Control Port C or D. You cannot use the controller to play *The Typing of the Dead*. Use the keyboard for all of the game commands.

Controls

Dreamcast Keyboard

Use the keyboard for all of the game commands.



← → ↑ ↓	MENU	Menu Selection
Enter	GAME PLAY MENU	Join or continue a game (if you have credits) Start a game. Enter a menu selection
Esc	GAME PLAY MENU	Delete "Targeting" (→P4) Return to the previous screen
Pause	GAME PLAY	Pause the game. Press again to continue.
F1-F4	GAME PLAY	Use items which you can allocate to each key (ORIGINAL MODE)
F12+Alt	GAME PLAY	Return to the Menu Screen from DRILL MODE or TUTORIAL MODE
Ctrl+Alt+Delete	GAME PLAY	Press simultaneously to return to the Title Screen

The Basics

Correctly type each letter of the word(s) that appear in the zombie's text box to delete them one by one. You will defeat the zombie when you have finished typing in the word.



Targeting

If there are several zombies on the screen at any one time, you can attack a specific zombie by entering the first letter of the word that appears below the zombie you wish to defeat. The word box of the zombie that you are presently attacking will display cursors in its four corners (targeting). In a two-player game the targeting cursors will be as follows:

1P=Red; 2P=Blue.

Look to see which zombie will attack you first. You should start by typing its word in first.

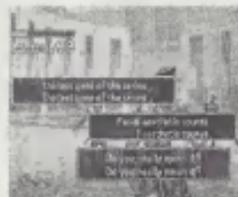


In this situation, type "W" to attack the left opponent and "G" to attack the right one.

Delete Targeting

Press the **Esc** key to abort the current typing you have done on a particular zombie. The letters that you have typed so far will be deleted and you will be able to select a new zombie to attack.

This is a good technique to master if you are typing a long word and another closer zombie suddenly starts to attack you.



Switching between letters and symbols

Press and hold down the **Shift** key in order to type the symbols that are displayed on the keyboard above the number keys and other symbol keys. Release the **Shift** key to type numbers and the lower symbols again.



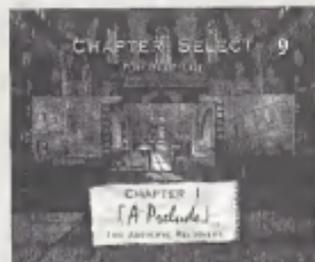
Example



To type "!", press the **Shift** key and the "1" key simultaneously.

- * The Typing of the Dead does not distinguish between upper and lower case letters. You only need to press the **Shift** key to type symbols.
- * You also do not need to type spaces. The **Space** bar is basically not used in this game.

The Flow of the Game



CHAPTER SELECT...

Select a Chapter (a stage).



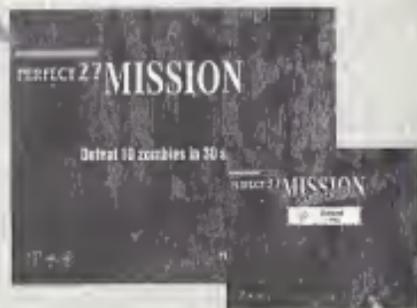
TYPING...

Defeat opponents by typing the words that appear in their word boxes.

MISSION...

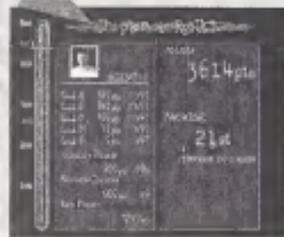
Sometimes, you will be given new orders halfway through a stage. Successfully carry out your new mission to obtain a new item.

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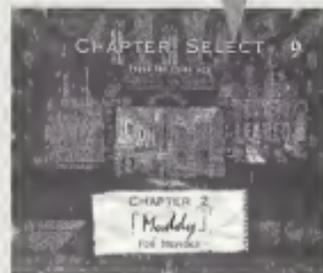
BOSS...

You will meet a boss at the end of every stage. Every boss has a characteristic attack (the way that the words are displayed). The boss will be defeated when its life gauge is depleted.



RESULT...

Defeat a boss to end the present chapter and display your results. Aim for as many points as possible to get a good rank.



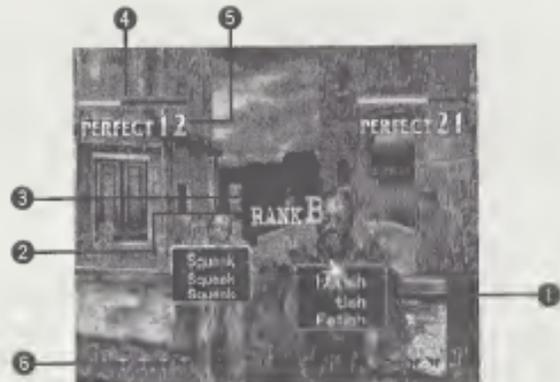
CHAPTER SELECT...

At the next Chapter Select Screen, you can only try a harder chapter than the one just completed. After you clear Chapter 5, you can attempt the Final Chapter.

Continue typing on and on...

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Game Display



1 Word Boxes

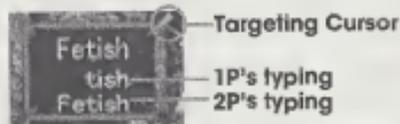
The word is displayed at the top and the letters to type that word are displayed underneath. Correctly type in the word to defeat the zombie. In a two-player game 1P's letters are displayed above 2P's.

Color

The frame of the box will change color (green→yellow→red) as a zombie approaches you. A flashing frame indicates that you are being attacked.

Targeting Cursor

A targeting cursor will be displayed in the four corners when you start to type in a word box. In a two-player game, the targeting cursor will be as follows: 1P=Red 2P=Blue.



2 Rank Display

You will be given a rank from A to E based on the time it takes you to type a word. Type at a speed equivalent to Sega Typing Proficiency 1 to get an A ranking. You will also get a different number of points depending on your rank. Don't forget that to get a top score, you must defeat high-ranking zombies.



3 Winner Display

These marks show which player defeated a zombie. They are displayed behind the Rank display. 1P=Red 2P=Blue

4 Bonus Gauge

Every time you defeat a zombie, your bonus gauge will increase slightly. When the gauge is full, you will get an extra life. Also, the more Perfect Points that you score when you defeat a zombie, the more your Bonus Gauge will increase.



5 Perfect Points

You will get Perfect Points if you can defeat a zombie without making any typing mistakes. The more Perfect Points you score, the more your Bonus Gauge will increase. Basically, the less typos that you make, the easier it will be to gain extra lives. If you make a single mistake, your Perfect Point score will return to 00.



6 Lives

You will lose a life if a zombie attacks you. The game will end if you run out of lives, although you can continue if you have credits. There are three ways for you to regain lives: 1) by rescuing someone 2) by getting a life recovery item 3) by filling your bonus gauge.



Sega Typing Proficiency

This is an original grading system that Sega has made exclusively for this game. It has absolutely nothing to do with any other existing typing qualifications.

Mode Selection

Press the **Enter** key on the Title Screen to proceed to the Mode Select Screen. (If the demo has started, press **Enter** to return to the Title Screen).

Press **↑ ↓** on the keyboard to select an item and press the **Enter** key to enter your selection. Beginners should try the Tutorial Mode to practice typing before they try other modes.



Arcade Mode (→P.12)

This mode is exactly the same as the arcade version of The Typing of the Dead.

Original Mode (→P.15)

Collect coins, and use extra items in this Dreamcast exclusive mode.

Tutorial Mode (→P.16)

This mode features typing lessons for novice typists.

Drill Mode (→P.19)

Select a category that you are bad at and practice it repetitively in this mode.

Boss Mode (→P.20)

Select one of the bosses, and try to defeat it as fast as possible in this competitive mode.

Rankings (→P.20)

View the rankings from every mode.

Options (→P.21)

Modify the game settings and perform sound tests.

Password Entry (→P.21)

This is a mode to input passwords that appear in ARCADE MODE, the ORIGINAL MODE and arcade version of The Typing of the Dead.

Arcade Mode

This mode is exactly the same as the arcade version of *The Typing of the Dead*. Select a playing mode by pressing the **←→** keys on the keyboard and then press **Enter**.

Training Mode

This is a training mode where you should aim to clear the stage within the 210-second time limit. You will lose 5 seconds every time a zombie hits you. Don't worry about losing lives in Training Mode. You will be given explanations on how to play during Training Mode. The game will end if you clear the stage, or if you run out of time.

Story Mode

This mode follows the story of *The House of the Dead 2*. You must clear all six chapters (stages). When you run out of lives, a "Continue" message will be displayed — provided of course that you still have credits. To continue, press **Enter** before the counter reaches 0.

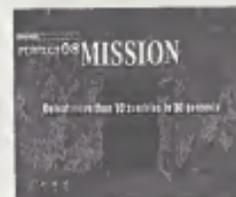
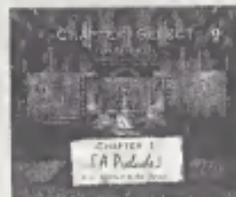


Chapter Selection

You can select any chapter except for the final chapter in Story Mode. Select a chapter by pressing the **←→** keys on the keyboard, then press **Enter**. However, you can not select an easier chapter once you have cleared a more difficult one. Also, you must clear Chapter 5 to advance to the Final Chapter. You will return to the Chapter Selection Screen every time you clear a chapter.

Missions

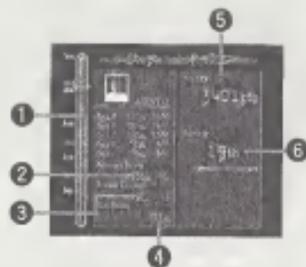
You will have to suddenly complete missions during the chapters. Successfully complete a mission to acquire items.



Chapter Results

Defeat a boss to finish a chapter and display the chapter results.

- 1 Rank bonus. This relates to the rank of the zombies that you defeated.
- 2 Accuracy bonus. The less typing errors you make, the more points you'll get.
- 3 Rescued Civilian bonus. The more civilians you rescue, the more points you'll get.
- 4 Total number of boss points and item points.
- 5 A combined point score for the above 4 categories.
- 6 Your ranking among the last 100 players (Only in 1P game).



Two-player game

In a two-player game there is an extra screen to show who won or lost.



Player Results

The general results will be displayed after the game ends.

- 1 An assessment consisting of 5 elements: typing speed, accuracy, reflexes, judgment and typing special keys.
- 2 The agent's reward based on the player's performance.
- 3 The player's typing speed (words per minute) and Rank.
- 4 The points and ranking of cleared chapter. In a 2P game, only the points will be displayed.



Original Mode

This mode is exclusive to Dreamcast. It is basically the same as ARCADE MODE, with two key additions: items that you can use freely and collectable coins that can only be acquired should you fulfill a chapter's conditions. You will have to think strategically and use your items wisely to succeed in ORIGINAL MODE!

Using Items

Break barrels, etc. to acquire items.

There are two types of items. 1) Items that will be stocked in the item box, and 2) Items that won't be stocked, but will be immediately useable.

The items in the item box will be stocked from left to right, starting with F1. Press F1-F4 whenever you wish to use a stocked item.

Acquiring coins

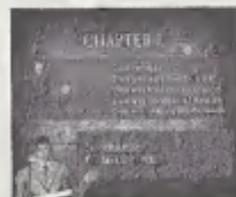
There are five types of conditions for you to fulfill in every chapter. You will be rewarded with coins should you fulfill these conditions.

You will be able to acquire a bonus item if you collect a lot of coins.

You can check the number of coins that you have by selecting "STATUS" from the Chapter Selection Screen and by pressing **1** at the same time as the **Enter** key.



Item Boxes



Tutorial Mode

Take lectures and learn the basics of typing in this mode. All newcomers and people who haven't yet learned how to touch-type should select this mode first. Train hard and the rest of the modes will seem a lot easier.

Lessons

Lesson_1 Basic Tutorial

You will be lectured on how to touch-type, the essential "home-position" and the keys that are assigned to each finger.

The Road to Touch-typing	A lecture on the basics of typing
Left Hand Finger Training	A lecture on the keys for each finger of the left hand
Right Hand Finger Training	A lecture on the keys for each finger of the right hand
The Special SHIFT Keys	A lecture on the SHIFT special keys

Lesson_2 Master the Key Positions

You will next receive training to memorize each finger position.

The important keys	Basic	Master the important keys F - J and the vowels while keeping the home position
	Advanced	Master the most frequently used letters and the basic consonants
	Final Test	A final test to check whether or not you have mastered and memorized the positions of the most important keys
Master the normal keys	Basic	Master the rest of the alphabet keys
	Advanced	Master the most frequently used alphabet keys as well as the numbers
	Final Test	A final test to check whether you have mastered and memorized the positions of the general keys
Master the special keys	Basic	Master the special keys: "; ' * \$" etc.
	Advanced	Master the special keys accessed while pressing the Shift key
	Final Test	A final test to check whether or not you have mastered and memorized the positions of the special keys
General key test	You will be tested on all the keys that you have learned until now. Clear this test to advance to the next lesson.	

Lesson_3 Customized Key Training

You can select up to 8 keys and repeatedly practice them in this mode. Work on those keys that you just couldn't master in Lesson 2.

Lesson_4 The Road to Quick Touch-typing

You will learn the knack of quick touch-typing. James will award you with a special present once you complete this lesson.

Lesson_5 Free Word Training

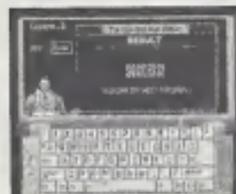
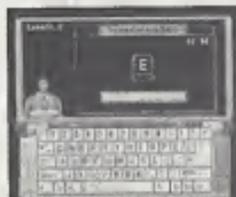
Select the length and number of words and practice typing. Select from the following:

Word length	Shortest/Short/Medium/Long/Longest
Number keys	ON/OFF
Shift special keys	ON/OFF
No. of Words	10/20/30/50/∞ (Infinite)

Basic and Advanced

Type the displayed keys as quickly as possible. Beneath the displayed keys there is a time gauge. As time goes by, the color of the gauge will change from green→yellow→orange→red→black. Try and type before the orange gauge fades away. As the gauge color changes, the highlighted area of the onscreen keyboard will shrink to help you find the key that you have to press.

You will clear the stage if you can type all the keys within the time limit (before the orange gauge fades). Once you clear one stage, you will advance to the next one. However, if you go over the time limit for only one key, you will have to take an extra drill. You will not be able to start the next lesson until you clear the extra drill.



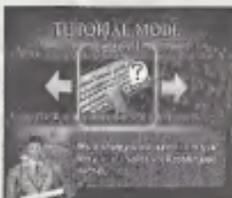
The Final Tests

Type the keys that correspond with the falling zombies. You will pass if you score a Rank C or higher for every typed key. You will fail and will have to retake the test if you score a single Rank D or lower.



Quitting

Press **F12** and **All** keys simultaneously to quit halfway through a training session. This will return you to the Tutorial Menu Screen.



Drill Mode

This mode allows the user to practice typing drills. Beginners and intermediate typists should work on their weak areas. There's also no knowing how much further even advanced typists can improve. After the drill, you can try a supplementary drill in which you will be given words that contain the keys that you find the most difficult to type. Press **←→** to select a drill, then press the **Enter** key.



RECORD

Select "Record" to view the results of every drill exercise. Press **←→** to turn a page and select another drill. You can also press **Enter** to move to the next page.

- 1 A graph showing the change in your "Typing Skill Evaluation" results.
- 2 Your ranking (within the top 5).



Drills

The drills have been divided into 4 categories for you to train yourself in the key elements of typing. There are 3 drills in every category. You can not initially select every drill. Before a drill starts, a particular Typing Skill Evaluation level is underlined in red. Clear this level and you will be able to try a harder one.

You will be given a "FINAL EXAM" when you have cleared the 12 drills.

TYPING SPEED 1-3

These are drills to train you to type faster.

ACCURACY 1-3

These are drills to test your accuracy.

REFLEX 1-3

These are drills to test your reflexes.

SPECIAL KEYS 1-3

These are drills to improve your special key typing.

Boss Mode

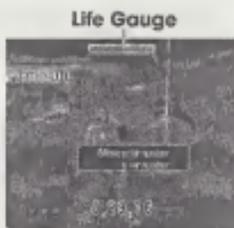
Select one of the bosses, and try to defeat it as fast as possible in this competitive mode. Press **←→** to select a boss, then press the **Enter** key.

Once you have cleared a boss, stars will be displayed in the menu above the boss icon. The more stars, the more difficult the boss is. Select the maximum number of stars and defeat the boss and the number of stars will increase. Press **↑↓** to select.



Method

Reduce the boss's life gauge to zero before you run out of lives. The game ends when you run out of lives. You can not continue.

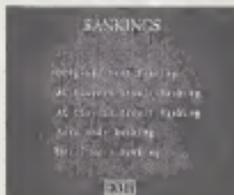


Rankings

Check the rankings from every mode.

Press **↑↓** to select the rankings of a particular mode, then press the **Enter** key.

Press **←→** to turn the pages on the Rankings Screen. You can also press **Enter** to move to the next page.

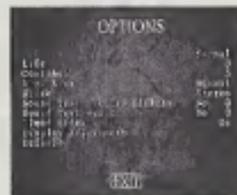


Options

Modify the game settings and perform sound tests.

Press **↑↓** to select an item, then press **Enter**.

Select and enter "DEFAULT" to return all the options to their original settings. Select and enter "EXIT" to save your new settings to your memory card and return to the Menu Screen.



Difficulty (Only Arcade and Original Modes)

Modify the game difficulty level.

Life (Only Arcade and Original Modes)

Select how many lives you start with.

Continue (Only Arcade and Original Modes)

Select how many credits you start with.

Word Size

Select the size of the words.

Audio

Select to listen to the game's music and sound effects in stereo or mono.

Sound Test Special Effects

Check the game's special effects.

Sound Test Music

Check the game's background music (BGM).

Blood Effects

Select whether or not to play the game with violent visual effects such as blood.

Display Adjustment

Adjust the game display.

Password Entry

This is a mode for entering a password.

This password will be displayed if you clear ARCADE MODE or ORIGINAL MODE of The Typing of the Dead while fulfilling certain requirements. Be sure to write this password down and enter it here.

You will see something interesting happen.



Item Introductions

These are some of the items that you will come across during the game. Any Items that you acquire during the ARCADE MODE are immediately effective. In ORIGINAL MODE, you can use these items whenever you choose by pressing one of the Function Keys (F1~F4).

BOTH ARCADE AND ORIGINAL MODES



Tranquilizer

This will weaken the zombies. There are 3 strengths of tranquilizer from weakest to strongest: red, yellow, and blue.



Excitement Pill

This will strengthen the zombies.



Alien Dictionary

The spelling of every word will become crazy.



Genre Dictionary

Only words of a certain genre will be displayed.

ORIGINAL MODE ONLY



Gold Tranquilizer

The same as the Blue Tranquilizer. Press one of the Function Keys to use.



Golden Hands

Type any keys and you will still be able to zap zombies for a fixed time. Press one of the Function Keys to use.



Sulphuric Acid

This melts one zombie. Press one of the Function Keys to use.



Pain Killer

This will protect you from damage for a fixed time. Press one of the Function Keys to use.



Molotov Cocktail

Burn all the zombies on the screen in one go. Press one of the Function Keys to use.

Getting a Top Score...

So you've cleared ARCADE MODE... You should be aware of the point system in order to get a high score and improve your ranking. A high score is the only way to get a salary rise!

Rank Bonus

RANK A	35 Points
RANK B	20 Points
RANK C	15 Points
RANK D	10 Points
RANK E	5 Points

Accuracy Points

100%	1200 Points
99%~98%	800 Points
97%~96%	600 Points
95%~94%	400 Points
93%~91%	300 Points
90%~86%	200 Points
85%~81%	300 Points
80%~	0 Points

! Zap zombies quickly to get high ranks

Rank is gauged by the speed that you can type a word from beginning to end. Type fast and aim for straight Rank As.

! Type correctly!

You will gain more Accuracy Points by typing without making mistakes. You should not only type fast but also accurately.

! Save the citizens!

You will not only score 150 points for every citizen you save, but may also acquire items. Don't dawdle though, as the zombies will gnaw on you.

! And what's more...

Here are a few other snippets of info, which won't harm you:

- You will get points for every zombie that you defeat. The amount of points that you get depends on the length of the word.
- If you already have 5 lives and acquire another life, you will earn 150 extra points.
- You will lose 150 points every time you select "Continue".

* There are other ways to acquire points, which are not outlined above.

Credits

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

Product Development

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VP of Localization

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Lead Tester

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Assistant Lead

Tor Unsworth

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Product Manager

Stacey Kerr

Associate Product Managers

Cord Smith

Dennis Lee

Sega of Japan Manual Product Staff

Writer/Editor/Translator

Luke Valentine

Writer

Eiichi Ogawa

DTP Operator

Makoto Nishino

Designer

Naohiko Iida

Supervisor

Kaoru Ichigasaki

Special Thanks

Chris Lucich

Marl Schaal

Simon McLroy

John Golden

Angela Santos

John Amirkhan

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