SEGA®

SEGA SATURN™

A SEGA EXCLUSIVE

SHINING the HOLY ARK™

SONIC!
SOFTWARE PLANNING
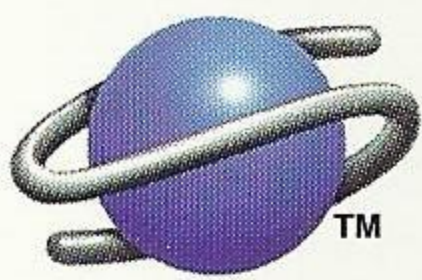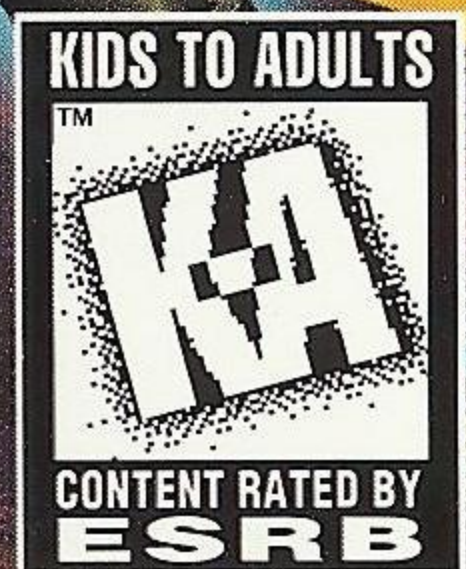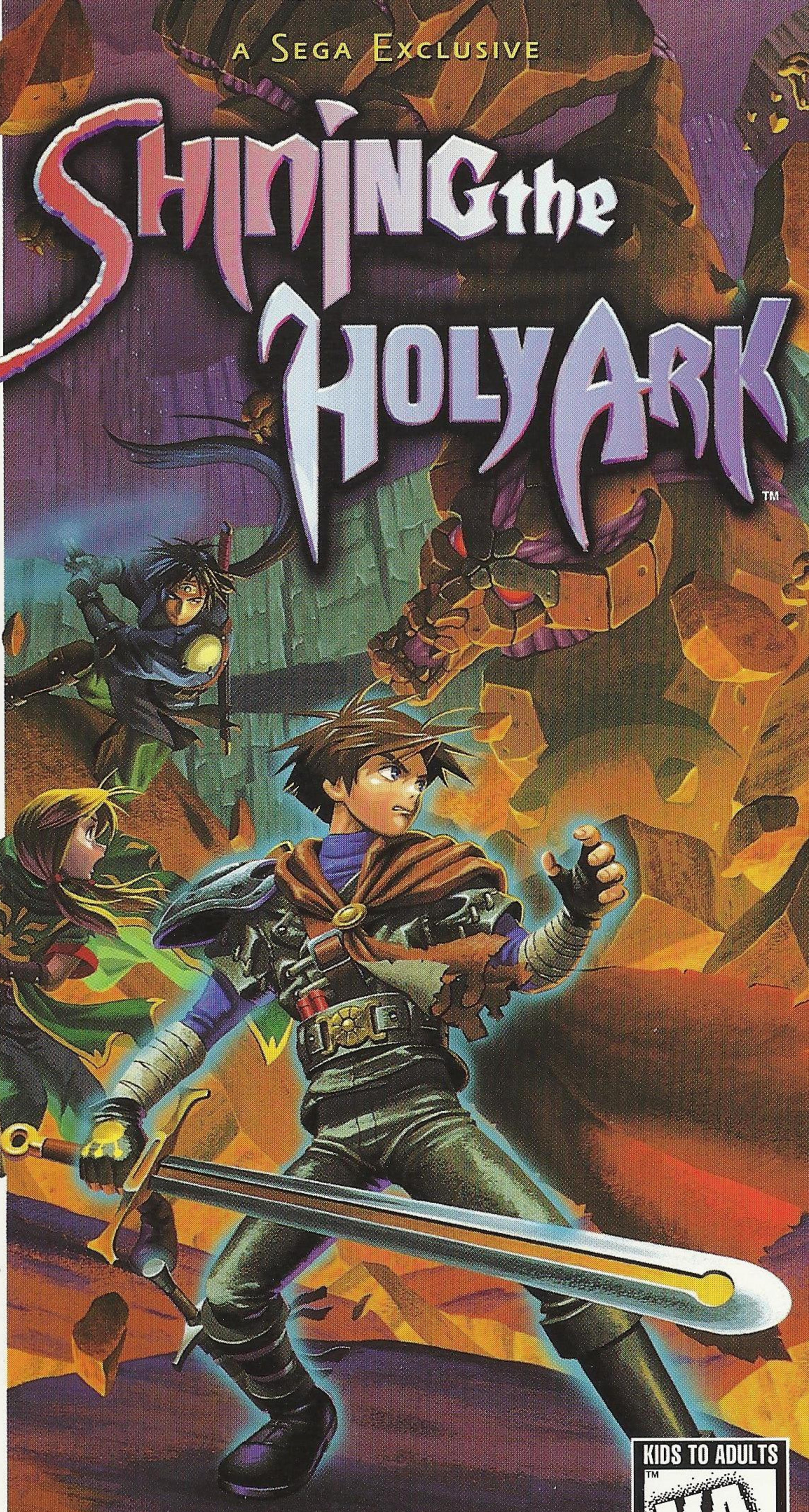
81306

WARNINGS
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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 SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast 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.

HANDLING YOUR COMPACT DISC

- ❏ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ❏ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❏ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❏ Always store the disc in its protective case.

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**.

Visit Sega's Internet Sites at:

web site:	http://www.sega.com
email:	webmaster@sega.com
CompuServe:	GO SEGA

For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Table of Contents

Spinning the Threads of Destiny

In ages past, the kingdom of Enrich was a prosperous realm, blessed with the mines of the Desire mountain range, rich in precious ore. But this once-happy kingdom is now known only as a cursed land. The wealth and success of Enrich sowed the very seeds of its downfall, attracting shadowy visitors from neighboring lands and unleashing strange magic from the depths of the earth.

Some days ago Arthur, a mercenary, received an urgent summons to appear before the king in the capital city of Enrich. Banding together with the renowned conjurer Forte and Melody, his apprentice, Arthur set off to do the royal bidding — capture a renegade ninja by the name of Rodi. The king's men have tracked their quarry to Desire Mountain, and cornered him in an abandoned mine.

That is three days past, and Arthur's party has arrived, after a hard journey, at the mouth of the mine. They have girded themselves for a hard fight, but what could prepare them for the tricks of capricious destiny? And who could fathom the portent of the recent unforecast eclipse of the sun? Dire prophecies echo throughout the kingdom; a climate of dread and foreboding prevails. Perhaps the Fates are spinning unkind threads on their looms....

Starting the Game

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad.

   Note: *Shining the Holy Ark™* is for one player only.

2. Place the *Shining the Holy Ark™* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the onscreen control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game title screen appears press again to go to the onscreen control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

CD Door

Control Port 1
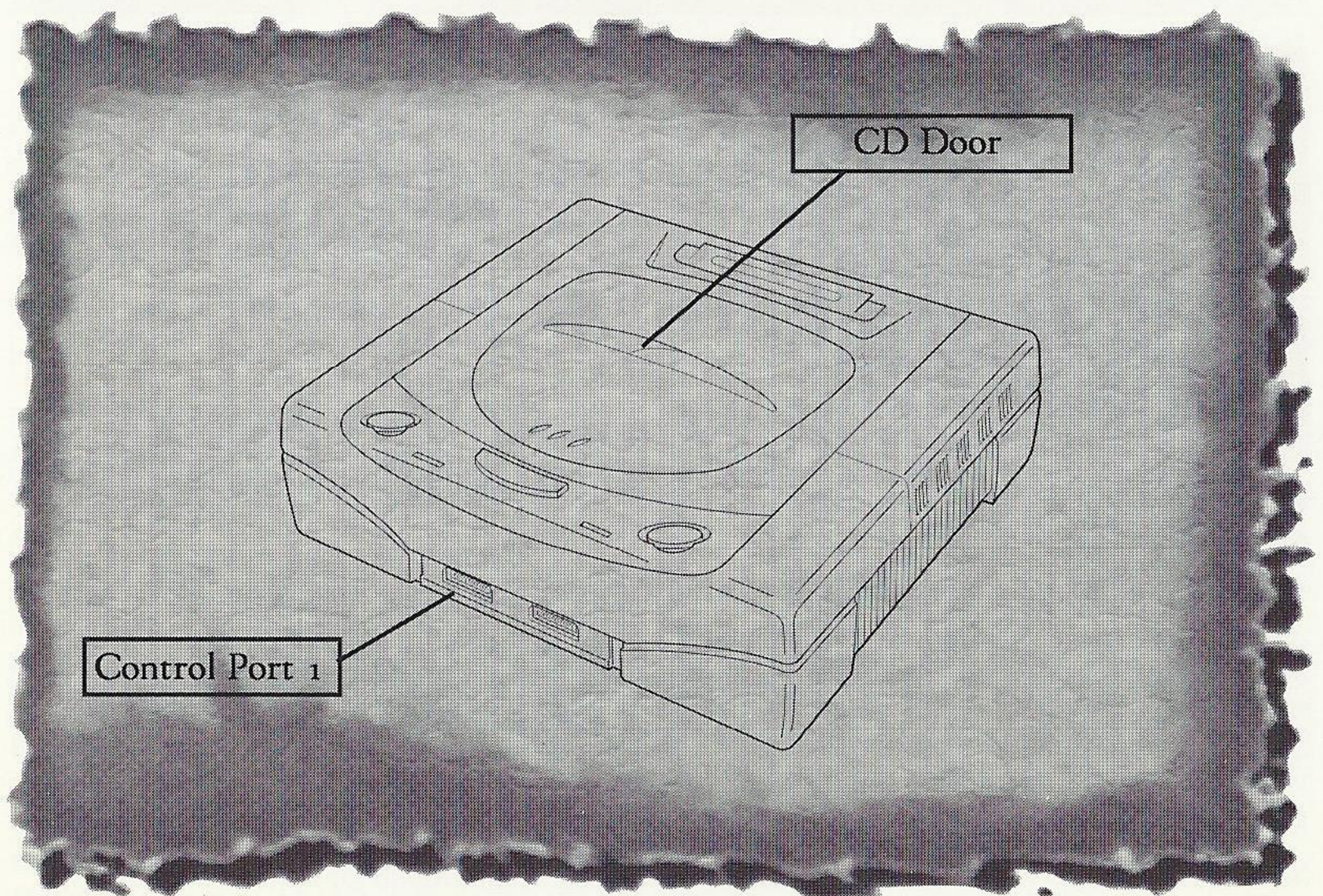
Setting Forth...

An animated story sequence follows the Sega and Sonic Software Planning logos. Wait for the animation to end, or press any button while it plays to make the **Press Start Button** message appear onscreen. Press Start to bring up the Start menu and enter the game.

Game Start Options

The first time you load the game, and whenever you begin a new game, the Name Entry screen appears. Press the D-Pad in any direction to highlight a character, and Button A or C to select. Press Button B, or select **Backspace** to delete the previous character. Select **End of name** to finish entering your name, and to begin the game. Be warned — you cannot change your character's name during play, so choose wisely.

If you have data saved from a previous game, the Game Data menu appears. This menu allows you to select game data to delete, copy, continue a saved game, or start a new game from the beginning. Press the D-Pad up or down to highlight a menu item, and Button A or C to select.
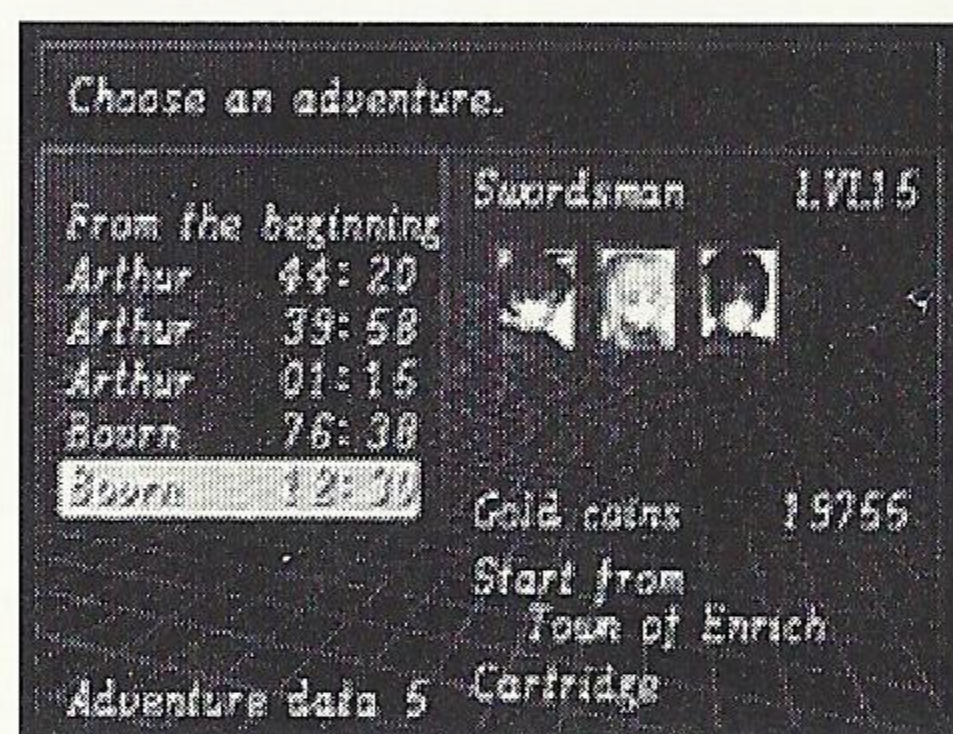
If you select **From the beginning**, the Name Entry screen comes up (see above); otherwise the Game Data Options menu appears. In the Game Data Options menu, press the D-Pad up or down to highlight **Begin**, **Copy** or **Erase**, and Button C to select.

Be thou Ware!

Saving Game Data is a crucial part of your *Shining the Holy Ark* adventure. Each data file occupies 65 memory units in your Sega Saturn's internal RAM, or on your Sega Saturn Backup™ cartridge (sold separately). If you don't have enough memory available to save game data, a message appears onscreen before you start your game, warning you that you will not be able to save new game data. Access the Sega Saturn Memory Manager screen to erase unneeded data before beginning play (see your Sega Saturn Instruction Manual for details). For a full explanantion of how to save game data during play, see page 19.

The Control Pad

Buttons L, R

Buttons X, Y, Z

D-Pad

START

Buttons A, B, C

Start
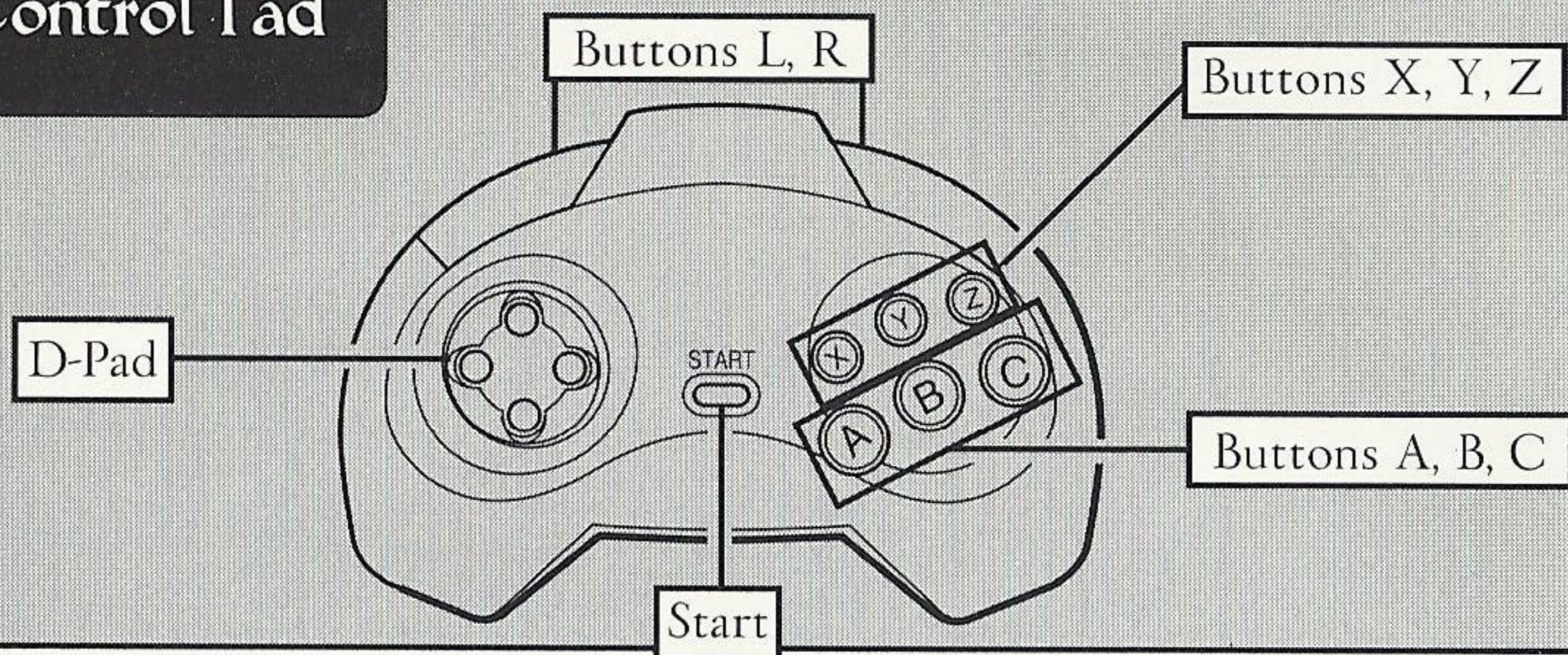
There are three main screen environments in the game: 3D Motion, Options Menu and World Map. The Button Commands for each environment are shown below.

BUTTON NAME	3D MOTION	OPTIONS MENU	WORLD MAP
D-Pad	Move (See **Note 1**)	Highlight menu items	Move
Start	Bring up area map	No function	No function
Button A	Bring up Options menu	Enter selection	Enter selected area
Button B	(See **Note 2**)	Cancel selection	No function
Button C	Check or Talk	Enter selection	Enter selected area
Button X	Look left and right	No function	No function (See Note 4)
Button Y	Look up and down	No function	No function
Button Z	Look straight ahead	No function	No function
Button L	Select pixie (See **Note 3**)	No function	No function
Button R	Select pixie (See **Note 3**)	No function	No function

Note 1:   Press up to move forward, down to move back, and left or right to move in those directions. Press up twice quickly and hold to dash forward.

Note 2:   Hold Button B to continue facing forward while moving left or right.

Note 3:   See page 16 for information on how to use pixies.

Note 4:   Hold Button X and use Dpad to view all areas of the world map.

5
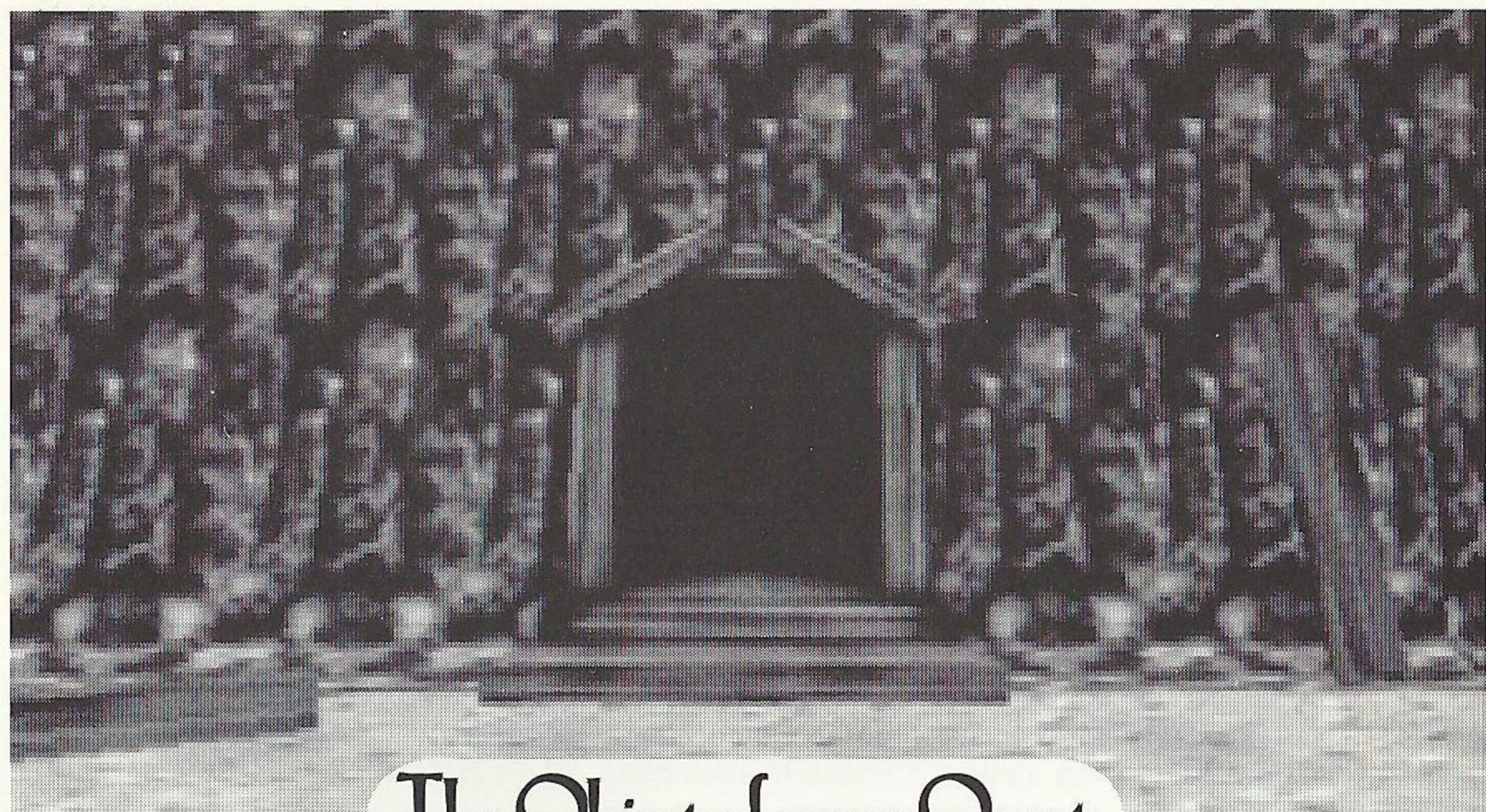
The Object of your Quest

Shining the Holy Ark is a fantasy role-playing game set in a three-dimensional world for you to explore with your loyal band of companions. Do battle with nefarious monsters and unravel mysteries profound in your efforts to recover a magical artifact of fabulous power. The true nature of the quest will be revealed only to those bold enough to persevere through the trials of each perilous dungeon and maze. Suffice it to say that the adventure at hand begins in the dark mines of the Desire Mountains, where you must seek out and subdue Rodi, an infamous ninja wanted by the king.
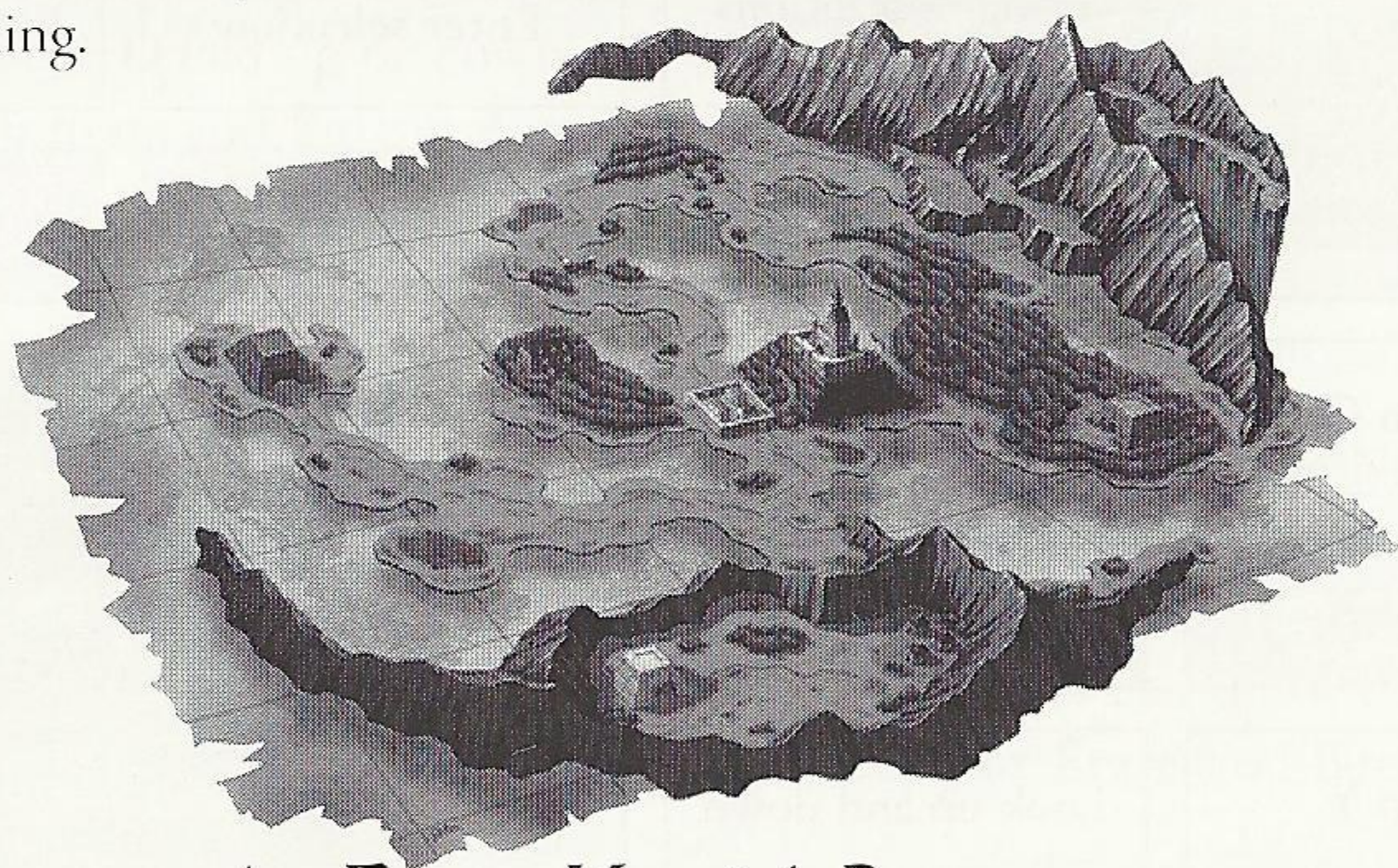
An Errant Knight's Progress

As you journey through the kingdom of Enrich, you must solve the riddles of timeless ruins, overcome the treacherous obstacles and labyrinths that stand in your way, and engage foul monsters in combat. At the end of each successful battle encounter, your company of adventurers collects Gold and Experience. Gold can be used to buy items at the various shops located throughout the kingdom, while Experience is needed to advance levels and gain strength. Collecting Gold and Experience is vital to succeeding in the game adventure. When confronted with a seemingly unbeatable foe, it may be a good idea to retreat and seek out some weaker opponents, and gain Experience to increase your fighters' levels before trying again. Take heart — there are no enemies or obstacles too strong to be overcome by a well-equipped and determined group of high-level characters.

Game modes

Whether it be searching the corridors of a dank subterranean maze, or visiting with friendly townsfolk in an isolated village, most of your adventure will be spent in the 3D Motion screen environment. Within the 3D Motion screen, there are several main types of modes:
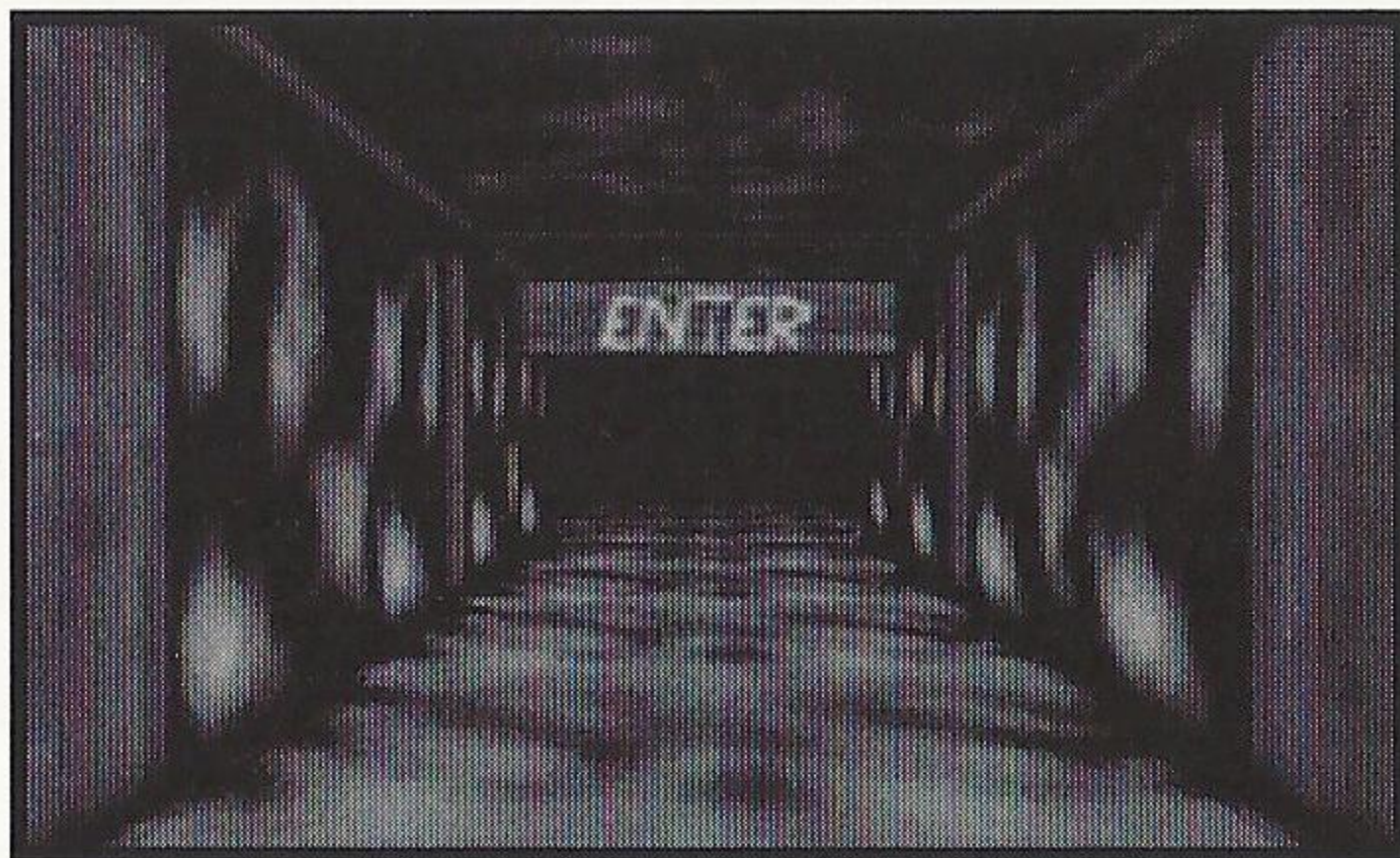
Search mode

This is the mode that shows your surroundings as you move through the wilderness and dungeons of Enrich. In Search mode, press:

Button A to call up the Main Options icon menu. (See pages 9-10 for details on the options available.)
Button C to Check areas for clues and secret treasure caches. (Also used to call up the Main Options menu when you are not facing a searchable area.)
Button X to look to the left and right.
Button Y to look up and down.
D-Pad up twice quickly and hold to dash forward at high speed, letting you race down long tunnels or crash through stubborn barriers. (White speedlines appear onscreen when you dash.)
Button B to continue facing forward while moving to the left or right.
Start to call up the area map, when you have lost your way.

Options mode

Options mode allows you to use items and magic, check the status of party members and reconfigure several aspects of gameplay. See the section beginning on page 9 for full details of Options mode menus and functions.

Battle mode

When you encounter monsters, the game automatically shifts into Battle mode and the Battle Options icon menu appears. If you succeed in a battle you gain both Gold and Experience, so fight bravely. See the section beginning on page 13 for information on Battle mode.

Factfinding mode

Not all of your adventure will be spent in forbidding dungeon areas — you must interact with townsfolk and other characters you meet in order to gather clues and purchase items to aid you in your quest. Move about towns and buildings just as in the Search mode, and be sure to check all areas thoroughly for hidden treasure. When you meet other characters, press Button C to engage them in conversation — they might have some knowledge of value to impart.

Exploring Dungeons

To unriddle the mysteries of the Holy Ark, Arthur and his companions must make their way through grim cave networks, murky enchanted forests, frozen mountain caves and haunted ruins. These areas are known as dungeons, and while they hold many dangers for the unwary traveler, they also reward the stout-hearted with fabulous hoards, lost ancient secrets, and items of magical power. Sharp-eyed adventurers may find helpful booty in pools of water or hidden under rocks, or release an enchanted pixie from the trunk of an old tree. Treasures may be hidden anywhere in a dungeon, so check all suspicious areas thoroughly by pressing Button C. The wise will remember that 'Those who would find, must seek.'
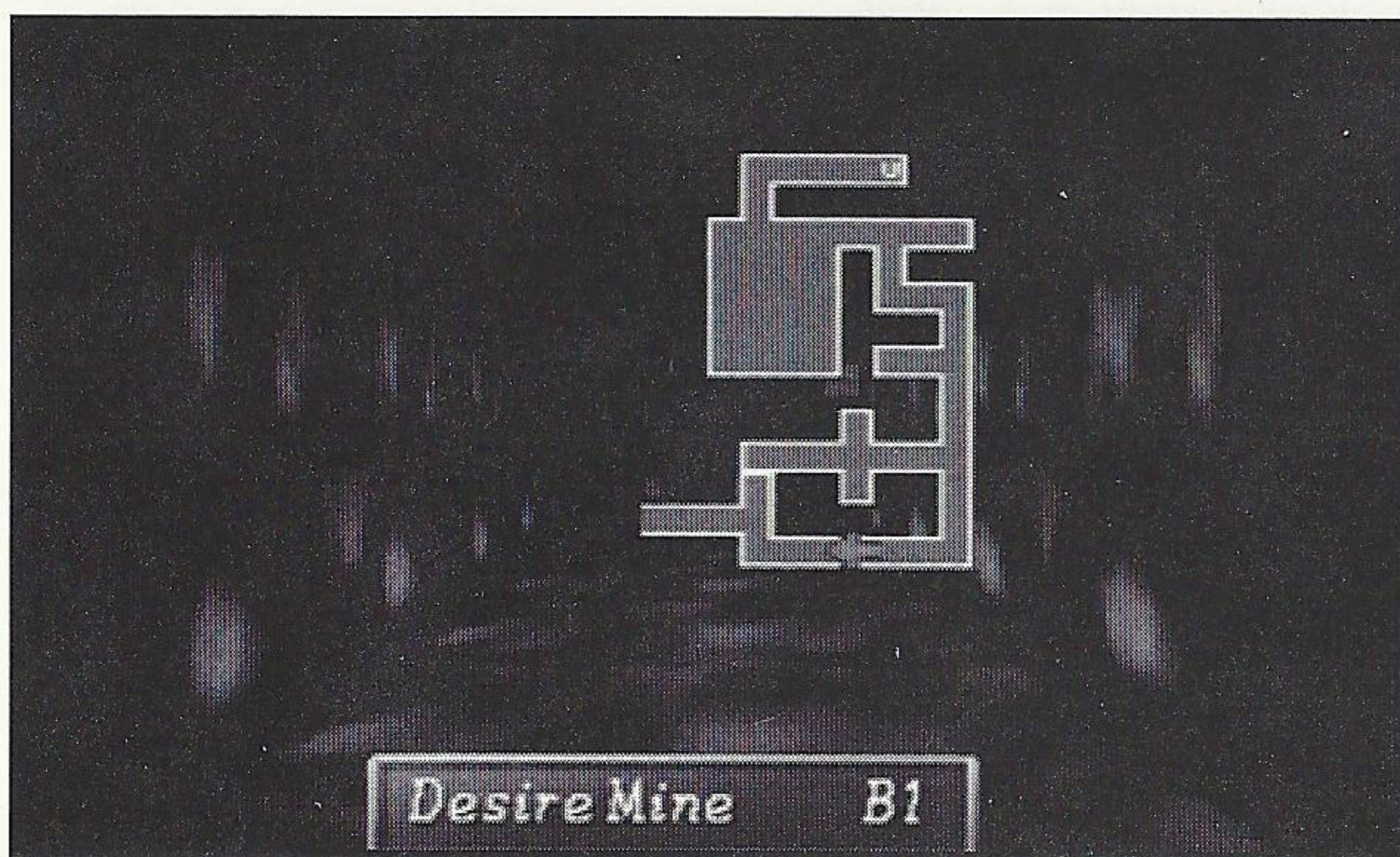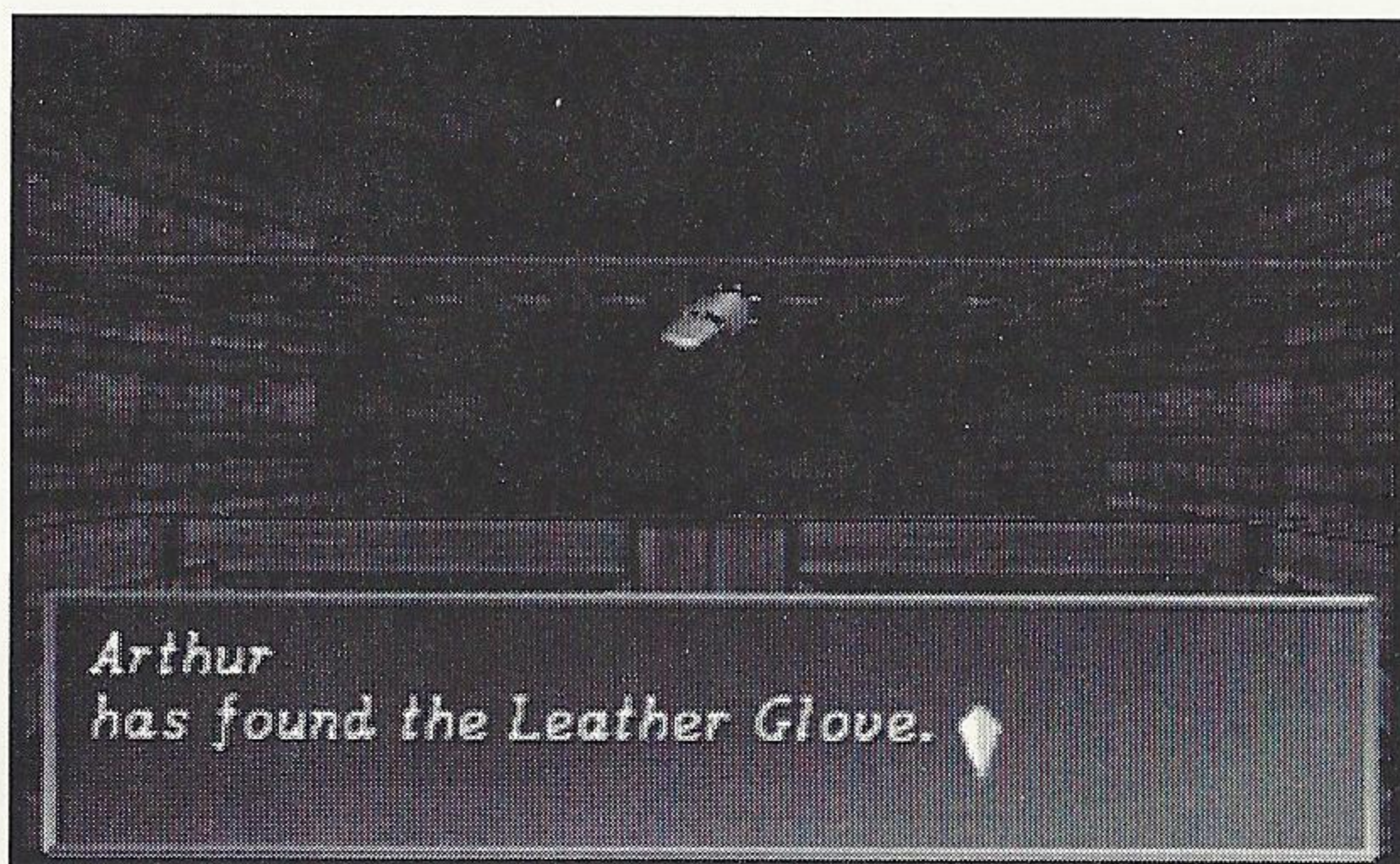
Dungeons, whether above ground or below, are notorious for their twisting passageways, dead ends and forking paths. As you travel through a dungeon, a map of the areas you have already explored will fill out, allowing you to keep your bearings and plot your course. Press Start when you need to refer to the area map of the dungeon you are currently exploring. A map of the dungeon you are in appears, with your position and direction marked by a flashing red arrow. While the map is onscreen, press the D-Pad up or down to view the upper or lower sections of a large map, and press left or right to call up maps of other levels in the same dungeon complex. Press Start again to return to Search mode when you have finished viewing the map.

Options menus

In Search mode, press Button A to bring up the main Options icon menu. When the menu appears, press the D-Pad in any direction to highlight a menu icon, and Button A or C to select. Press Button B to cancel, or move back one step in the selection process.
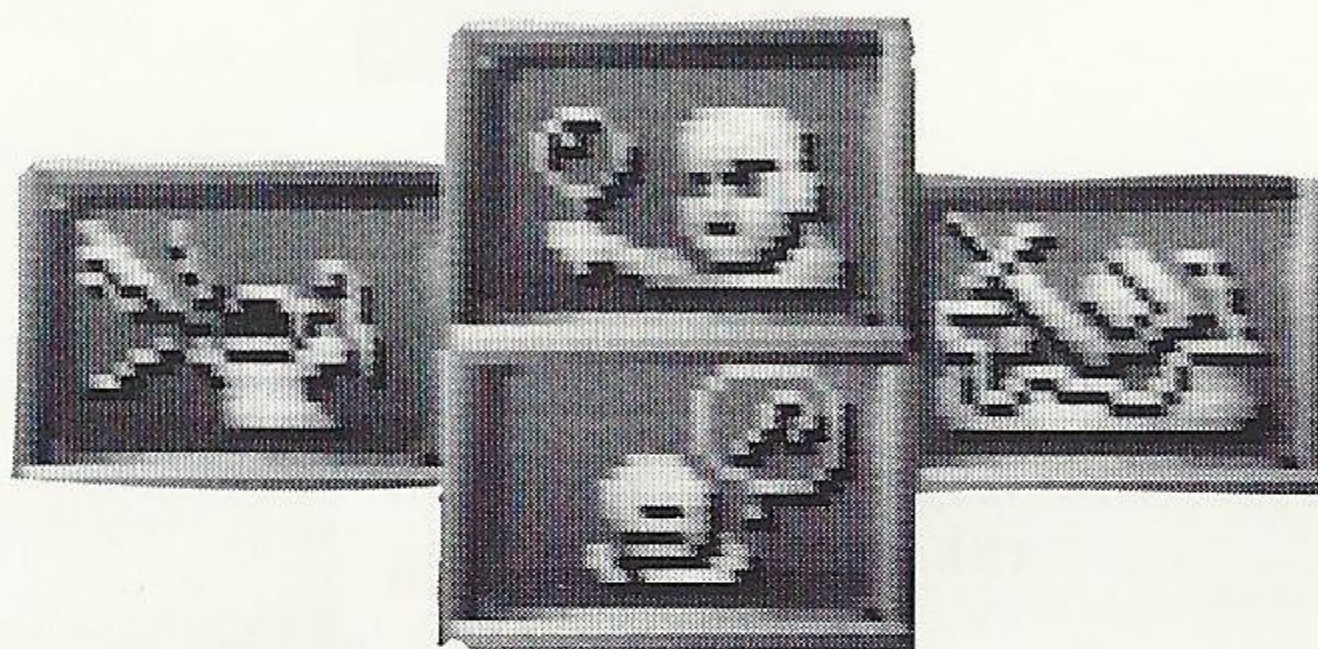
Main Options menu

CHECK
To investigate the area in front of you, as with pressing Button C in Search mode.

MAGIC
To use magic spells. Brings up the Magic Usage screen (see page 15).

POSSESSIONS
To use items in your possession. Brings up the Possessions sub-menu (see below).

TACTICS
To check character status and change gameplay configurations. Brings up the Tactics sub-menu (see page 10).
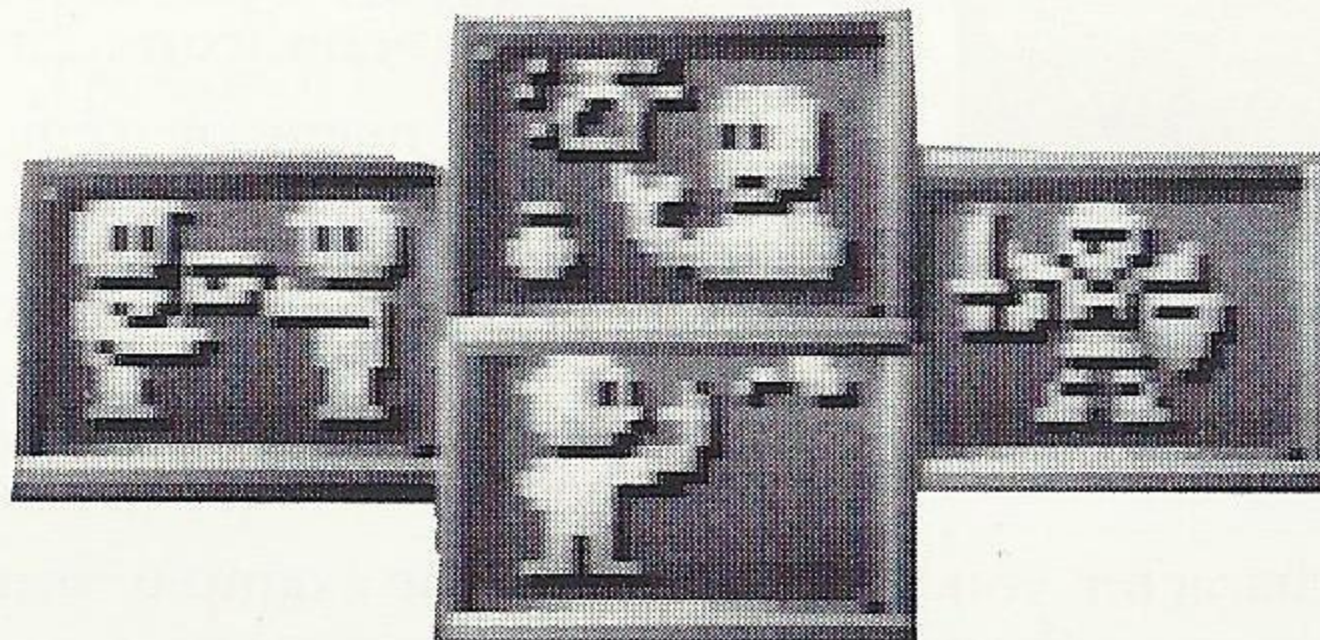
Possessions sub-menu

USE
To use an item. Brings up the Usage screen (see page 10).

GIVE
To hand an item from one character to another. Brings up the Usage screen (see page 10).

EQUIP
To put on items that can be worn. Brings up the Usage screen (see page 10).

DISCARD
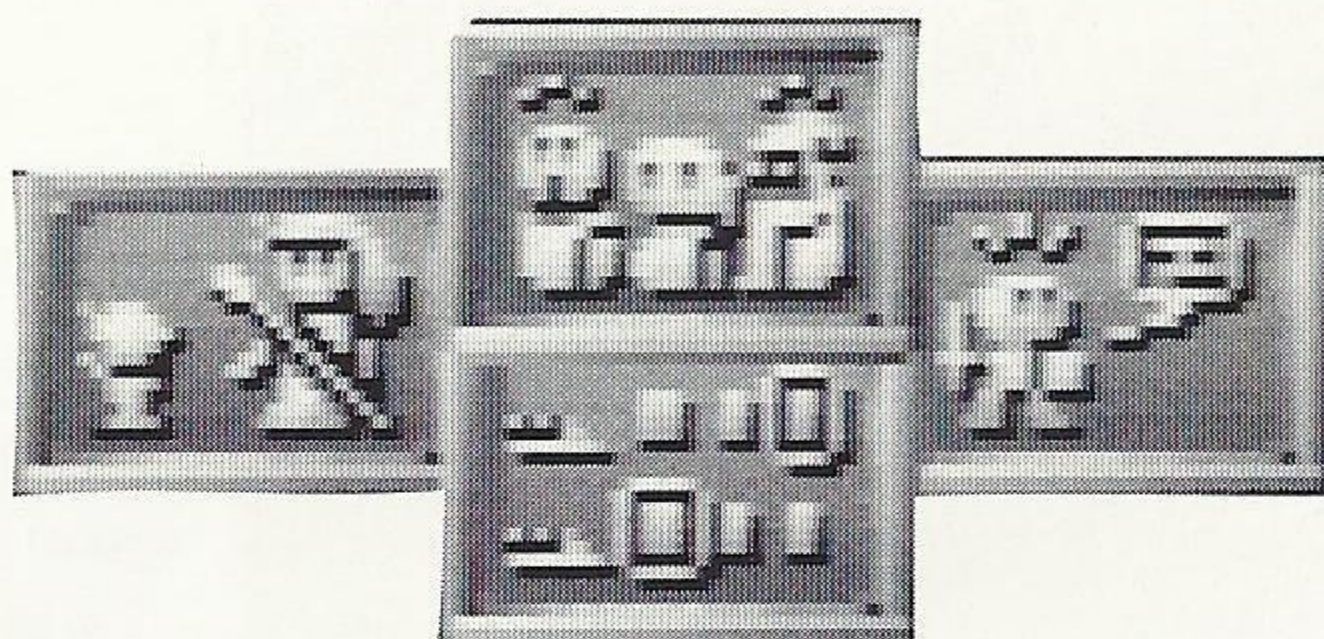To drop an unneeded item. Brings up the Usage screen (see page 10).

9

Tactics sub-menu

STATUS
To check the status of any member of your party. Brings up the Party Status screen (see page 11).

RESERVE TEAM
To bring up an inactive character into the main party. Brings up the Substitution screen (see page 12).

COMMANDS
Select this to set character controls to manual or automatic. Brings up the Command screen (see page 12).

CUSTOMIZE
To change several aspects affecting gameplay. Brings up the System Config screen (see page 12).

Game screens

Several of the options menus call up a selection screen, letting you make decisions regarding the magic or items you want to use, view character status, or change gameplay features. Press the D-Pad in any direction to move the cursor around the screen. Press Button A or C to select a highlighted character or icon. Press Button B to cancel a selection, or go back one step in the selection process.

Usage screens
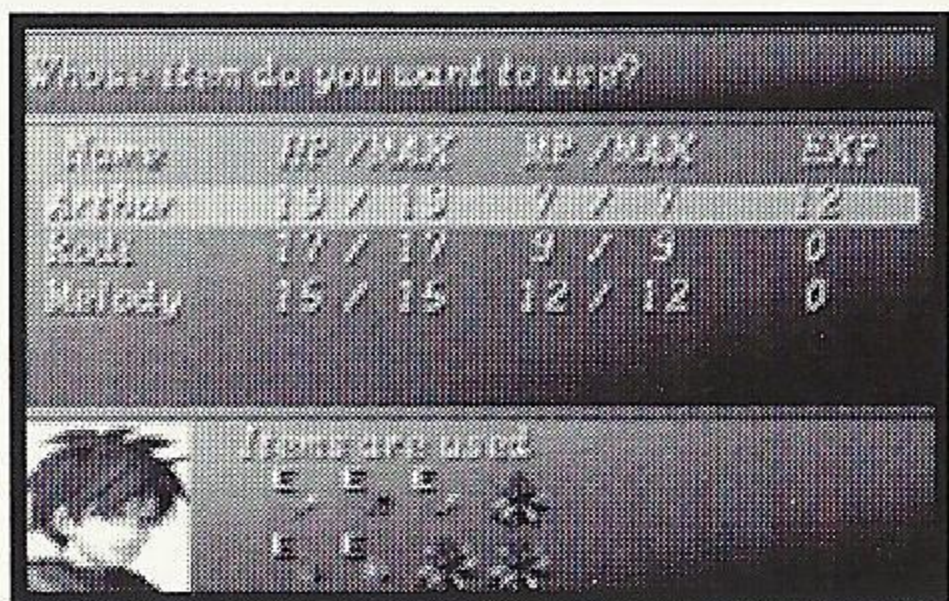
These screens appear when you select the Magic* icon from the main Options menu, or any of the Possessions sub-menu icons. First, choose the character whose magic or item you want to select. Then select the spell or item. Items and magic which currently cannot be selected appear as small icons. In the Equip Usage screen, items which are currently being worn are marked with an 'E.' Finally, choose the character you want to affect. For example, you must choose the character you want to use a spell on, or hand an item to. Each Usage screen will prompt you with questions that appear at the top of the screen. Follow these prompts to complete each step of the magic or item usage process.

*For more information on magic spells, see the Using Magic section on page 15.

Party Status screen
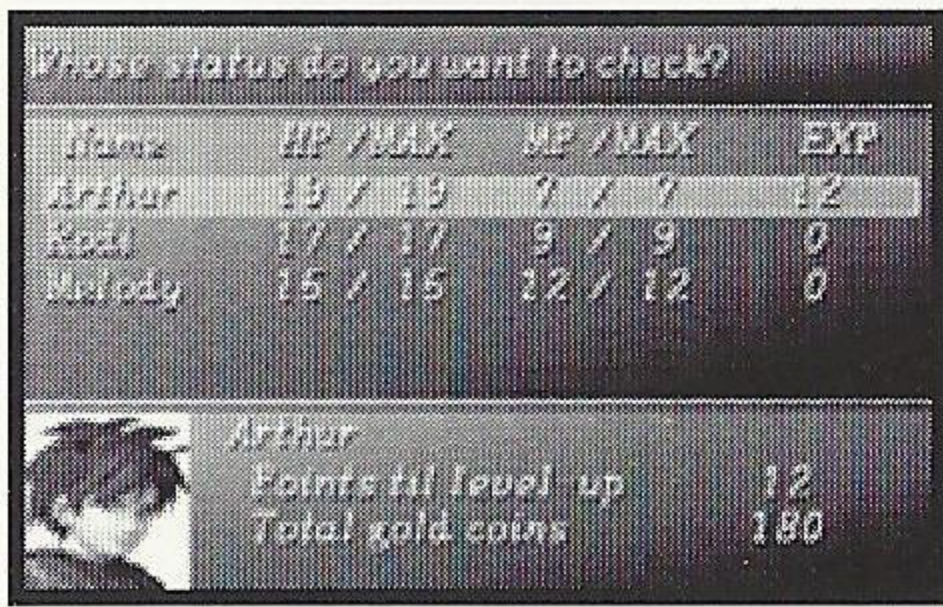
When you select the Lead Team icon from the Tactics sub-menu, the Party Status screen appears. This screen displays the basic statistics for all the characters in your party, and allows you to select characters and view their full statistics in the Individual Status screen. For an explanation of the statistics shown, refer to the Individual Status screen item descriptions below.

Individual Status screen

This screen displays a full listing of all of a character's statistics, items and magic. The Individual Status screen displays the following information:

HP	The current and maximum number of Hit Points.
MP	The current and maximum number of Magic Points*.
EXP	The number of Experience Points the character has acquired.
ATT	The Attack rating for the character when using hand-held weapons.
DEF	The Defense rating for the character against physical attacks.
AGI	The Agility, or speed rating for the character.
CRT	The character's Critical rating. This determines how frequently the character will be able to execute Power Attacks**.
TEQ	The character's Technique rating. This determines the number and type of Power Attacks** the character can use in battle (see page 15)
LCK	The character's Luck rating. This affects the character's chances of attacking successfully, and ability to dodge enemy attacks.
MD	The Magic Defense rating for the character against enemy spells.
BD	The Breath Defense rating for the character against breath attacks.

The Individual Status screen also displays all the items carried by the character, and all the magic spells the character knows. Highlight an item or spell to view a brief description in the text window mid-screen. Press Button B to return to the Party Status screen.

*For more information on Magic Points, see the Using Magic section on page 15.
**For details on Power Attacks, see the section on page 15.

Substitution screen
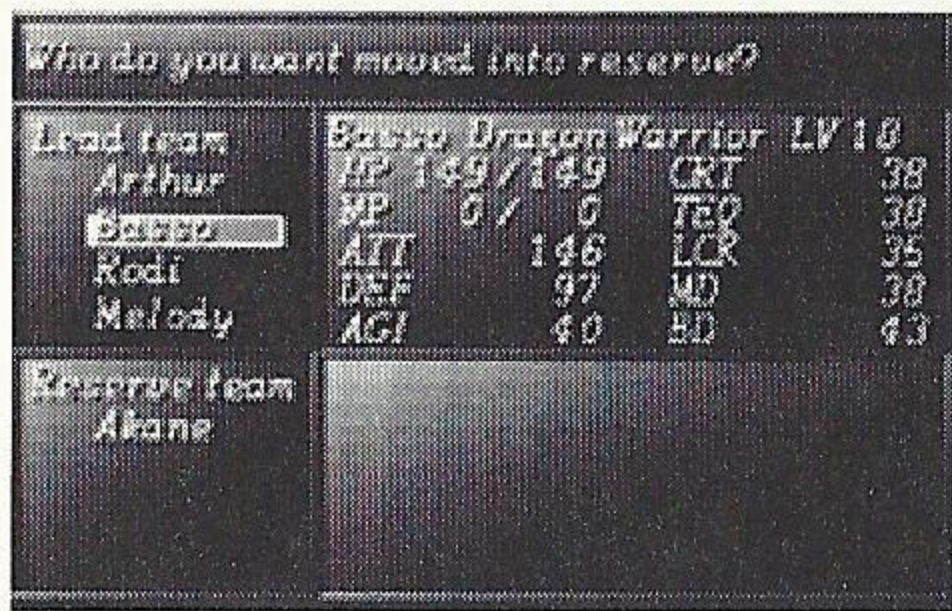
When you select **Reserve Team** from the Tactics sub-menu, the Substitution screen appears. You can only have four active characters in your party at any time, so when you have assembled a party of more than four members, you may wish to change the status of a character. First select the active character you want to replace, then select the reserve team member you want to activate. Of the characters, only Arthur cannot be replaced.

Command screen

The Command screen appears when you select **Commands** from the Tactics sub-menu. This screen allows you to set the control for any character (except Arthur) to **Manual** (to let you control the character's actions) or **Auto** (to have the CPU control the character). Press the D-Pad left or right to switch Command types for a highlighted character.
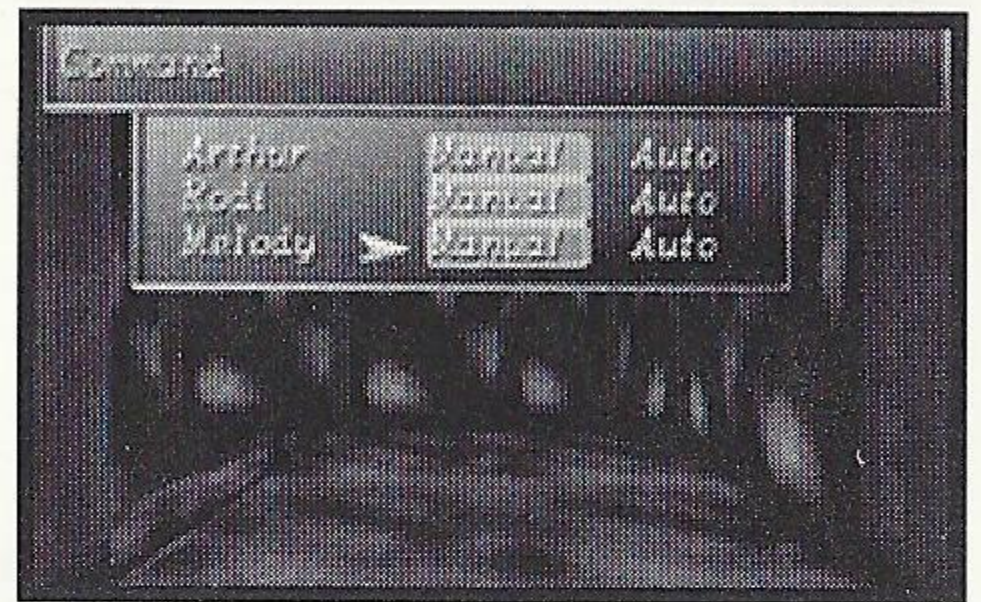
System Config screen
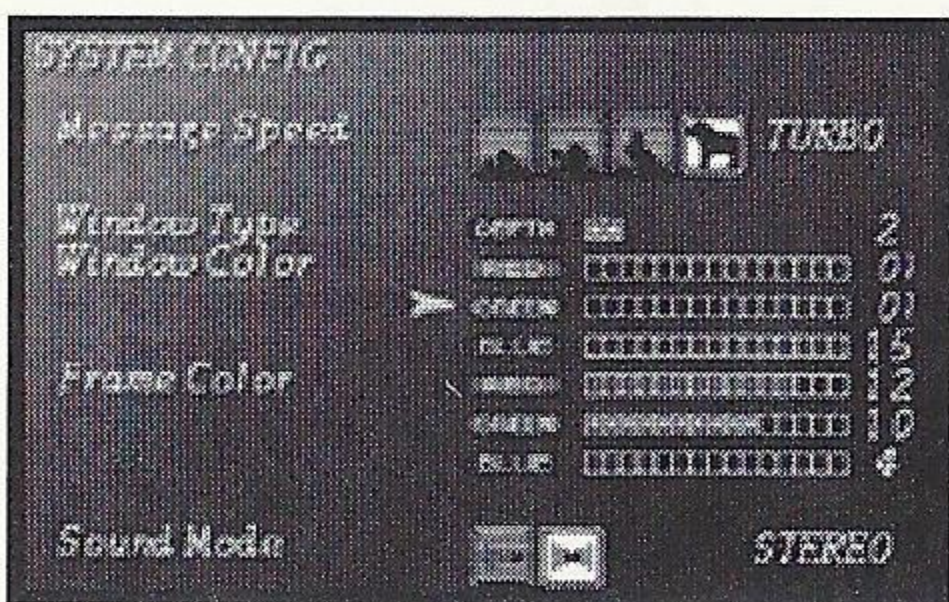
The System Config screen appears when you select **Customize** from the Tactics sub-menu. In this screen, you can adjust certain features of gameplay as follows:

Message Speed	Set the speed at which message windows appear to **Slow**, **Normal**, **Fast**, or **Turbo**.
Window Type	Set the message window appearance to opaque, semi-transparent or transparent.
Window Color	Customize the message window appearance by adjusting red, green and blue color levels.
Frame Color	Customize the color of the message window frame.
Sound Mode	Select **Mono** or **Stereo** for the game sound output.

Doing Battle
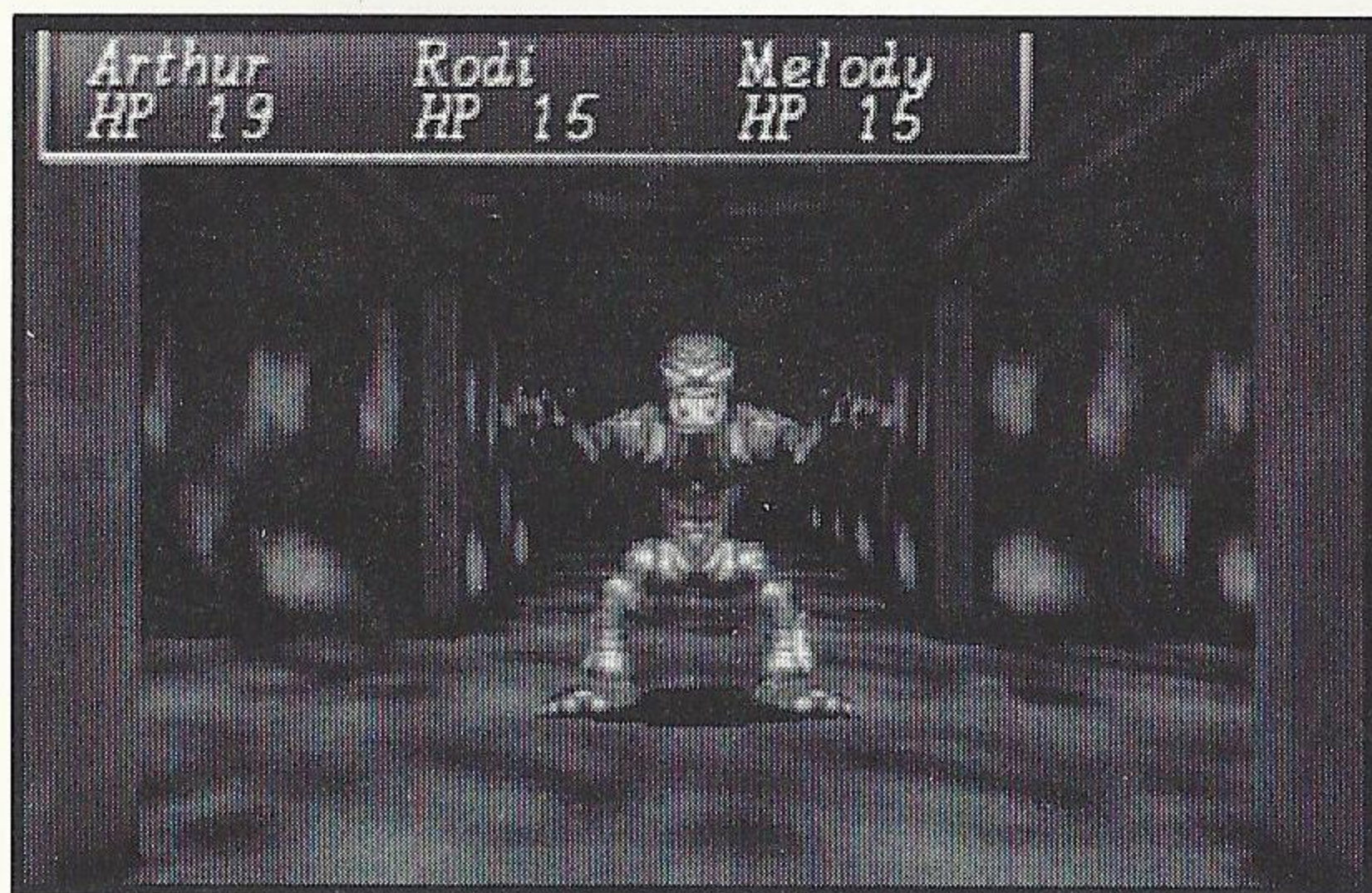
When you encounter monsters while exploring a dungeon, the game automatically enters Battle mode, and the main Battle Options icon menu appears onscreen. Battles in *Shining the Holy Ark* take place in rounds. The participants act in a battle order determined by their individual Agility ratings (faster characters move first). The battle continues until all the members on one side are exhausted (no Hit Points remaining), or have fled. Before every round, you can modify your active party roster, change character controls, opt to run away, or select one battle action for each active member of your party. (For information on the battle commands available, see the battle Options menu section on page 14.)

The key to success in battle is knowing your opponents' limits, and your own. Keep track of things like your current Hit and Magic Points, how much damage various attacks and magic do, and how much damage different types of monsters can take (if you've faced their kind before.) Use what you know to judge the best course of action before every round.

The main three members of your party (Arthur, Rodi, and Melody) do not die if their Hit Points fall to zero in a battle, but they are out of commission until the end of the fight. Once the battle ends, the Hit Points of any main members who have fallen are restored to one, and the characters are able to use magic and engage in battle. However, additional party members do not revive automatically after they lose all their Hit Points. They can only be brought back from the brink by spells, special items or priestly intervention (see page 19).

When the battle is over, you will either reap the rewards of Gold and Experience, or your battered party will be magically transported to the church nearest the point where you last saved the game.

13

Battle menus

The Battle Options menu appears automatically when a monster appears, and before every round of a battle. Select icons from the Battle Options as with the main Options menu (see page 9).

BATTLE
To stand and fight. Brings up the Battle sub-menu (see below).

SUBSTITUTE
Functions exactly as selecting **Reserve Team** from the Tactics sub-menu. Brings up the Substitution screen (see page 12), allowing you to switch active and inactive party members.
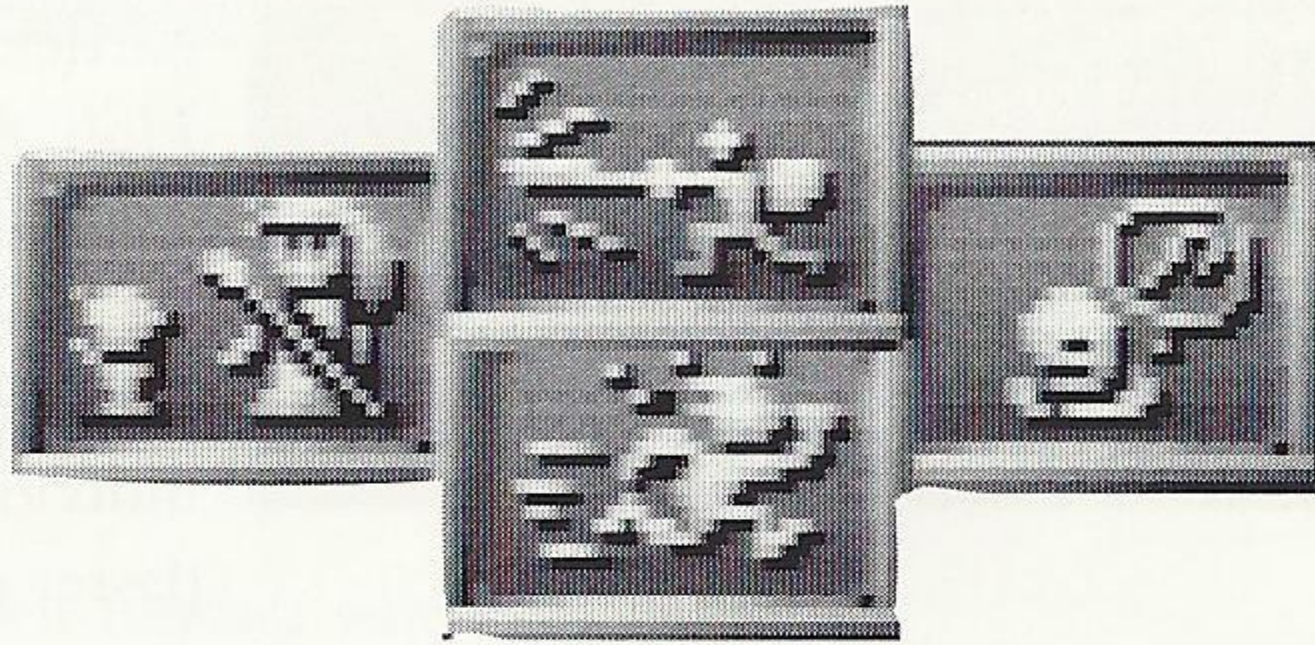
COMMAND
To set the controls for active party members. Brings up the Command screen (see page 12).

RETREAT
To run away when confronted with an overpowering foe. But be warned, some battles can't be avoided, and you won't be able to Retreat.

When you decide to give battle to your monstrous foes, the Battle sub-menu appears, allowing you to select one command for each active party member before every round. Select menu icons as in the main Options menu (see page 9). The Battle sub-menu reappears for each active member of your party in turn. Press Button B to cancel a selection, or back up one step in the selection process.

FIGHT
To engage your opponent in hand-to-hand combat.

USE MAGIC
To use one of the character's spells. Brings up a list of the spells that character can use, and the Magic Points needed to use them.
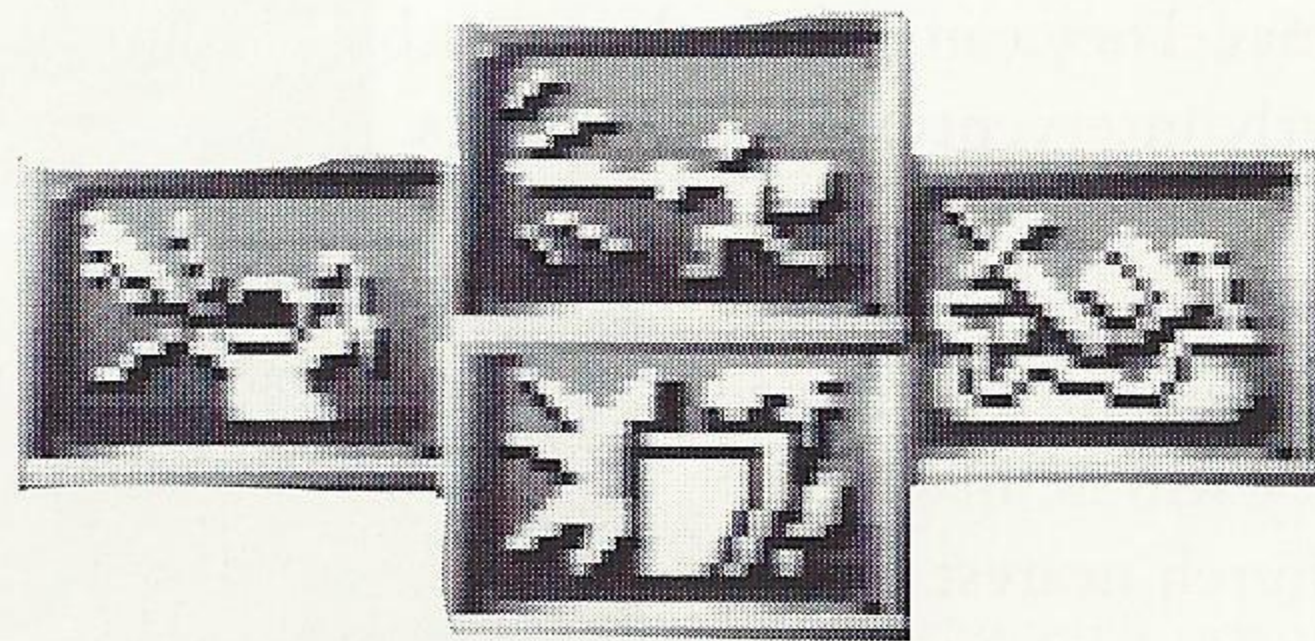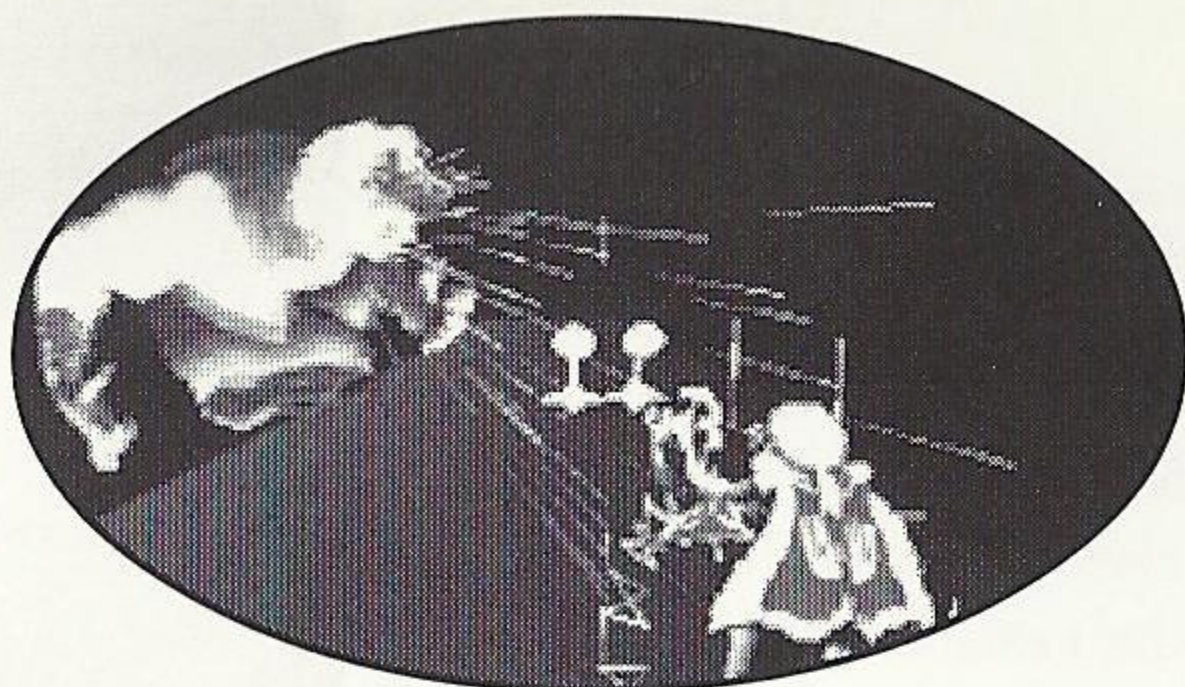
USE ITEM
To use one of the character's items. Brings up a list of the items the character is carrying. Usable items appear as large icons.

DEFEND
To have the character concentrate on self-defense for a round. Defend reduces the amount of damage the character takes from attacks for that round.

Using Magic

Many of the characters in *Shining the Holy Ark* have the ability to use magic. Some spells can only be used in battle, others can be used at any time, but all spells require Magic Points. Keep aware of each magic-using character's current and maximum MP levels, in order to avoid running out of Magic Points at a critical moment.

Magic-using characters learn new magic as they gain levels of experience. And all spells come in different levels of effectiveness, beginning at Level 1 when the spell is first learned, and increasing up to a maximum level of 4 as the character gains experience. Higher level spells use more Magic Points, but also have stronger effects. You can select the level you want to use for a spell (if it is higher than Level 1) by pressing the D-Pad left or right when the cursor is positioned next to the level indicator in the Magic Usage screen.

Power Attacks
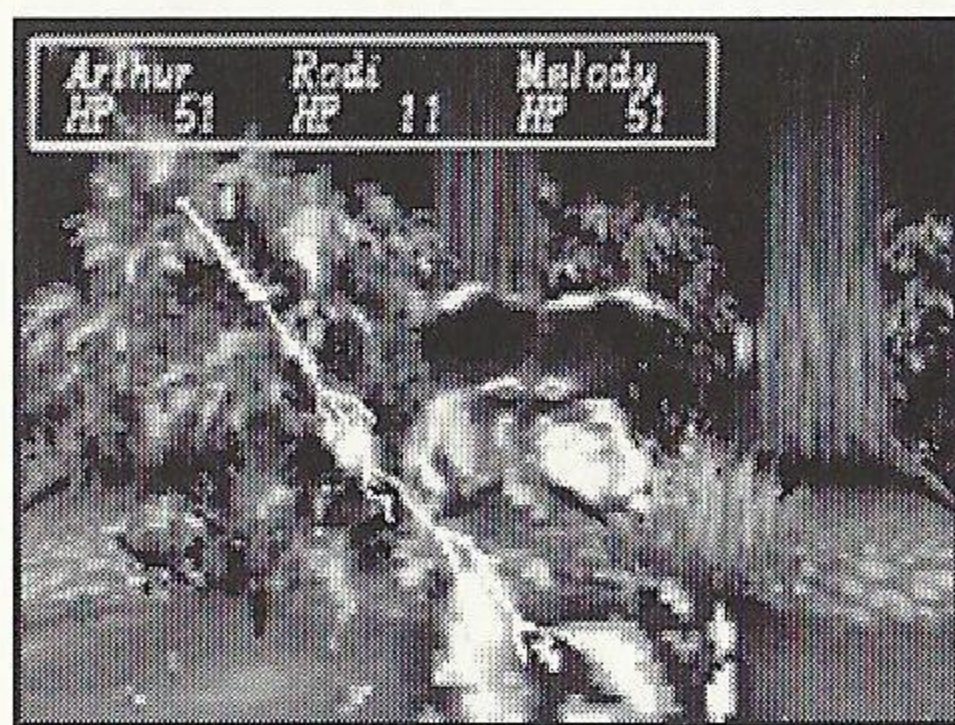
Characters are sometimes able to execute special Power Attacks during hand-to-hand fights. The type, frequency and effectiveness of the characters' Power Attacks are determined by their individual CRT and TEQ ratings. A high CRT rating increases the chances that the character will execute a Power Attack in any given round. And new Power Attacks are added to a character's arsenal as his or her TEQ rating increases.

Some Power Attacks do extra damage, others help regenerate Hit Points or stun an opponent. But there is no way of knowing when they will be deployed. Think of them as a stroke of good fortune. Heaven smiles on the bold.

15
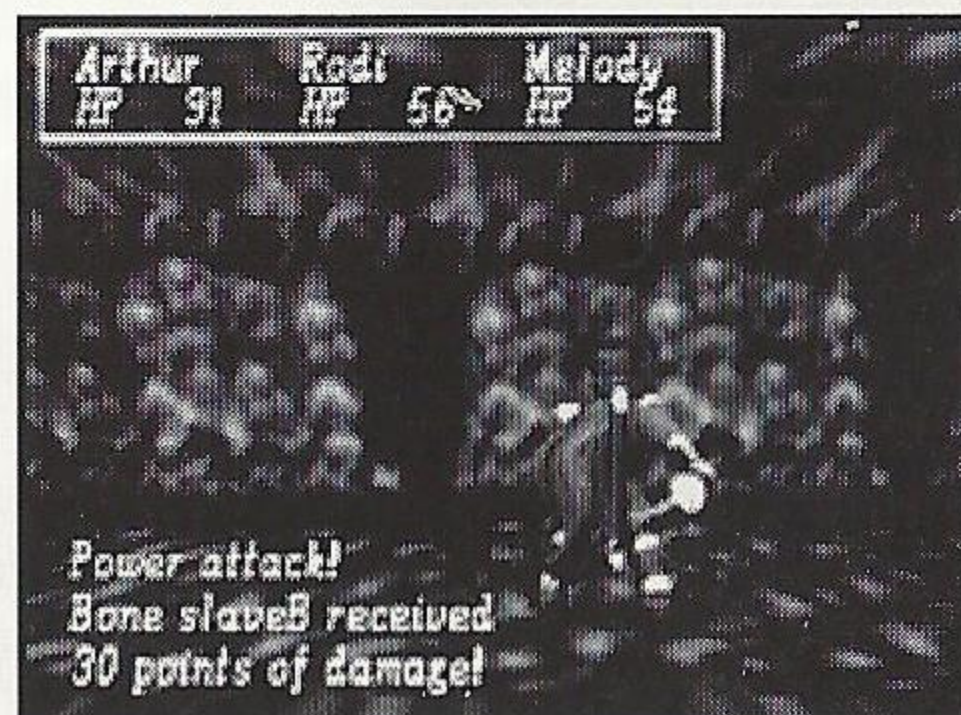
Using Pixies

Due to the influence of some occult power, the wee folk of Enrich have been frozen in magical stasis and lie hidden throughout the kingdom. You can make allies of these tiny beings by discovering and releasing them from their enchanted slumber. Though small in stature, these creatures can become valuable allies in your quest, bringing you luck in battle and helping to find treasures.

You start the game with no pixie allies, but in the course of your adventure you may uncover them concealed in the unlikeliest of places. Once you have befriended a pixie, it will appear as an icon in the bottom right corner of the screen and it will follow along with you wherever you go. There are five types of pixie (Pixies, Fairies, Succubi, Incubi and Leprechauns), each with a different icon. As you find more pixies, they will join your party and form groups with other pixies of the same species.

When a monster first appears, pixies may be used to launch a single first attack against it. The different types of pixies are effective against monsters appearing from different directions, as follows:

TYPE	Can be used against*
Pixie	Monsters coming from directly ahead of the group
Fairy	Monsters which attack from above
Succubus	Monsters appearing from the left of the party
Incubus	Monsters appearing from the right
Leprechaun	Monsters coming up from the ground

*When monsters appear from more than one direction, you can use pixies of any of the corresponding types against them. For example, if a Zombie appears from the left and two Hind Beetles spring up from the ground, you could use either the Succubi or Leprechauns.
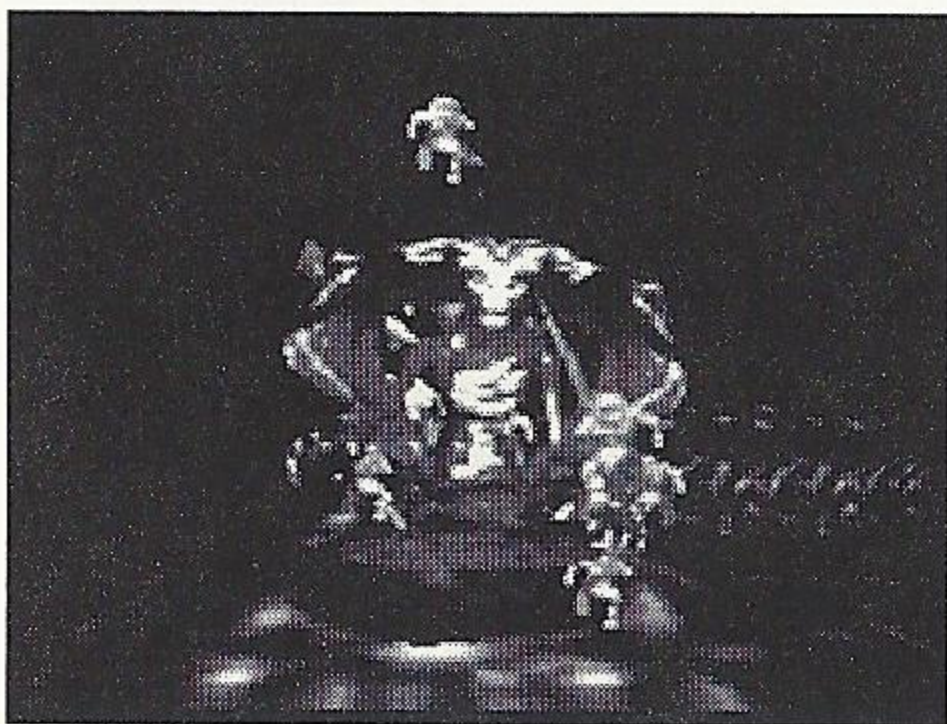
To use a pixie (or group of pixies) in battle, first select the icon of the pixie type you want to use by pressing Button L or R. The highlighted icon will flash, indicating that it is the active pixie type. When a monster first appears, press Button A or C to send the active pixie(s) out to attack. If your timing is good, and the right pixies are activated, they will charge into battle before you and deal an unanswered first blow to your foes. The more pixies there are in a group, the higher the damage their attack does. And you will find that not only do they fight your enemies, but pixies also help you by increasing the Experience you gain, and by uncovering additional Gold when the battle is done.

Seek out the hidden pixies — they will aid you in your quest!

Rest and Refuge: Towns

As you make your way through Enrich, from time to time you will come across a small village or bustling town. These are important stops for bone-weary adventurers to gather new clues, replenish depleted supplies, rest their aching bodies and make records of their adventures. When you enter a town, you can move about just as you would in a dungeon environment in Search mode (see page 7). However, there is no area map available in towns. One of the most important functions of towns is as sources of information. Be sure to avail yourself of the citizens of every town you visit — they can provide you with the clues you need to solve many of the riddles that stand in your way. Press Button C to Talk when there is a person in front of you. And be sure to search areas (by pressing Button C to Check) while you rove the streets and buildings; dungeons aren't the only places with hidden treasure.

Inns and Pubs

Every town, no matter how small, has an establishment where wayfarers can get a hot meal, a cold drink, and lodging for the night. When you enter an inn or pub, press the D-Pad left or right to approach the various customers and staff, and Button C to engage them in conversation. After you have made everyone's acquaintance, you may want to stay for the evening. Ring the bell on the counter for service. Press the D-Pad left or right until the bell is highlighted, then Button C to ring it and get the chambermaid's attention. For a small fee, you can rest off the effects of your adventure. When you awake, your Hit and Magic Points will be fully restored.
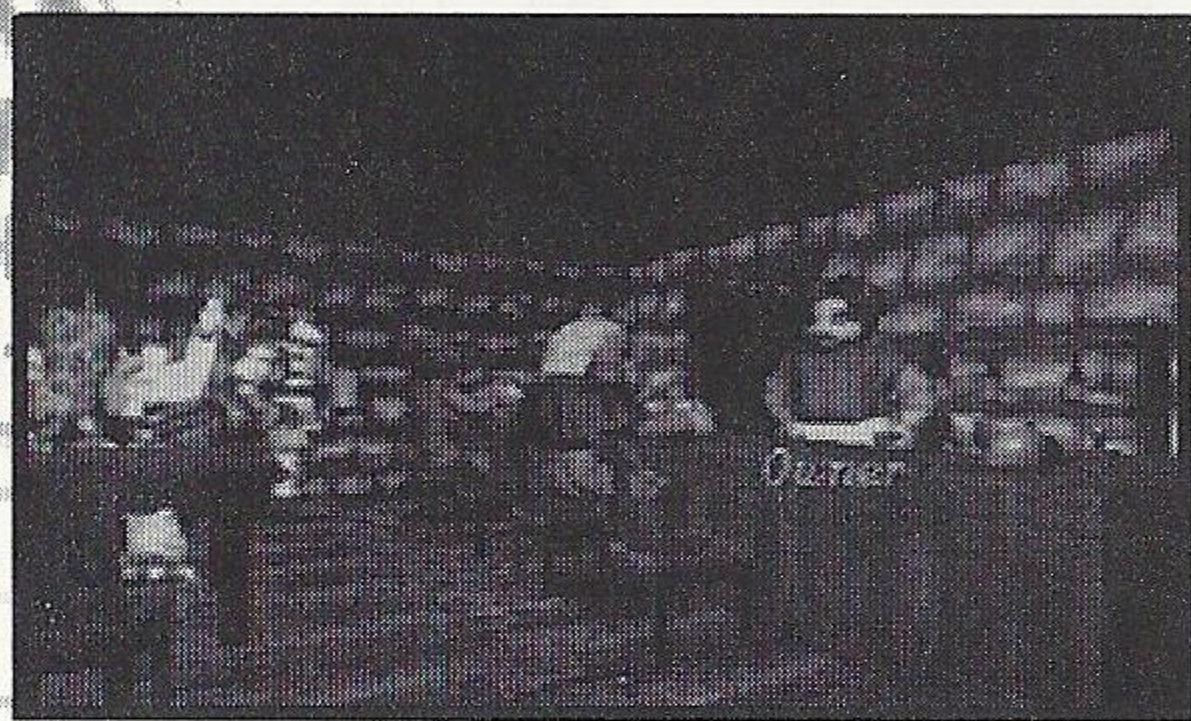
Shops

Besides the local tavern, every town has several shops where you can buy the armor, weapons and goods you need in your travels, repair damaged equipment, and sell off items you no longer need. When you enter a shop building, you can talk with its customers just like in an inn or pub (see above).

17

When you want to make a purchase, highlight a shop name by pressing the D-Pad left or right, and Button C to begin bargaining with the keeper. The Shopping Options icon menu appears:
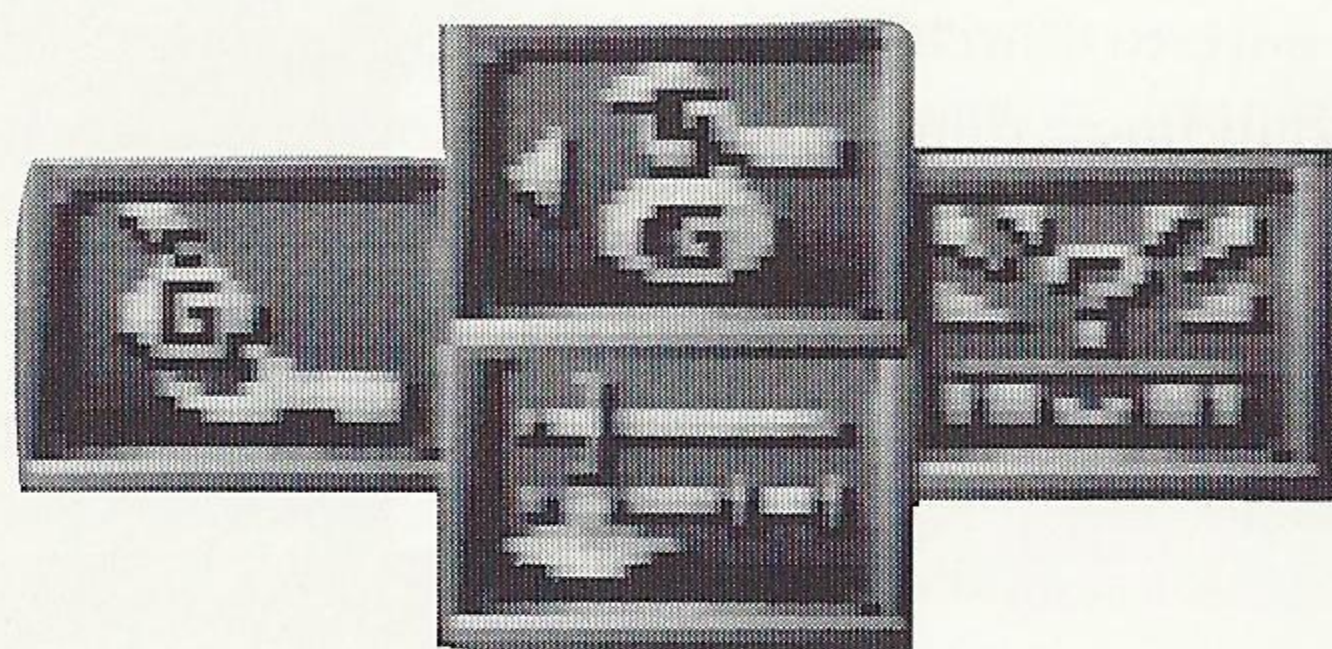
Select icons from the Shopping Options menu just as in the main Options menu (see page 9).

BUY
To view the merchandise for sale. Displays all the items available, their prices, and the number of Gold coins in your possession.

SELL
To sell uneeded items back to the shop. Brings up a Usage screen, letting you select the character whose item you want to sell, and the item.

SALE ITEMS
To see the shop's special merchandise. Some shops will have rare or unusual items in stock from time to time. The prices of such itmes may be high, but they can prove their value in the depths of a gloomy dungeon.

REPAIR
To make repairs to worn or damaged items. A usage screen showing all broken items appears, allowing you to select the item you wish to repair.

The Smithy
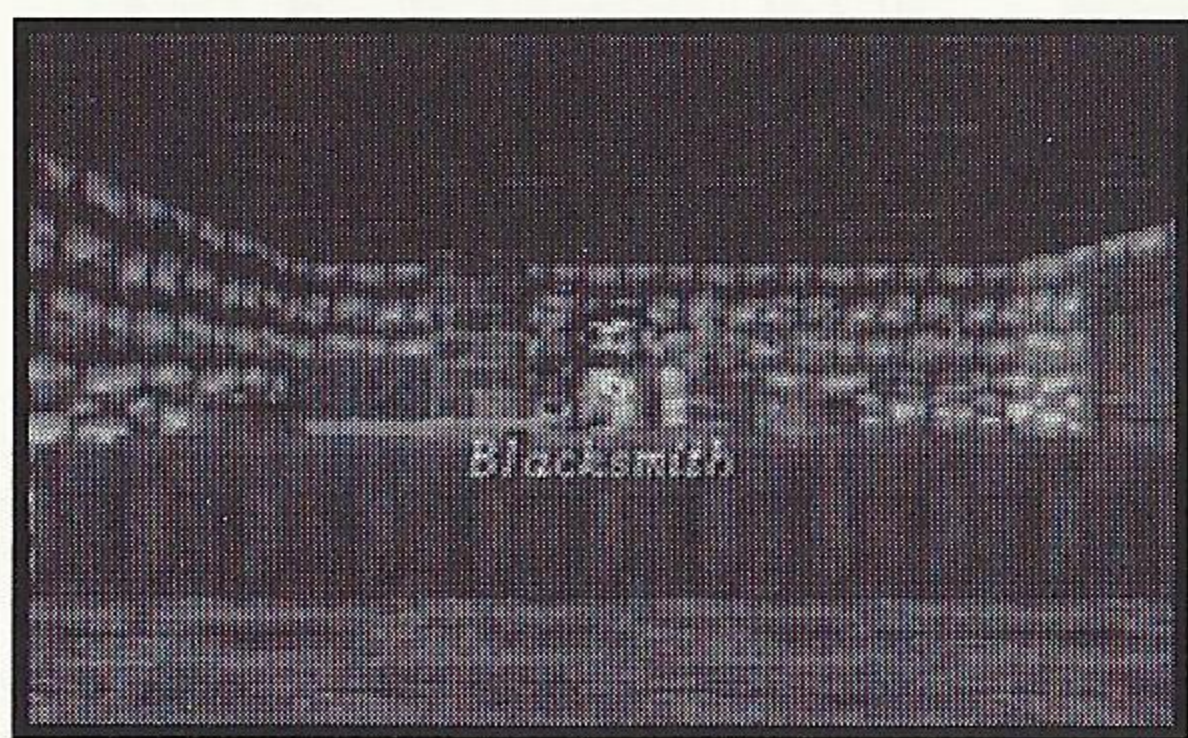
Not every town has a blacksmith's shop, but it is an important resource, so you should remember where it is when you find one. The blacksmith is the only man in Enrich who can forge items from mithril ore, a magical metal which you might come across in the mines and caverns along your way. The smith is a cantankerous old man, but his skills are known throughout the kingdom, and it is well worth the trip to his shop if you should come across mithril ore.

Houses of Worship

The most important site in any village is the church. Most churches are located on the outskirts of town, marked by a small sign. When you enter a church, you can speak with the parishioners as you would in a shop or inn, then approach the priest. The priest performs several valuable services for his flock. When you speak with him, the Church Options icon menu appears:
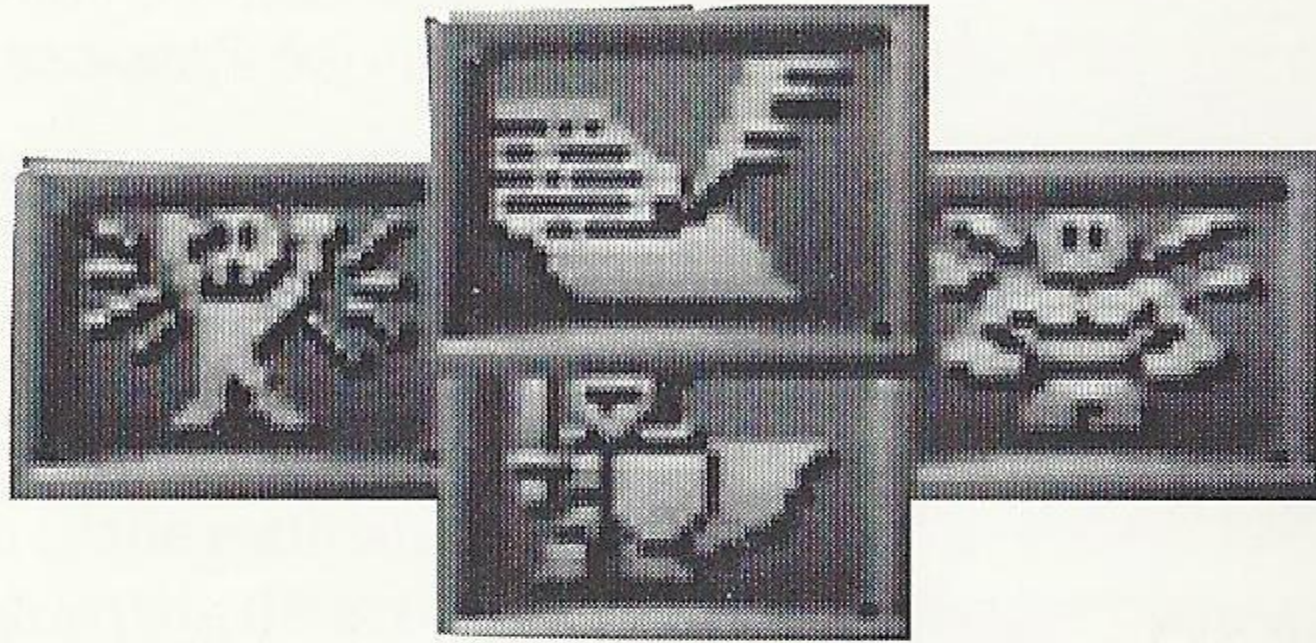
Select menu icons just as in the main Options menu (see page 9).

RECORD

To record your progress onto the system (or cartridge) memory. See below for a full description.

REVIVE

To bring a fallen comrade back from the otherworld. The priest can revive character Hit Points, but not Magic Points. There is a fee for this service.

CURE

To restore a character's condition to Healthy. This is effective against many types of poisons and other hazardous elements which plague the dungeons of Enrich. A slight donation is requested.

CHANGE CLASS

To change the class of a character. After reaching a certain level in their original classes, the characters are able to advance to new classes with the help of the priest. Changing class enables characters to master new magic spells, and use new items. There is no charge for this service.

Saving Game Records

When you select Record from the Church Options menu, the Record Options screen appears. Select **New** to record your progress in the current game into a new data file, or select a previous record to overwrite with the current game data. Remember that each record occupies 65 units of memory. When you opt to create a new record you can specify to record the data into the System memory or onto the Backup cartridge (if you are using one). When you record over old data, it is automatically recorded in the same RAM location of the previous record.

Credits

PRODUCTION

V.P. SOA Product Development:	Shuji Utsumi
Producer:	Keith Palmer
Supervising Producer:	David Locke
Additional Scripting:	Jason Kuo, Rick Wheeler
Lead Tester:	Amy Albertson
Assistant Lead Testers:	Jeremy Caine, Dennis Lee, Mark McCunney
Testers:	Lloyd Kinoshita, Arnold Feener, Mike Dobbins, Jeff Junio, David Wood, Chris Lucich, Steve Bourdet, Karen Brown

MARKETING

Product Manager:	Kristin McCloskey
Product Specialist:	Mark Subotnick
Marketing Coordinator:	Geraldine Dessimoz
Manual:	Douglas Sipp

SPECIAL THANKS TO:

Sallie Suzuki, Michiyo Pattillo, James Faison
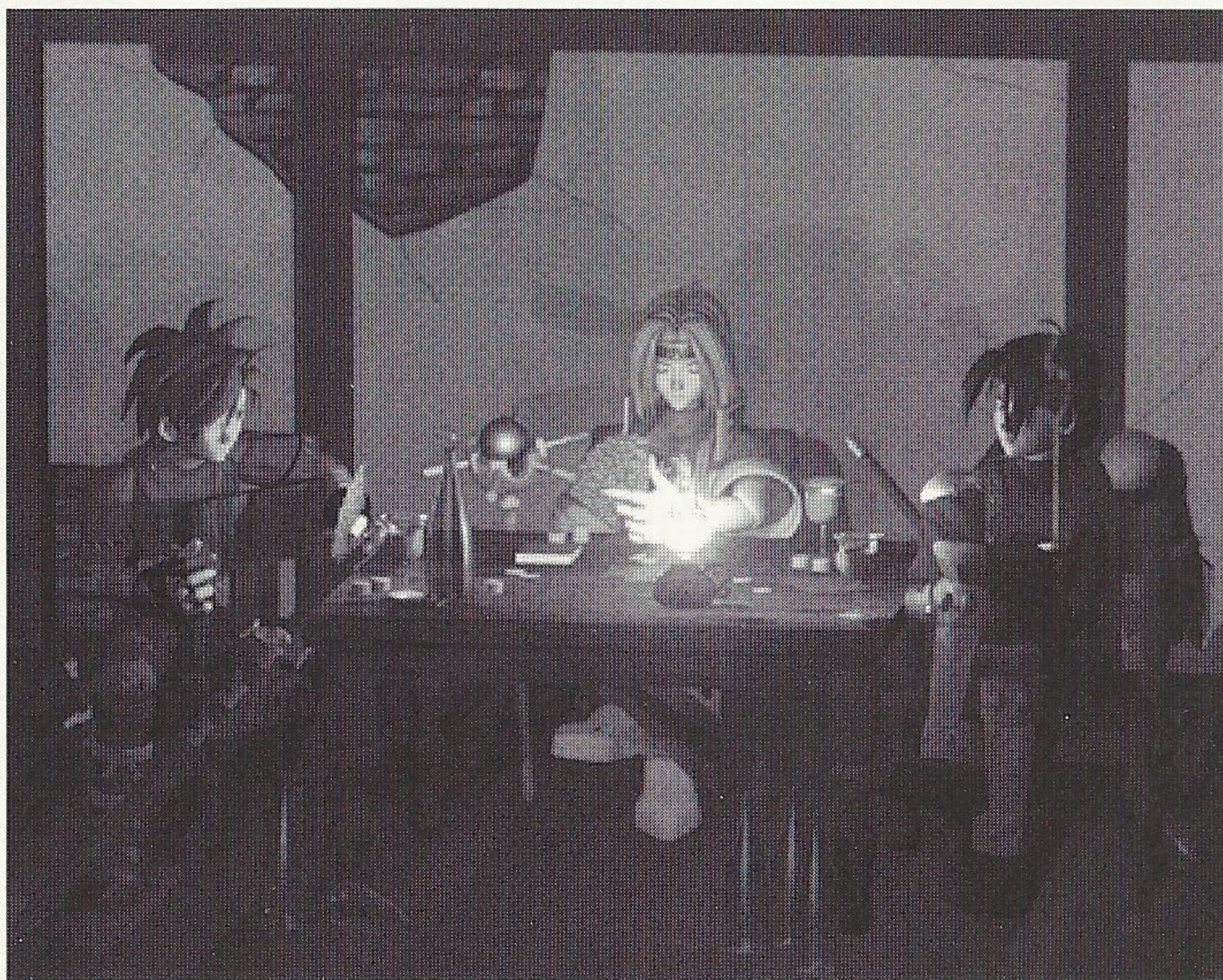
LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc 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 repair or replace the defective compact disc at its option, 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.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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.

SONIC™ JAM™

Four Legendary Sonic Hits
PLUS
3D Sonic Museum

on Sega Saturn