

AVAILABLE NOW!

Tokyo Xtreme Racer 2™

SEQUEL TO THE TOP 10
SEGA DREAMCAST LAUNCH TITLE



Crave Entertainment, 19645 Rancho Way, Rancho Dominguez, CA 90220

Tokyo Xtreme Racer 2 © 2000 Genki Co., Ltd. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Genki Co., Ltd. Tokyo Xtreme Racer is a trademark of Crave Entertainment, Inc. Crave Entertainment and the Crave Entertainment logo are trademarks of Crave Entertainment, Inc. © 1999 Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. All other trademarks and copyrights are the property of their respective holders.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprise, Ltd., Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operator only use. M15C (television) 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: 5,460,374; 5,625,770; 5,627,896; 5,688,173; 4,442,480; 4,454,594; 4,462,076; Pk. 35,839; Japanese Patent No.2870536. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,270. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120



Dreamcast™

THE NEXT TETRIS™ ON-LINE EDITION



T-40214N

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-ROM 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-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.



TABLE OF CONTENTS

CONTROLS FOR THE NEXT TETRIS: ON-LINE EDITION	1
FROM TETRIS TO THE NEXT TETRIS: ON-LINE EDITION	2
BASIC GAME RULES.....	2
THE BASIC GAME SCREEN.....	4
THE ONE PLAYER GAME.....	4
THE TWO PLAYER GAME.....	5
PLAYING THE NEXT TETRIS ON-LINE	6
MARATHON MODE.....	7
PRACTICE MODE.....	7
SCORE MARATHON MODE.....	7
CLASSIC TETRIS	8
GAME RESULTS SCREEN.....	8
PAUSE MENU.....	9
LEADER BOARD SCREEN.....	9
OPTIONS.....	10
TETRIS WORLD	10
PLAYING TECHNIQUES.....	11
CREDITS.....	12
WARRANTY INFORMATION.....	16

CONTROLS FOR THE NEXT TETRIS: ON-LINE EDITION

THE NEXT TETRIS: ON-LINE EDITION is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

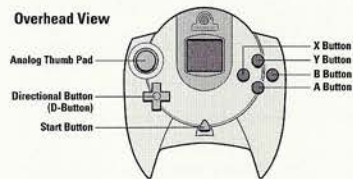
Purchase additional controllers (sold separately) to play with 2 or more people.

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

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 then ON again making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



A Button: rotates block counterclockwise/selects menu items.

B Button: rotates block clockwise/cancels out of menus.

Trigger L: rotates block counterclockwise.

Trigger R: rotates block clockwise.

Directional Button: moves blocks LEFT, RIGHT, and DOWN/navigates through menu items.

Start Button: starts and pauses the game.

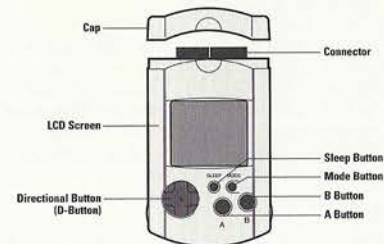
Analog Thumb Pad is not used.

Operation with incompatible controllers is not guaranteed.

SEGA DREAMCAST HARDWARE UNIT



SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



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

FROM TETRIS TO THE NEXT TETRIS: ON-LINE EDITION

Alexey Pajitnov created **Tetris** over 10 years ago in the former Soviet Union. He loved puzzle games and used them to test new computer equipment. He programmed a realtime version of Pentamino, a traditional puzzle game, in 1985.

He modified the game to consist of seven shapes made up of four-square blocks after realizing that five-square blocks were too difficult to position in real time. Since the Greek word for "four" is tetra, Pajitnov decided to call the game **Tetris**. When **Tetris** arrived in the US in 1988, it quickly became a best-selling phenomenon.

BASIC GAME RULES

Seven different shaped pieces (each made up of 4 squares) fall from the top of the screen. Your goal is to arrange these pieces into lines by moving and rotating them.



A block is one square in a piece. A **Tetris** piece consists of 4 blocks, and there are 7 different kinds. **The Next Tetris** pieces can be either Tetraminos or Multiminios.

■ A **Tetramino** is a normal **Tetris** piece, consisting of the same colored blocks.



■ A **Multimino** is a special **The Next Tetris** piece, consisting of different colored blocks. Multiminios are important for creating Cascades. When a Multimino lands, the piece separates its blocks by their color. If the colors of the blocks do not match, the blocks separate and fall down if there is space below.



When you drop a Tetramino or Multimino, adjacent blocks of the same color will combine. This combined piece is called a Polymino. If a Polymino becomes too big it is more difficult to Cascade.

Cascades are a special feature of **The Next Tetris: On-line Edition** that make it unique. If you completely fill in one or more horizontal lines, those lines of blocks will disappear. The blocks above those cleared lines will then fall individually. This phenomenon is called a Cascade. As you get better at playing **The Next Tetris: On-line Edition** you can even clear more than 5 lines at once by using Cascades.

The space in which pieces fall is called the Playfield. The Playfield is 10 blocks wide by 20 blocks high.

When the Playfield fills up with pieces or when you've gone past the time limit, the game is over.

In all game modes, except **Score Marathon** and **Classic Tetris**, there are garbage blocks at the bottom of the Playfield. The basic goal is to clear the bottom line of this garbage so that you finish a round.

THE BASIC GAME SCREEN

The basic game screen is the same in all modes. For details on specific game modes, please see those descriptions.

After selecting a game mode at the Main Menu, choose the player name you want in Player Select. Two names ("Player 1" and "Player 2") are always listed. The number to the right of the name is the current ranking for that player. This rank determines your starting level in the game.

If you want to enter a new name, select "New Player." Type in the name you want and press the enter key.



THE ONE PLAYER GAME

The One Player game is just you against the clock. You complete one round when all garbage on the bottom row is removed. If you complete 3 rounds within the 5-minute time limit, your ranking goes up. The higher your rank, the more garbage lines you get and the faster the pieces will fall. How many ranks you earn is based on the total time you spend clearing rounds. (Your initial starting rank is 2.)



How many ranks you move up is based on the total time it takes you to clear 3 fields.

2:31 - 5:00

1 rank up

1:16 - 2:30

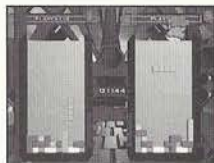
2 ranks up

Up to 1:15

3 ranks up

THE TWO PLAYER GAME

In the Two Player game, players compete to clear the garbage at the bottom as quickly as possible. Depending on the time taken to clear the garbage, the on-screen indicator display changes. When one player wins three consecutive games, their rank goes up or down based on the indicator display.



The green indicator appears when you win and it took you less than 2 minutes to clear the field.

The yellow indicator appears when you win and either you took longer than 2 minutes to clear or your opponent's pieces hit the top of the playfield.

The red indicator appears when you lose, either because your pieces hit the top of the playfield or because your opponent cleared all of his or her garbage.

Changing Your Rank

Your rank changes after you win three consecutive games:

- A majority of the three icons are green and total clear time is less than 1:30 = 3 ranks up.
- A majority of the three icons are green and total clear time is between 1:31 and 3:00 = 2 ranks up.
- A majority of the three icons are green and total clear time is 3:01 or over = 1 rank up
- Opponent wins three in a row and a majority of the three icons are yellow = 1 rank down

Distracting Your Opponent

You can distract your opponent by clearing multiple lines at once or with Cascades. The degree of confusion is based on how many lines you clear at once.



- Clearing 2 lines spins your opponent's Playfield on its X-axis.
- Clearing 3 lines spins your opponent's Playfield on its Y-axis.
- Clearing 4 lines spins your opponent's Playfield on its Z-axis.

You can increase the effects with Cascades.

- 2 - 3 Cascades spin the opponent's Playfield multiple times.
- 4 Cascades spin the opponent's Playfield multiple times and darkens the Playfield.
- 5 Cascades spin the opponent's Playfield multiple times, darkens the Playfield and all the pieces change into the same color (gold).

These effects will wear off after awhile.

PLAYING THE NEXT TETRIS ON-LINE

This game is not equipped with the functions necessary for setting up a communications environment. In order to utilize a browser, it is first necessary to use the browser included with the Sega Dreamcast or sampler discs to register online or check user registration status.

1. When the game starts select The Next Tetris.
2. In the Main Menu select the On-line Menu.
3. Select Connect and then wait for the Connection Successful message.
4. If you do not successfully connect, please use the Sega Dreamcast browser to ensure you have properly entered all your ISP information, such as phone number, user login and password. If you do not have a Sega Dreamcast browser and/or an ISP, please contact SegaNet, Sega's ultra high-speed gaming ISP at 1-866-SEGANET (1-866-734-2638).

5. Once a connection has been established go to the On-line Lobby.
6. While in the On-line Lobby you will be asked to enter a User name, E-mail address, and Password (this information will be used to create an on-line account).
7. Once the account is successfully created select the account and you will be automatically taken to the On-line Lobby.
8. In the On-line Lobby you can either issue a challenge or accept a challenge from a player that is already in the Lobby.
9. Once you have accepted a challenge or someone has accepted your challenge the game will begin.

IMPORTANT NOTE: In the event that you have trouble starting an on-line game, try disabling Idle Animations and Block Wobble under the Options menu before starting a new on-line game as instructed above.

MARATHON MODE

In Marathon Mode, you compete against the clock to clear the garbage at the bottom. When one round is cleared, the level goes up by one. Higher levels bring more garbage lines and faster falling pieces, up to a maximum of 15 levels. You will start at level 2.

PRACTICE MODE

Practice mode presents a series of levels in which you have to clear the bottom row of garbage with a certain number of pieces. Choose the level you want to play from the menu. The Target Steps indicator shows you how many pieces you should use to clear the garbage. The Steps indicator shows how many pieces you have used so far. If you use more pieces than the Target Steps indicator specifies, the game ends.

SCORE MARATHON MODE

In Score Marathon Mode, clear lines to score points. Every time 5 lines are cleared, the falling speed increases. When your pieces hit the top of the playfield, the game is over. There is no garbage or time limit in Score Marathon Mode.



The Last Added indicator shows you the points earned from the last time you cleared lines.

Scoring

Score = (Number of lines you clear) x (Number of Cascades + 1)

For example, if you clear one line and a Cascade occurs, thereby clearing another line, you will earn 4 points for (2 lines) x (1 Cascade + 1).

CLASSIC TETRIS

Since the **Classic Tetris** mode is identical to the original version, this game mode has no Multiminors or Cascades.

GAME RESULTS SCREEN

The Game Results Screen shows the results of your last game.

Continue: takes you to the next round. This is only available in the Two Player game.

Try Again: lets you play the same game again.

Previous Level, Replay Level and Next Level: are only available in Practice Mode.

New Score Marathon: lets you play a new Score Marathon game.

Go To Main Menu: returns to the Main Menu.

Additional stats shown on the Game Results Screen include:

- Time spent clearing this round.
- Total time spent clearing all rounds.
- Ranking for cleared round (gold, silver or bronze). Indicates when rank moves up or down.
- Score for Score Marathon or Practice Mode.

PAUSE MENU

If you press Start while playing the game the Pause Menu appears.

Resume Game: lets you continue playing the game.

Restart Game: aborts the current game and starts a new one.

Previous Level, Replay Level and Next Level: are only available in Practice Mode.

Go To Main Menu: returns to the Main Menu.

LEADER BOARD SCREEN

The Leader Board Screen displays the top scores for **The Next Tetris**.



Best Player: displays a list of the top **The Next Tetris** players according to rank. If more than one player has the same rank, the one with the best clear time for that rank is listed first.

Best Times: displays the shortest clearing time for each rank for One Player, Two Player and Marathon Modes.

Best Cascades: displays a list of the best Cascades in all game modes. When the number of Cascades is tied, the one with more cleared lines has the higher rank. To replay one of the top 10 cascades, select one and press the A Button.

Best Marathon: displays the highest levels and times achieved in Marathon Mode.

Best Score Marathon: displays the top scores in Score Marathon Mode.

OPTIONS

Delete Player: this allows the user to delete player profiles.

Background Music: allows the user to adjust the volume of the background music.

Sound Effects: allows the user to adjust the volume for in-game sound effects.

Voices: allows the user to adjust the volume of in-game voice remarks.

Block Wobble: allows the user to toggle the wobbling animation for blocks.

Idle Animations: allows the user to toggle the background animations.

Music Track: enables the user to select and play a music track from the game.

Credits: displays the names of the people involved in creating this game.

Main Menu: takes the user back to the Main Menu.

Stereo / Mono: sets audio output to stereo or mono.

TETRIS WORLD

If you want to compare your scores against **The Next Tetris** players worldwide, sign up for an account at www.tetris.com.

If you have Internet access, **Tetris World** lets you establish an account and enter your statistics into the worldwide database.

Set-up Account will prompt you to select a player for this account and then enter a password.

The Next Tetris will then connect to www.tetris.com to establish this account.



Your **Player Account** will keep track of your name, rank, best times, best cascades, best Marathons and best Score Marathons. You can use your **Player Account** to download your data from the Web. If you are at a friend's house, for example, you can connect to the Web and download your player data to your friend's computer for a head-to-head game.

Save Data uploads player statistics to the Web so they can be downloaded later.

PLAYING TECHNIQUES

Slide pieces after they land! You can slide a piece that has landed left or right for a short time in order to fill spaces.

You can rotate a piece that has landed by rotating it before the piece is locked. When the piece becomes solid, it stops moving. You can sometimes even rotate a piece to go over a hill of blocks.

Drop a piece in a space with a T spin! Even when it does not look possible, you may be able to place it by rotating the piece. This technique is called a T spin.

Clear many lines at once! The more lines or Cascades cleared at once, the more points you score and the more you distract your opponent.

Carefully arrange blocks to get Cascades. Remember, the basic technique is knowing how to use your Multiminis. Think carefully about where your pieces are falling and where your pieces will separate. You can discover new strategies using Cascades that were unavailable in **Classic Tetris**.

For even more tips and hints, visit www.tetris.com.

CREDITS

Developed by	Blue Planet Software
Lead Programmer	Brian Dodd
Internet Programmer	Chris Gullette
Additional Programming	Benbuck Nason Michael Schlachter
Art Director	Marina Goldberg
Lead Artist	Slava Likhachev
Music Composition	Kevin Manthei KMM Productions Syzygy Records 1205 Recording
Voice Talent	Lani Minella
Design Team	Vlad Turchenko Henk Rogers Steffan Levine Edward Rogers
Based on Classic Tetris	by Alexey Pajitnov
Practice Levels Design	Scott Kim Vlad Turchenko Steffan Levine
Quality Assurance	John Fitz Randolph The BPS lunch crew
Producers	Raymond Holmes Steffan Levine
Executive Producer	Mark Netter
VP of Development	Daniel Lucas
President of Blue Planet	Nick Garnell
The CEO	Henk Rogers

CRAVE ENTERTAINMENT

Senior Producer	Daryl Pitts	
Producer	Monica Singh	
Associate Producer	John Kellogg	
Lead Tester	Ron Talay	
Testers	Daniel Echeverria Steve Danhieux Solomon Kupu David Lopez	Medvin Sobio Donald Wheeler Ramon Ramirez Kazuo Tanaka
Product Marketing Manager	Eddie Camanillo	
Sr. Marketing Services Manager	Sheri Furumi	
Marketing Services Coordinator	Yumi Saiki	
Creative Services Manager	Ryan Villiers-Furze	
Graphic Designer	Ethan Malykont	
Web Master	John Nord	
Special Thanks	Nima Taghavi Holly Newman Mark Burke	Martin Spiess Barry Seaton
SegaNet Associate Producer	Art Datangel	
Lead ISA	Paco 'Trunks' Youngel	
Core ISA	Amy Crowley Lance Nelson Rebecca Turner	Darren 'Smackavelli' Nagtalon Kay Nagtalon Joey 'FN' Edwards



gamespy

Center of the Gaming Universe

A whole online world for games and the people they own.



gamespy.com

GameSpy.com: Gaming's homepage. If you can play it, you can read about it on Gamespy

fileplanet

FilePlanet.com: More gaming files than anyone. Play new game demos -- updated daily!

planet
Dreamcast

PlanetDreamcast.com: A world of swirl, PlanetDreamcast is the home for Dreamcast fans on the 'net. Reviews, news previews, and more...

EXPERIENCE THE CHILL OF VICTORY!

SNO CROSS

CHAMPIONSHIP RACING

ALSO
AVAILABLE

Turboline

FEATURING
YAMAHA®
SNOWMOBILES

© 2005 Unique Development Studios AG. All rights reserved. SNO CROSS CHAMPIONSHIP RACING, CRAVE ENTERTAINMENT and the CRAVE ENTERTAINMENT logo are trademarks of Crave Entertainment, Inc. © 2005 Crave Entertainment, Inc. All rights reserved. CRAVE ENTERTAINMENT is a registered trademark in the U.S. YAMAHA is a registered trademark and is used with permission of Yamaha Motor Co., Ltd. All other trademarks and copyrights are the property of their respective holders. Sega, Dreamcast and the Dreamcast logo are other registered trademarks or trademarks of Sega Enterprises, LTD.

CRAVE
ENTERTAINMENT

EVERYONE
E
CONTENT RATED BY
ESRB

Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is return by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICIPATING PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022, 24 hours a day, 7 days a week.

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US - 900-903-4468 \$0.95 U.S. dollar per minute
Canada - 900-677-4468 \$1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required.

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 US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. 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: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,485; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

SEGA