



# VIRTUA QUEST™



SEGA®



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

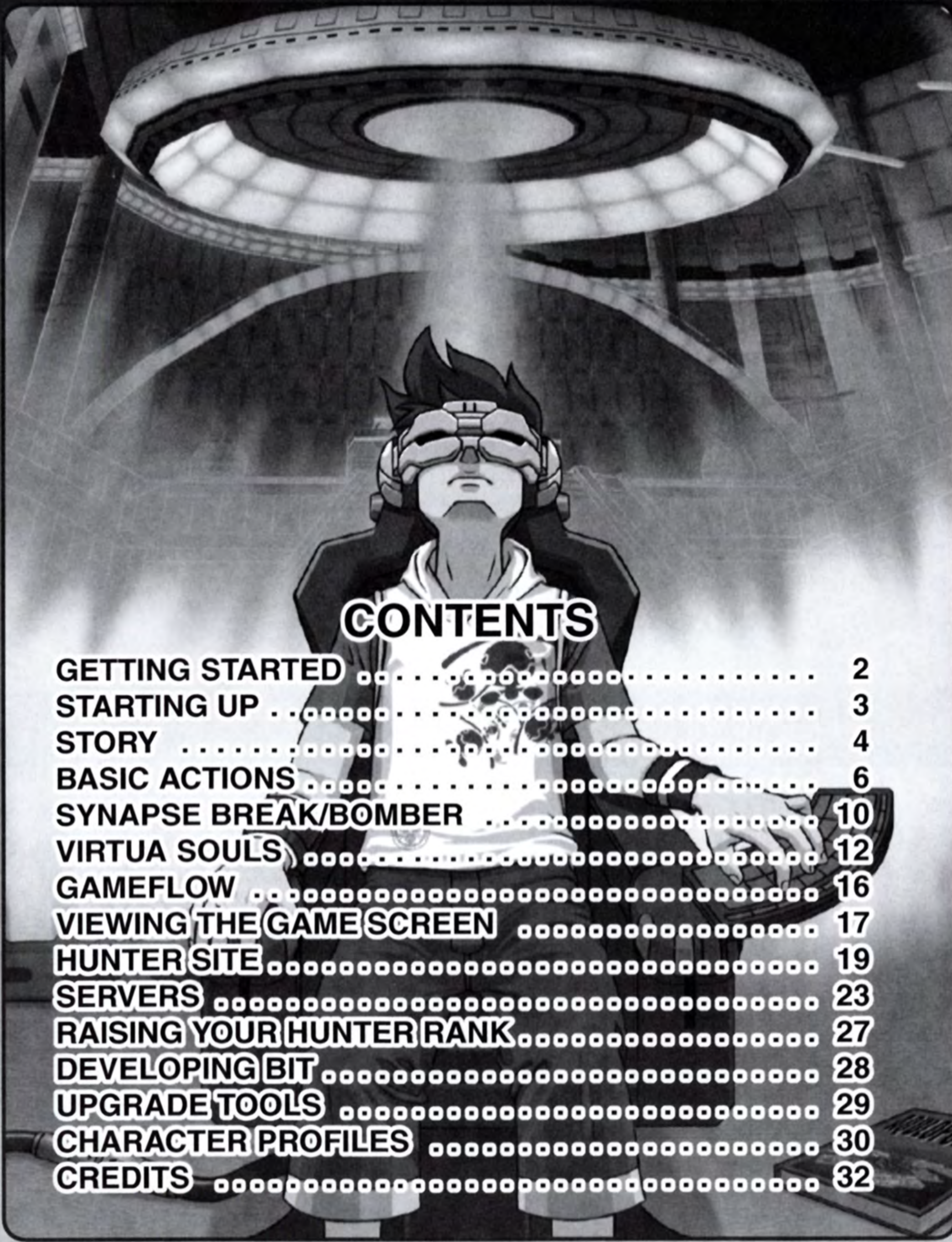
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Thank you for purchasing Virtua Quest™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction booklet thoroughly before you start playing.



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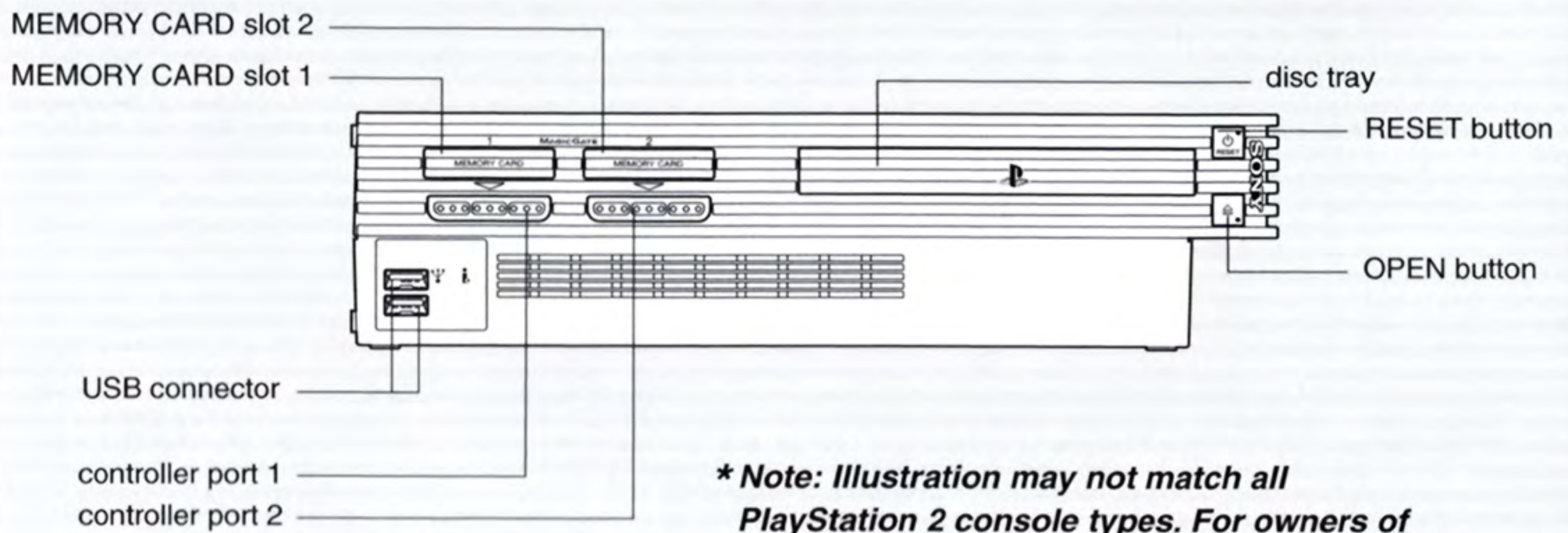
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During the game and within this manual, there are frequent references to Servers and Logging in, which are simulated as story elements. This game does not support online play.





# GETTING STARTED



*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Virtua Quest™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (For PlayStation®2)



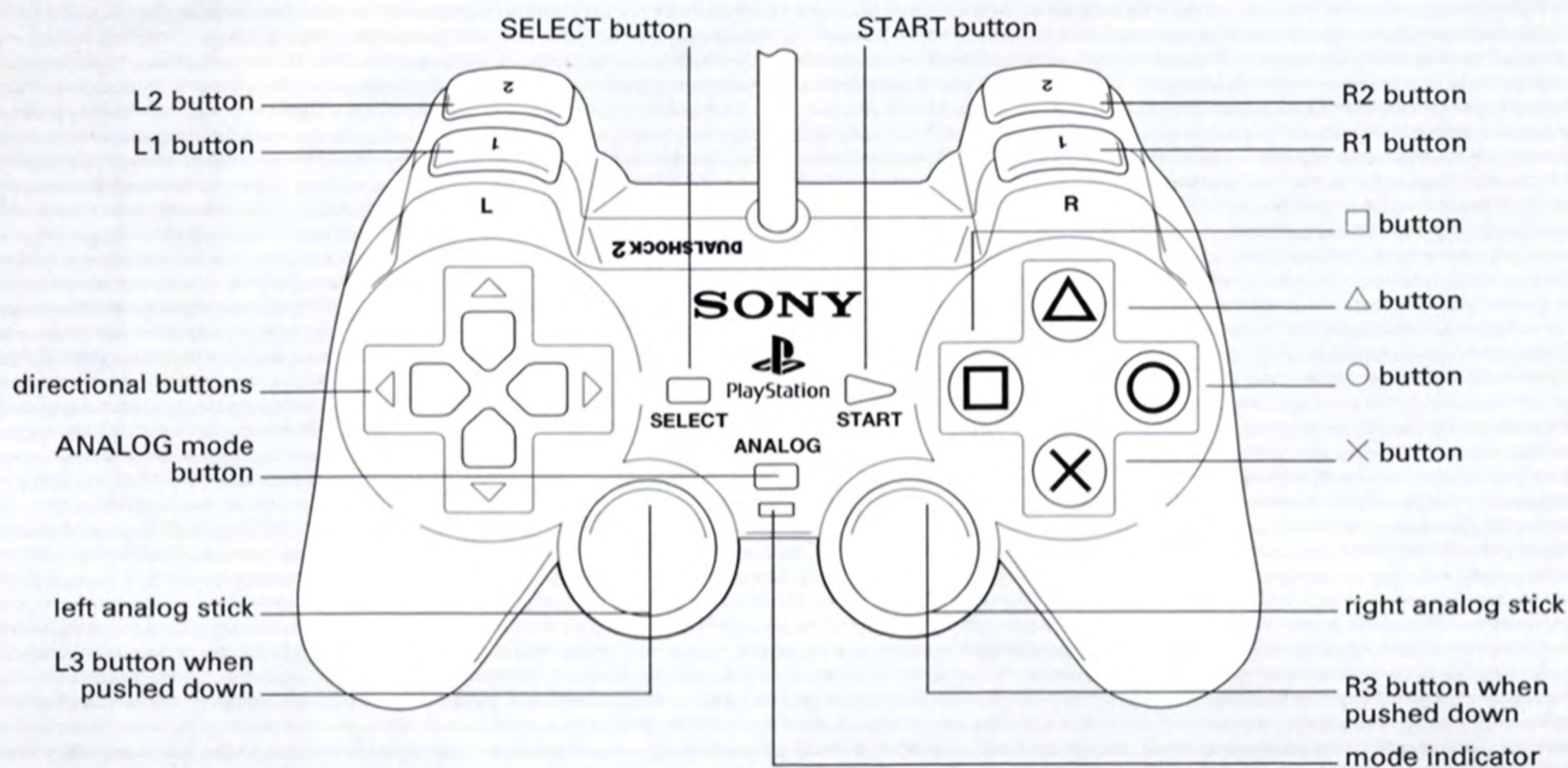
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

A minimum of 192KB is required to create a game data file. Never turn OFF the power or remove the memory card (8MB) (for PlayStation®2) while data is being saved. See p.16 in this booklet for further details on saving games.



# STARTING UP

Virtua Quest™ is a one player game, and compatible with the analog controller (DUALSHOCK®2) connected to controller port 1.



- Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital using the ANALOG mode button.
- This game supports the vibration function of the analog controller (DUALSHOCK®2). This can be set ON/OFF from the CONFIG menu (p.18)





# STORY

In the not-so-distant future, mankind has begun to live in places other than just the surface of the Earth.

However, human desire knows no bounds. Not satisfied with the real world, people have taken to living their lives in virtual reality created by computers.

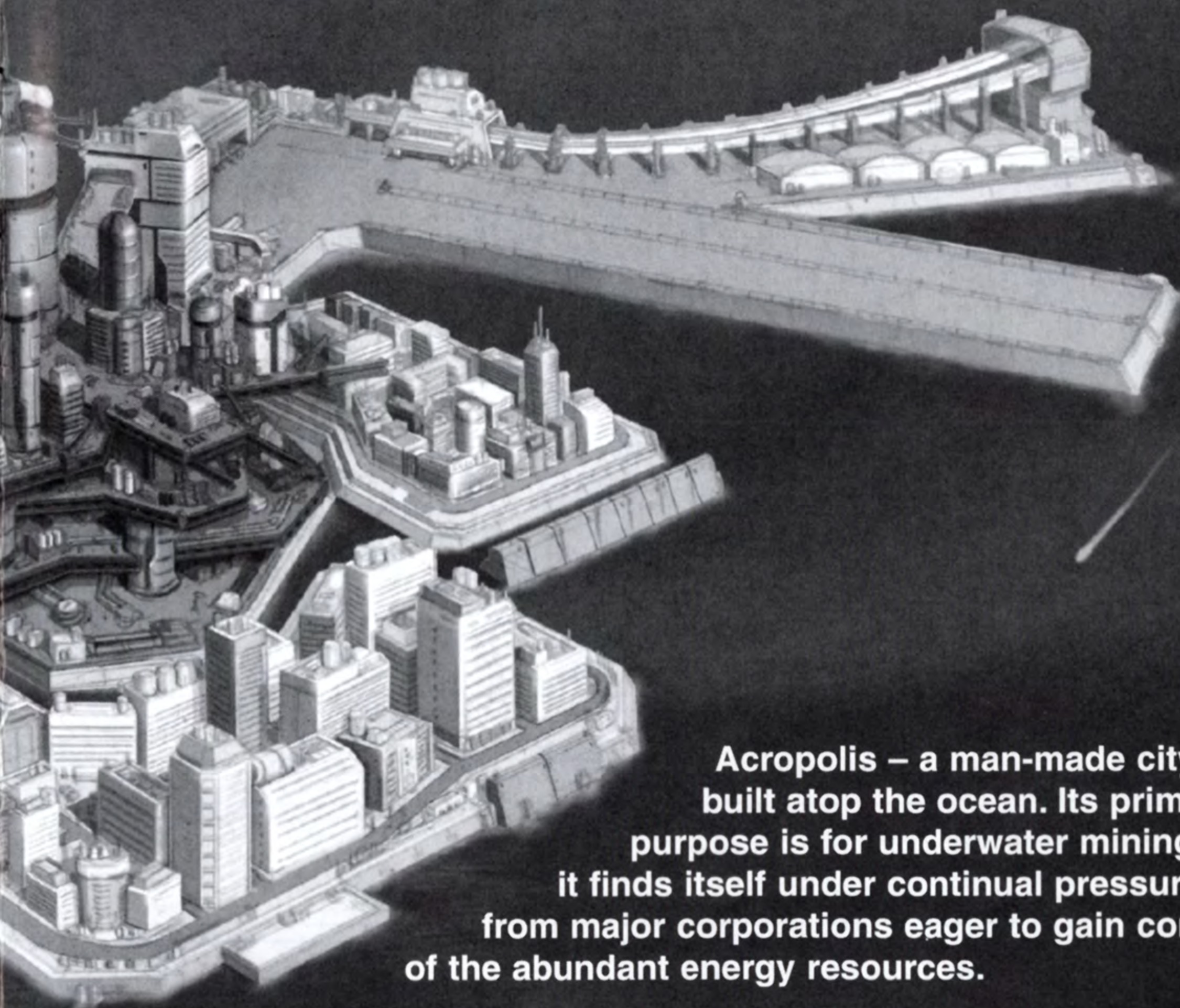
The virtual world of Nexus...

Conveniently accessible from anywhere in the world, via network, Nexus has become a part of everyday life.

As time passed, unmanaged, neglected areas in the data servers appeared. However, people continue to live even here, in the forgotten corners of Nexus.

And then, there are those who access these forgotten areas, and search for lost data. These explorers have come to be known as "Treasure Hunters."





**Acropolis – a man-made city built atop the ocean. Its primary purpose is for underwater mining, but it finds itself under continual pressure from major corporations eager to gain control of the abundant energy resources.**

**But to carefree youngsters like Sei and Hayami, that is a world apart from where they spend their days. Sei is absorbed in an upcoming air bike race he plans to enter, and his friend Hayami has now urged him to try his hand at Treasure Hunting. With the money they can make from collecting rare Data Chips, they can buy all the parts they need to finish preparing the air bike.**

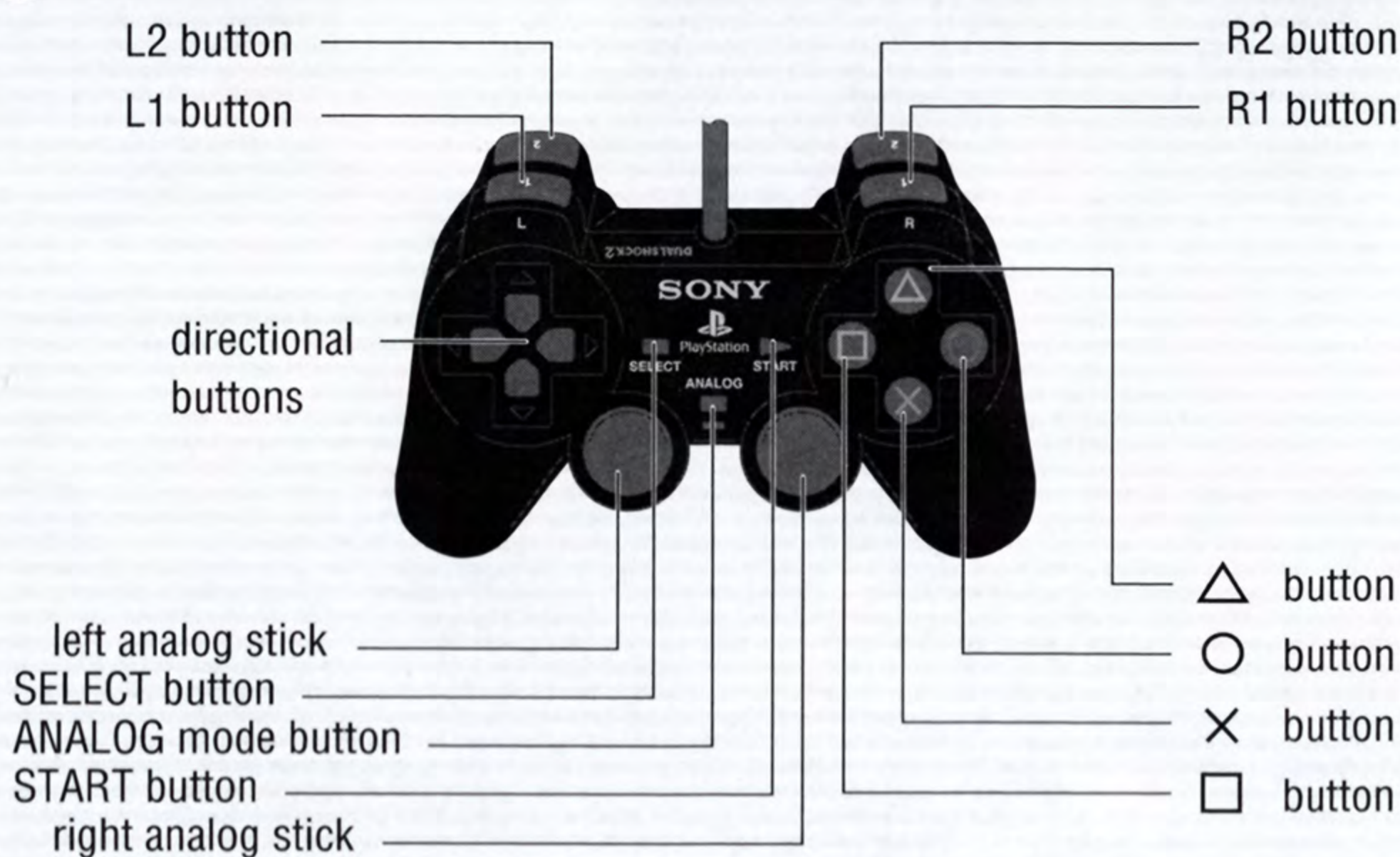
**When Sei's father Jen, a Nexus engineer, gave him a high spec Hunter Glove for his birthday, Sei didn't really understand what it was. Hayami assured him however that it was capable of fantastic things!**

**So with that, Sei decided to give it a try as he excitedly logged into the Nexus Server. Unbeknown to him, events had transpired inside Nexus, that would soon impact on the real world outside.**





# BASIC ACTIONS



## START

View Control Panel  
Skip previously viewed movies

## left analog stick

Choose (menu)  
Move Sei

## ○ button

Cancel (menu)  
General Attack

## × button

Select (menu)  
Jump / Examine / Speak

## right analog stick

Wire Action

## L1 / L2 button

Position camera behind Sei

## R1 button

Synapse Break

## R2 button

Talk to Bit

## □ button

Guard  
Run along walls

## △ button

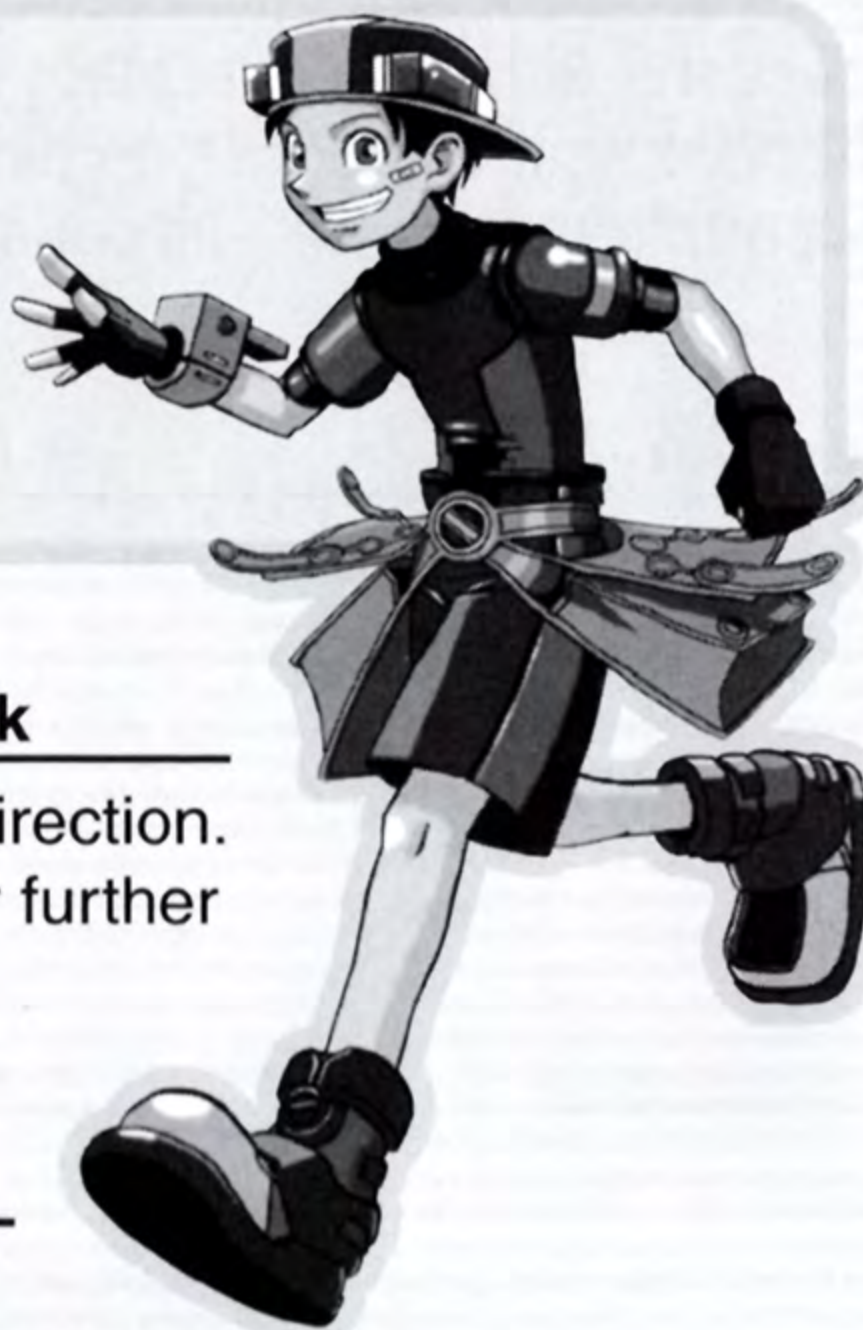
Attack using Virtua Soul technique

## R1 + □ button

Synapse Bomber



If you wanna get ahead as a Treasure Hunter, you've gotta get the hang of the basics. Don't worry though, it's easy! You'll be up and ready in no time!



## Walk / Run left analog stick

Move the left analog stick to travel in that direction. Move the left analog stick a little to walk, or further to run.

## Jump ⊗ button

Press the ⊗ button once to jump, or hold down to jump higher. Press the ⊗ button again while in the air to double jump taking you higher and further.

## Hang left analog stick while jumping

When jumping towards a ledge, move the left analog stick in that direction to hang. You can then use ← → to shuffle left or right. Press ↑ and the ⊗ button to climb up, or ↓ and the ⊗ button to jump down.



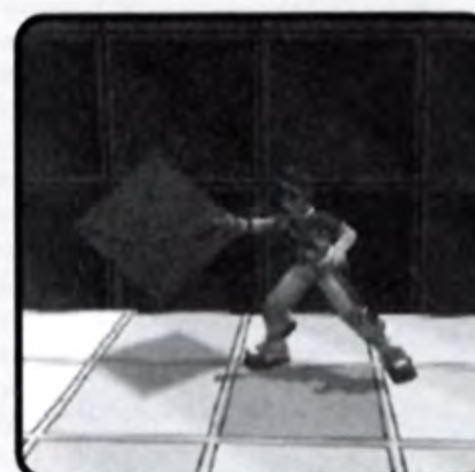
## Wall Run Ⓚ button while jumping + left analog stick

Press the Ⓚ button during a jump, while pointing the left analog stick towards a wall to run along the side. There is a limit to how far you can run so take care. Press the ⊗ button to somersault away.



## Attack Ⓞ button

Press the Ⓞ button repeatedly at the correct time for maximum combo hits. Using combos on enemies allows you to launch them into the air, and increases the value of the Data Chips you receive when they're defeated.





# BASIC ACTIONS

## Guard

**□ button**

Press the **□** button to protect yourself from enemy attacks. This is only effective against attacks coming from ahead. Side or rear attacks as well as certain throws will still cause damage.

## Recover

**○ / × / △ / □ button**

If you're thrown by an enemy attack, press either the **○**, **×**, **△** or **□** button just before reaching the ground to get up quickly. Move the left analog stick at the same time to recover facing in that direction. Press the **○** button while recovering to perform a recovery attack.

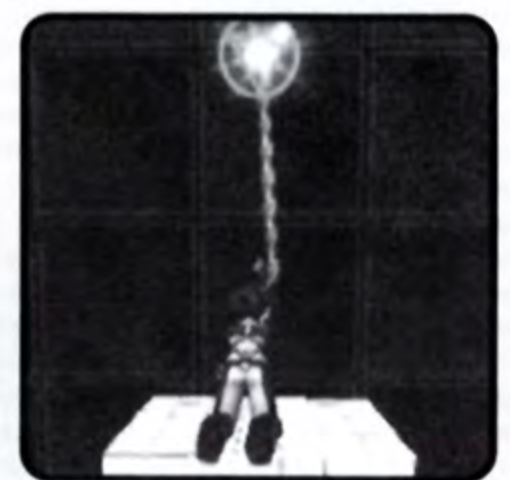
## Wire Action

**right analog stick**

When a Wire Hook is close enough to connect to, a lock-on cursor will be displayed. Move the right analog stick in any direction to connect the wire.



When the wire is connected to a Wire Hook, you will automatically be pulled up. Wire Hooks come in various types, such as pendulum and rotating. While hanging, press the **○** or **×** button to disconnect.



Airborne enemies and enemies that are being thrown will also temporarily display the lock-on cursor. Push **↑** with the right analog stick to be pulled towards the enemy for further attack. Alternatively, push **↓** with the right analog stick to pull the enemy towards you.

## Synapse Break

**R1 button**

Press the **R1** button to engage the Synapse Break until SP (Synapse Points) runs out. During a Synapse Break, enemies you launch into the air will stay floating for much longer than normal allowing you to continue your attack. See p.10 for further details.





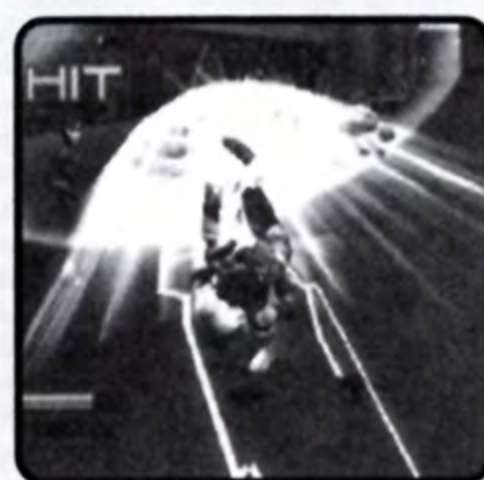
## **Synapse Bomber** **R1** button + **□** button

Press the **□** button while holding the **R1** button to engage a Synapse Bomber technique. The Synapse Bomber calls one of the legendary Virtua Fighters who will perform a very powerful attack. HP (Health) will reduce each time this is engaged, so use carefully. See p.11 for further details.



## **Virtua Soul Techniques** **△** button

Press the **△** button to engage techniques as set up in the Virtua Souls settings screen. SP reduces each time you use these.



Find a Virtua Soul, and a legendary Virtua Fighter will teach you a technique. See p.14 for more details on Virtua Soul commands.

## **Throws** **○** button + **△** button

Approach an enemy and press the **△** and **○** button together to engage a Virtua Soul Throwing technique. Use this when the enemy is in Guard, and other techniques cannot be used.





# SYNAPSE BREAK/BOMBER

Early in the game, you will be taught how to use a powerful technique using SP called Synapse Break.



## ENGAGING SYNAPSE BREAK

- Press the **R1** button to engage Synapse Break!

When engaged, launching an enemy leaves them floating in the air for much longer than normal, allowing you to continue attacking them and attain higher combo points.



1 Check there is sufficient power in the SP gauge and engage the Synapse Break.

2

Launch an enemy and they will float slowly. Jump after them!



3 If you can manage a powerful combo it will give you a winning advantage. Keep an eye on the SP gauge though.



# SYNAPSE BREAK/BOMBER

## ENDING SYNAPSE BREAK



During a Synapse Break, the HP gauge will not go down, even if you're attacked. Instead, the SP gauge will diminish rapidly.

- Press the **R1** button again to cancel Synapse Break!

When the SP gauge reaches zero, it will automatically recover. Until it does however, Synapse Break, Synapse Bomber and Virtua Soul techniques will be unavailable. During this time, Sei will pulse in red.



## SYNAPSE BOMBER



- Hold the **R1** button and press the **□** button to engage Synapse Bomber!

Synapse Bomber calls a Virtua Fighter from among the Virtua Souls you possess, who will deliver a powerful attack to all surrounding enemies. The effect this has will depend on the Virtua Fighter called and the attributes of the enemies. Synapse Bomber reduces your HP each time it's used, so use sparingly.







# VIRTUA SOULS

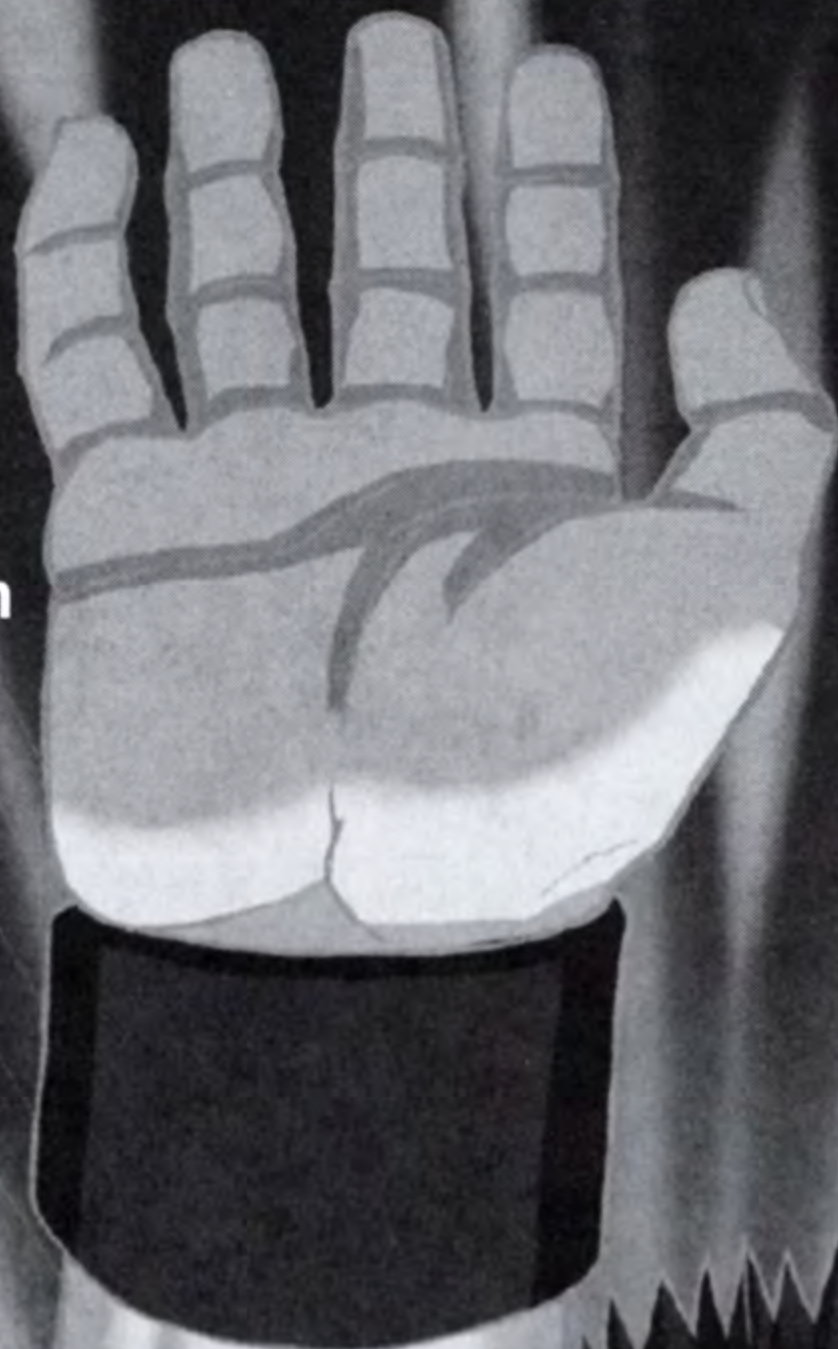
Virtua Souls are mysterious Data Chips, and the source of rumors amongst the Hunters, many of whom doubt they even exist. Obtaining a Virtua Soul allows you to break through powerful security measures.

## What's a Virtua Soul?

At the end of the 20th Century began the Worldwide Martial Arts Championship. The strongest fighters gathered from all over the world for a chance to win the prize promised by its anonymous host.

However, the tournament was little more than a front for a nefarious plot by syndicate J6 (Judgment Six) to gather data on the best fighters to equip "Dural," the ultimate humanoid weapon.

Over the course of time, it became rumored that the collected data had leaked into the virtual realm of Nexus. This data, which formed the heart of the Virtua Fighters, became known as a Virtua Soul. This is just a rumor of course...





## SEARCHING FOR VIRTUA SOULS



As you progress through the game, you will have many opportunities to uncover Virtua Souls, and to acquire the powerful techniques of the Virtua Fighters.

When you find a Virtua Soul, you will be required to challenge a Virtua Fighter for a single round to prove your determination. If you can beat your opponent, they will teach you a Virtua Soul technique.



There are various ways that you can obtain a Virtua Soul. Some you will acquire as part of the story, while others are hidden around the Servers and may be overlooked. There are also those that can only be found by collecting Lost Data.

## EQUIPPING VIRTUA SOULS



Once in possession of a Virtua Soul, it must be equipped before you can benefit from its power. Press START to access the Control Panel, and select Virtua Souls.



There are six different kinds of actions, and the command for each is detailed onscreen. Select the action type, and then choose which Virtua Soul should be associated with it.





## VIRTUA SOUL COMMANDS

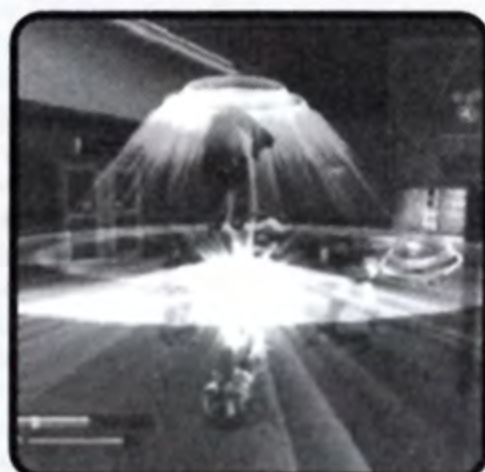
### **Charge** Hold down **△** button

Charge up power and attack. The attack takes time to charge, but the result is a considerably more powerful blow that can even break through Guard.



### **Throw** **○** button + **△** button

Throw an enemy. Useful against enemies that are in Guard and cannot easily be attacked via other means.



### **Floater** **△** button

Launch an enemy into the air. While floating, enemies become vulnerable, so keep attacking to achieve powerful combos.



### **Strike** left analog stick + **△** button

Blast away your enemies with a single blow. Sending them into other enemies will cause further damage.



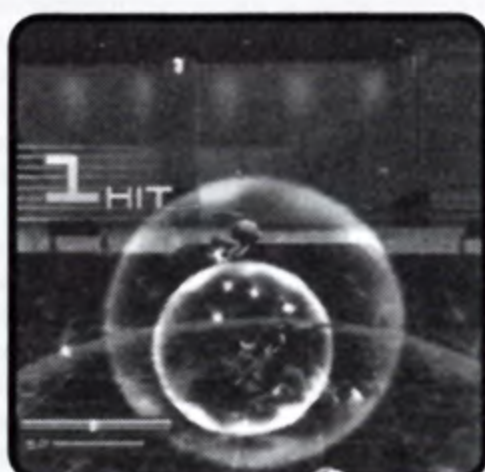
### **Dash** **△** button while running

Powerful command used when running. Can launch entire groups of enemies in one go.



### **Jump** **△** button while jumping

Flying attack that launches enemies. Continue your attack while they float to score greater combos.





## BATTLE MODES

Each Virtua Soul is one of three Types depending on the style of the Virtua Fighter. While fighting inside a Server, the Virtua Soul techniques you use when defeating enemies (Virtua Finish) have an effect on Sei's Battle Mode after the Server is cleared.



Light Mode



Middle Mode



Heavy Mode

When the battle mode changes, the types of combo attacks available also change. Additionally, the following effects can be felt.

**Light Mode: Combo hits priority**

Combos are easy to score, and defeated enemies often drop Items.

**Middle Mode: Synapse Breaks priority**

The rate that SP diminishes during Synapse Breaks reduces.

**Heavy Mode: Powerful attack priority**

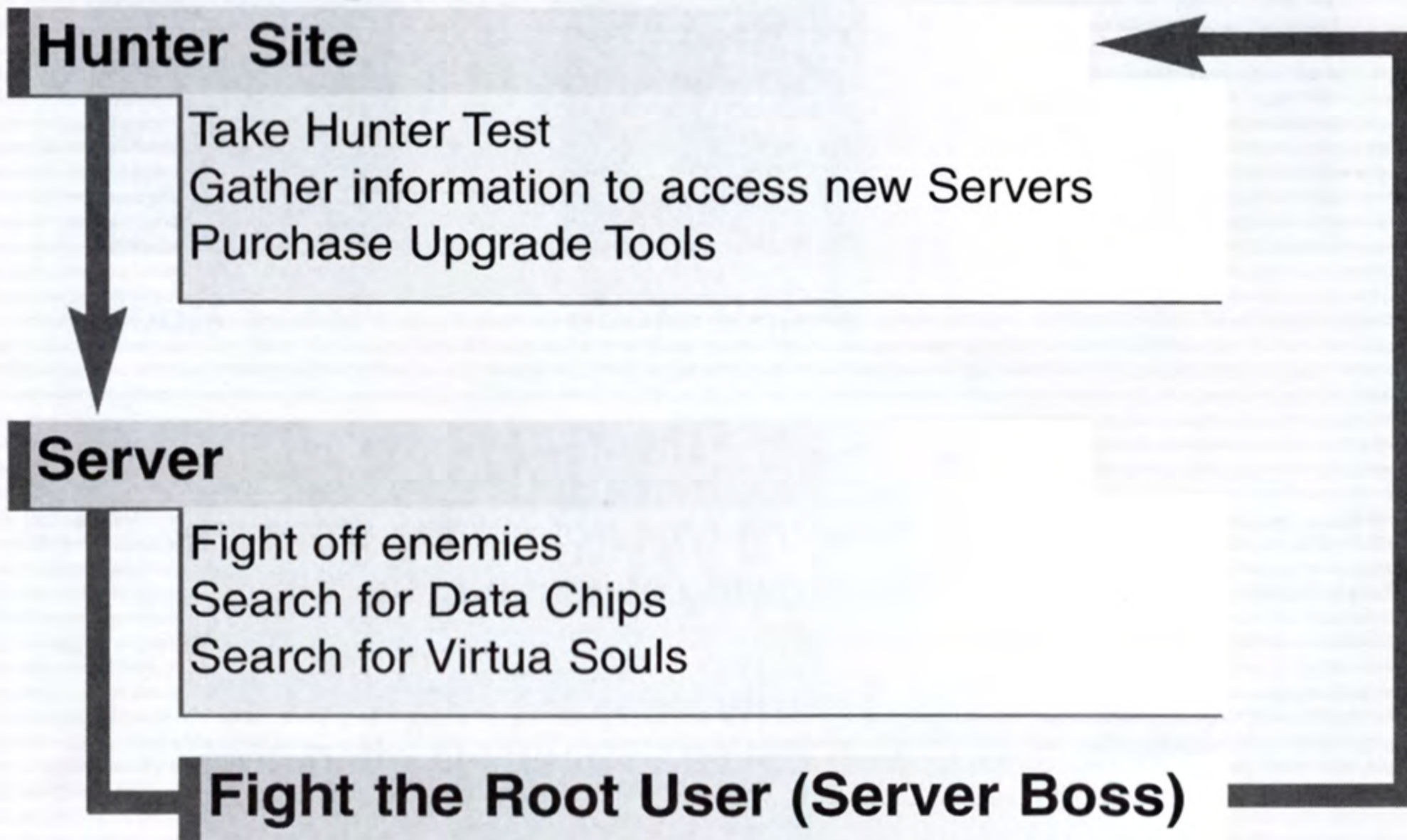
Attacks become stronger and more effective as HP drops.



# GAMEFLOW

Press **START** at the Title Screen to bring up the Title Menu. Here you can select from **New Game** or **Continue**. When continuing a game, you will need to select which game data to play from either the Hunter Site or a Server, and you will then be returned to the point where you saved.

I'm Bit, your friendly navigational assistant. You'll be guiding the hero "Sei" as he adventures his way round the virtual realm of Nexus. A typical game pattern is show below.



## SAVING GAMES

At the Hunter Site and inside the Servers are Save Terminals. Here you can save your progress up to that point. 192KB of free memory is required to save a game, and up to three sets of save data can be created each for the Hunter Site and within the Servers.



# VIEWING THE GAME SCREEN

## INSIDE THE SERVER

### ① HP Gauge

Sei's physical health. The game ends if this reaches zero.

### ② SP Gauge

Synapse Points. This drops when using Virtua Soul techniques, Synapse Breaks or Synapse Bomber. When this reaches zero, it will automatically recover over a short period of time.

### ③ Map

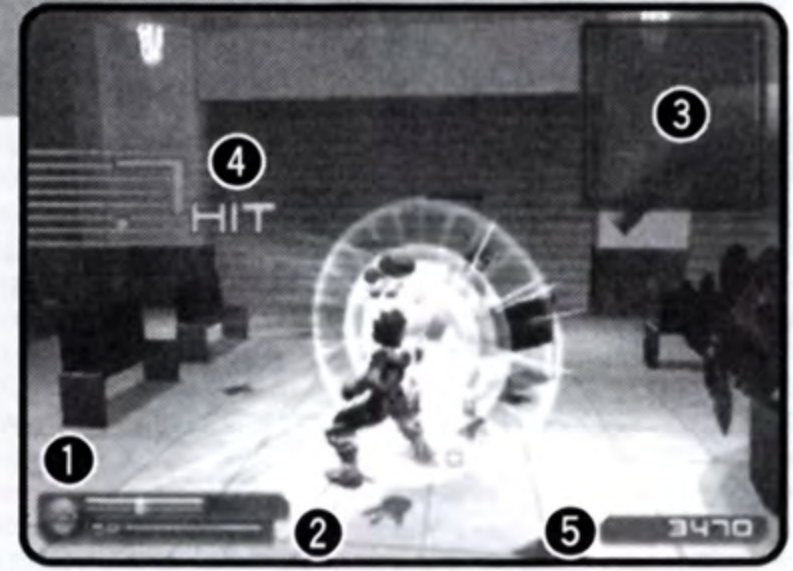
Displays the immediate area and location of enemies with Sei at the center. Exits and routes to adjacent areas are also highlighted in red. Use the directional buttons **↑ ↓** to zoom in or out of the map, and **← →** to toggle the map view **ON/OFF**.

### ④ Combo Hit Count

Shows the number of continuous attack hits.

### ⑤ Data Chips

Points scored from acquired Data Chips. These can be used for purchases at the Shop.



## CONTROL PANEL

**Status** (See next page)

**Virtua Souls** (p.12)

Change Virtua Soul settings.

**Upgrade Tools** (p.29)

Equip Upgrade Tools.

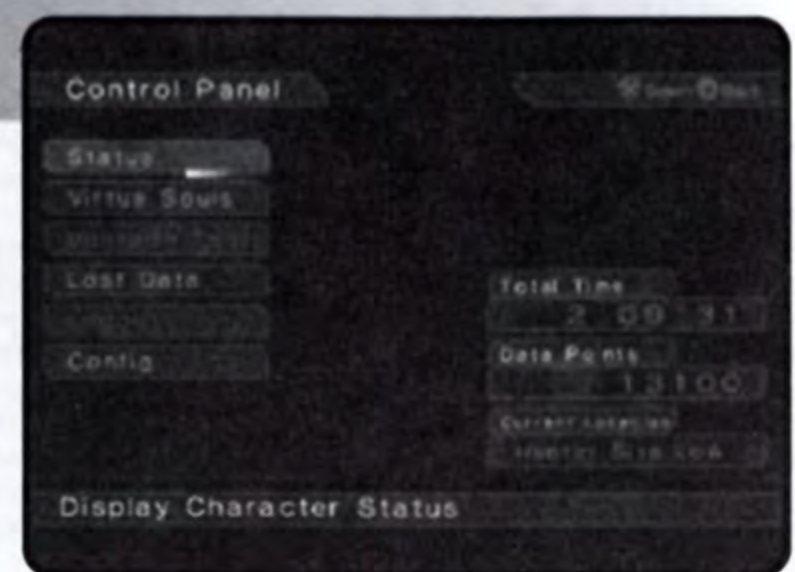
**Lost Data**

Very rare data hidden in the Server, and sometimes found when enemies are defeated.

**Logout**

Leave the current server and return to the Hunter Site. Depending on the progress of the story, it isn't always possible to Logout.

**Config** (See next page)





# VIEWING THE GAME SCREEN

## STATUS

### Sei

#### Hunter Rank (p.27)

Current Hunter Rank and Level

#### HP/Max HP

Current Health and Maximum Health levels

#### SP/Max SP

Current and Maximum Synapse Points levels

#### ATK/DEF

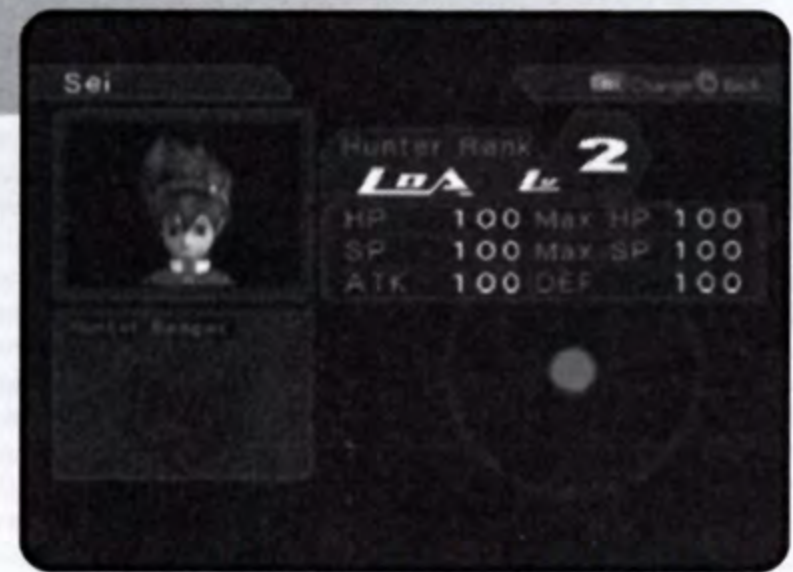
Current attack and defense capabilities

#### Key Item

Currently held Restore Programs

#### Hunter Badges

Certifies Hunter status. Try to collect all the pieces.



### Bit

Displays Bit's current Type and abilities. You can also develop your assistant by feeding it Bit Food. See p.28 for more details on Type and developing Bit.

## CONFIG

Change various game settings.

### Sound

Set to **Stereo** or **Monaural**

### BGM Volume

Use **← →** to set the volume of background music

### SE Volume

Use **← →** to set the volume of sound effects

### Vibration

Set controller vibration **ON/OFF**

### Camera Direction

Set camera effects during Virtua Soul techniques **ON/OFF**

### Key Config

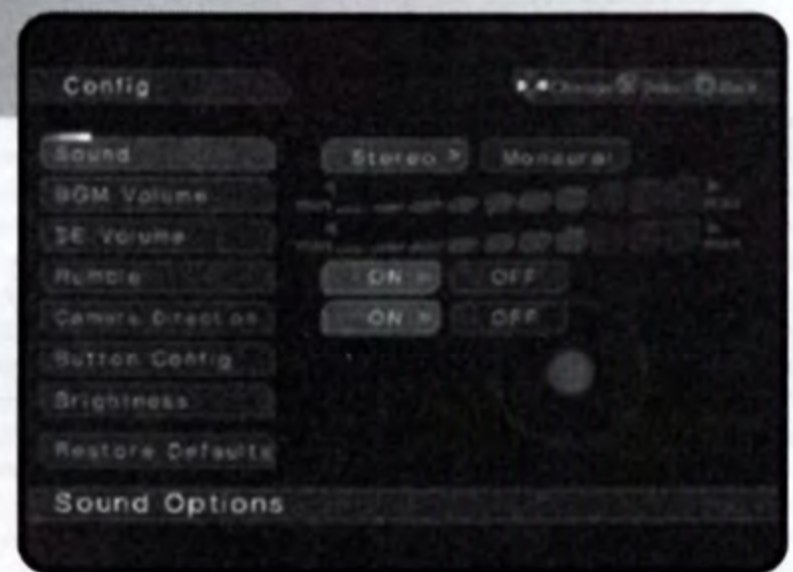
Select from 3 controller configurations

### Brightness

Adjust the brightness of your television display

### Restore Defaults

Return to the default configuration







# HUNTER SITE

The Hunter Site is a gathering place for Treasure Hunters. Here you can find information about servers containing rare Data Chips from other Hunters, purchase Upgrade Tools, and hone your skills before taking the Hunter Test.



## SHOP

At the Shop, you can use Data Chips collected in the Servers as currency in exchange for Upgrade Tools (p.29). You can also sell Upgrade Tools you no longer need.



## TAKING THE HUNTER TEST

Before you can explore the Servers, you must first take the Hunter Test to obtain a Hunter License. Here you have an opportunity to learn and practice the main actions used in the game.

Approach the Instructor to begin the Hunter Test. The test is broken down into a series of one point lessons, each centering on fulfilling conditions and reaching the goal mark.



Lessons can be repeated as many times as you like. The clear time of each lesson is recorded, so develop your skills by trying to beat your previous bests.

When the final test is cleared, you will receive a Hunter's License.



## PASSING THE HUNTER TEST

Taking the test is nothing to be feared. It's simply a way of practicing the most essential skills you'll need when Hunting. If you're really worried, read the tips below, and if you fail the first time, keep trying until you get it right. Persistence is the key!

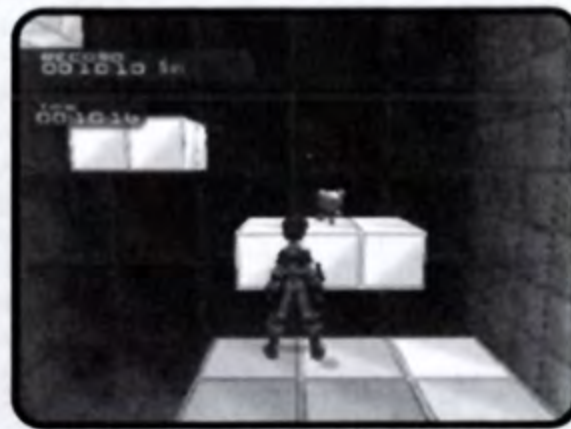


### Resetting the Camera Efficiently

Press the **L1** / **L2** button whenever you need to see in the direction you're facing.



When you can't see ahead, it could be dangerous to proceed.



Like this, you'll feel much safer jumping.

### Don't be afraid to run along the walls

This can be a little scary until you get used to it, but once mastered it's easy. Take a deep breath and try the following.



First, approach a wall and jump. Move the left analog stick towards the wall and press the **X** button.



Just as you're about to hit the wall, press the **□** button and hold it down.



Even without moving the left analog stick you'll automatically start to run along the wall.



The most important thing to get right when Wall Running is the angle that you approach the wall. If you head for the wall at right angles, all you will do is run straight up and back flip off. Always approach the wall diagonally in the direction you wish to run.



Approaching the wall at right angles results in a back flip straight off.

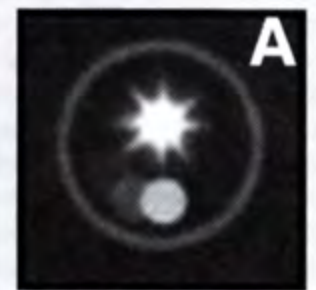


Aim to jump at a diagonal angle.

## Master the Wire Actions

You must master Wire Actions to become a proficient Treasure Hunter.

When attempting a Wire Action be aware that moving the right analog stick in any direction is sufficient for connecting to a Wire Hook.



Be careful of the Wire Hook status. The Wire Hook in **A** can be connected to, but the one in **B** cannot. The key here is distance. When you're the most appropriate distance from a Wire Hook, the status will change from **B** to **A**.

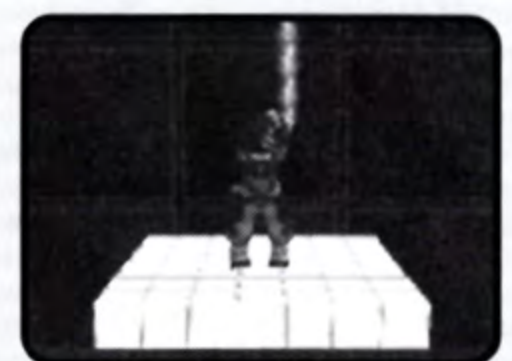


When you see this cursor, it means that an off-screen Wire Hook can immediately be connected to. Move the right analog stick and try it for yourself!

## Timing the release is essential!

The first time you try a swinging or rotating Wire Hook, you may find yourself a little uneasy over when to release the Wire. There's a trick to the timing.

The pendulum type (yellow) should be released from as it reaches its extremity in order to travel the furthest.





# HUNTER SITE

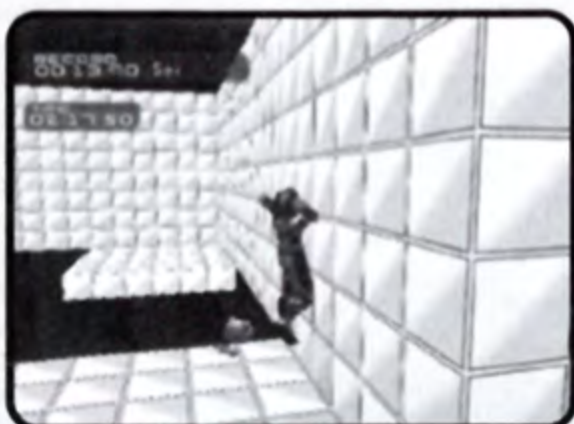
The revolving type (purple) goes round and round. Release the Wire anytime after the lowest point to head forwards and upwards.



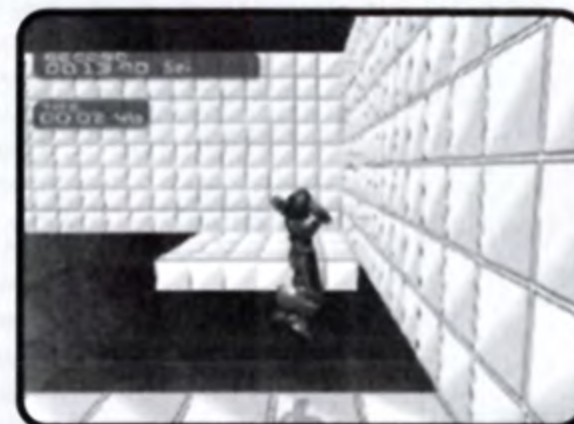
## ADDITIONAL TIPS

### When wall running

The distance you can cling to the wall is limited, so try to jump as far along the wall as possible and make use of the extra distance.



If you start wall running from here, you'll drop off halfway along.



Get right up to the edge and jump.

### Watch the shadows when attacking

To check the distance between yourself and airborne enemies, check positions of the shadows. If you step in an enemy's shadow it means you're right below it and cannot attack.



At this distance you're too close to attack.

## GATHERING INFORMATION

Many Hunters gather at the Hunter Site. Some will offer helpful advice to beginner Hunters like Sei, and others will give the addresses of new Servers to connect to. Ask around to gather as much information as possible.




To gather information, approach a Hunter and press the **X** button.



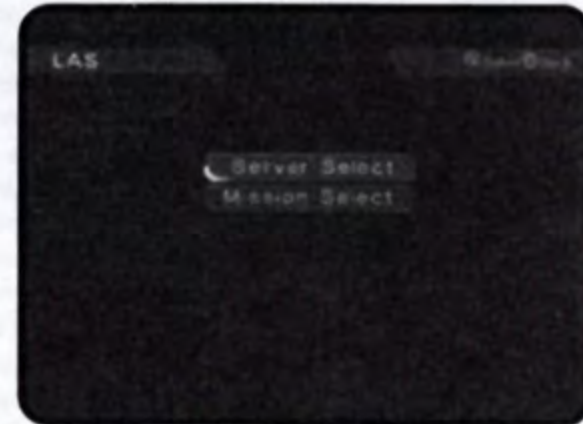
# SERVERS

## LOGGING INTO SERVERS

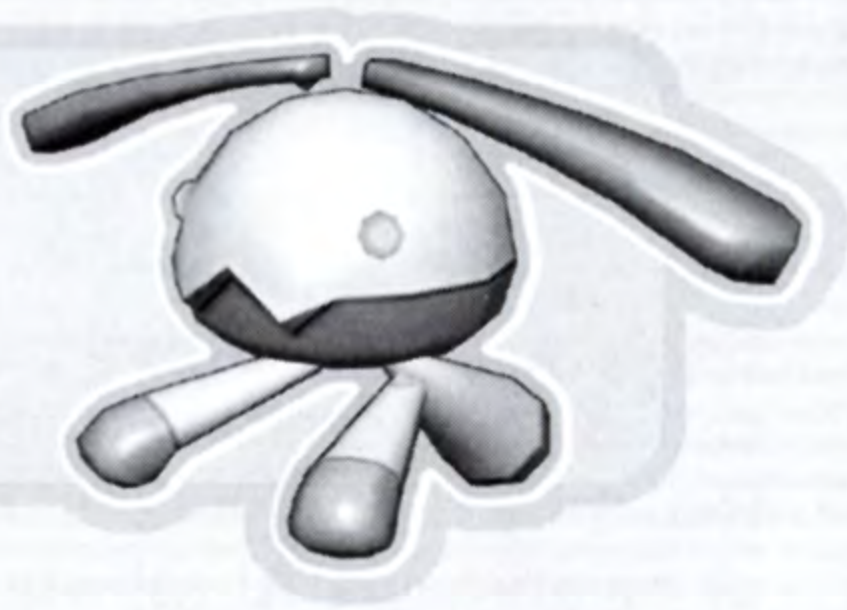
Enter the Login Terminal "LAS" on the Hunter Site and press the  button to bring up the Login Screen.

If you choose **Server Select** at the menu, a list of the Servers you have been given addresses for will be displayed. Select the Server you wish to enter.

If you choose **Mission Select** at the menu, a list of previously requested Missions will be displayed. Select the Mission you wish to attempt.



**Within Nexus, many old servers now sit forgotten. Rare Data Chips and Virtua Souls are inside waiting to be found!**



## DIGITAL WALLS

Areas in the Servers are sometimes blocked by Digital Walls. In many instances, you will not be able to proceed without first deactivating these walls. There are a number of different kinds of Digital Wall, and the way to deactivate each varies.

Digital Walls resembling red bars are deactivated by defeating the Protectors (enemy robots) that appear as you approach.





# SERVERS



Repair Program

Digital Walls resembling static interference are a result of corrupt data, and require a Repair Program to deactivate. Often a program can be found nearby, so check the surrounding area.

Digital Walls comprised of hexagons and scrolling messages use a very strong security method that cannot be bypassed. You should try to find another path.



There are also Digital Walls that can be broken using Virtua Soul techniques. This kind will look like an ordinary wall, but will crumble when attacked correctly.

## ENEMIES WAITING IN THE SERVERS

**Servers contain robot security programs called Protectors that attack intruders. Recently there have also been incidents of mysterious AI robots attacking at random, so take extra care now!**



### Attacking with high speed combos

Occasionally a number of enemies will surround you and attack together. Try concentrating attacks on each robot one at a time, and building up high speed combos.

When you strike an enemy once, "1 HIT" will be displayed. Before it disappears, strike the enemy again repeatedly and it will increase to "2 HIT," "3 HIT" etc. building a combo. By using combos, the enemies will sustain much greater damage and will be defeated more quickly.





Even when an enemy is defeated, the combo count will continue to rise if you attack a different enemy before the display vanishes. The higher the combo hit count, the more valuable the Items you'll receive!

## ITEMS

The following are the most common Items found hidden in Servers and when you defeat enemies.



### Data Chip

Can be used for purchases at the Hunter Site Shop



### HP Charge (red)

Recovers an amount of HP



### SP Charge (blue)

Recovers an amount of SP

## DEFEAT THE ROOT USER

The Servers that Treasure Hunters log into are no longer used, and have no System Administrator. Some Servers have been hacked and taken over by undesirables who place a logout restriction on anyone who logs in.



Somewhere deep in the Server, the Root User is waiting. These are much stronger than the other enemies. By defeating the Root User, you can Logout of the Server and return to the Hunter Site.





## GAME OVER



The game will end if Sei's HP reaches zero, but can be restarted from the point it was last saved. Games can only be saved at the Save Terminals found in the Servers and at the Hunter Site. When you see a Save Terminal, always make sure you save your progress.



## MISSIONS



As you progress through the game, you'll occasionally be given requests from other Hunters in the form of Missions. When you clear a Mission you'll receive a reward. You can choose to attempt a Mission by selecting **Mission Select** at the Terminal Login Screen.



When you have selected a Mission, the clear conditions will be displayed and the Mission will start. Complete the clear conditions within the time limit, then return to the hunter that made the request to receive your reward. The Mission location will be at a previously cleared Server, so you can Logout at any time.







# RAISING YOUR HUNTER RANK

At the end of a Mission or when Logging out of a Server, your performance is rated and added as Experience.

## Clear Time

Time taken from start to finish

## Soul Finish

Number of enemies defeated using Virtua Soul techniques

## Max Combo

Largest combo hit count

## Enemies Defeated

Number of enemies defeated

## Damage Taken

Amount of damage sustained by Sei

## Clear Rating

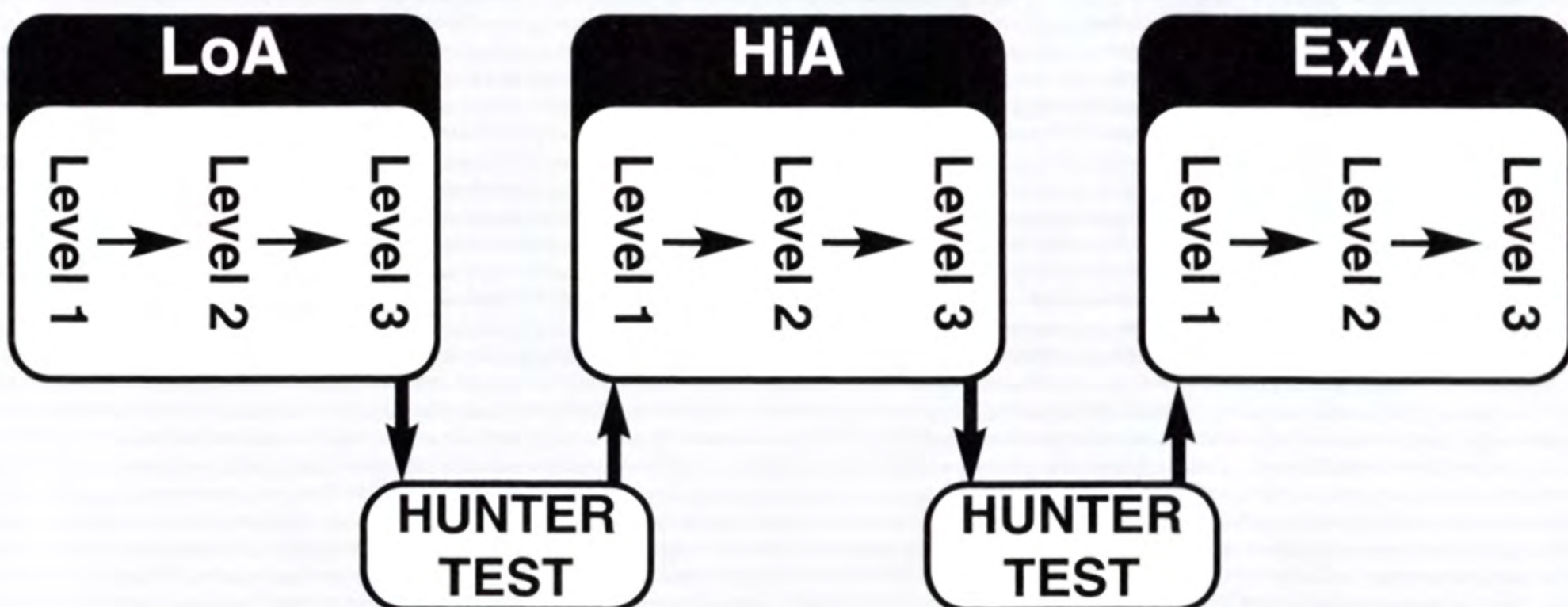
S is the highest, and D is the lowest



As Hunter Experience increases, your Hunter Rank will raise. When you first pass the Hunter Test, your Rank starts at LoA Level 1. This will then increase to Level 2 and 3 as Experience is gained.

On reaching Level 3, another Hunter Test must be taken to progress to the next Rank. Once passed, you will achieve Level 1 of the next Rank up, and will be able to access previously unavailable areas of the Hunter Site.

## Hunter Ranks and Levels

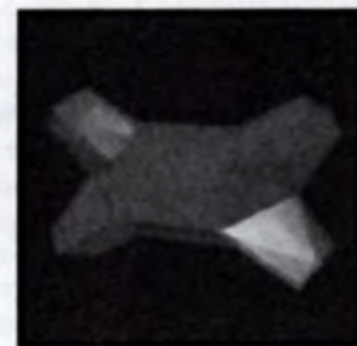






## DEVELOPING BIT

Find Bit-Food hidden in the Servers and develop your assistant. Different kinds of food have different effects on its growth.

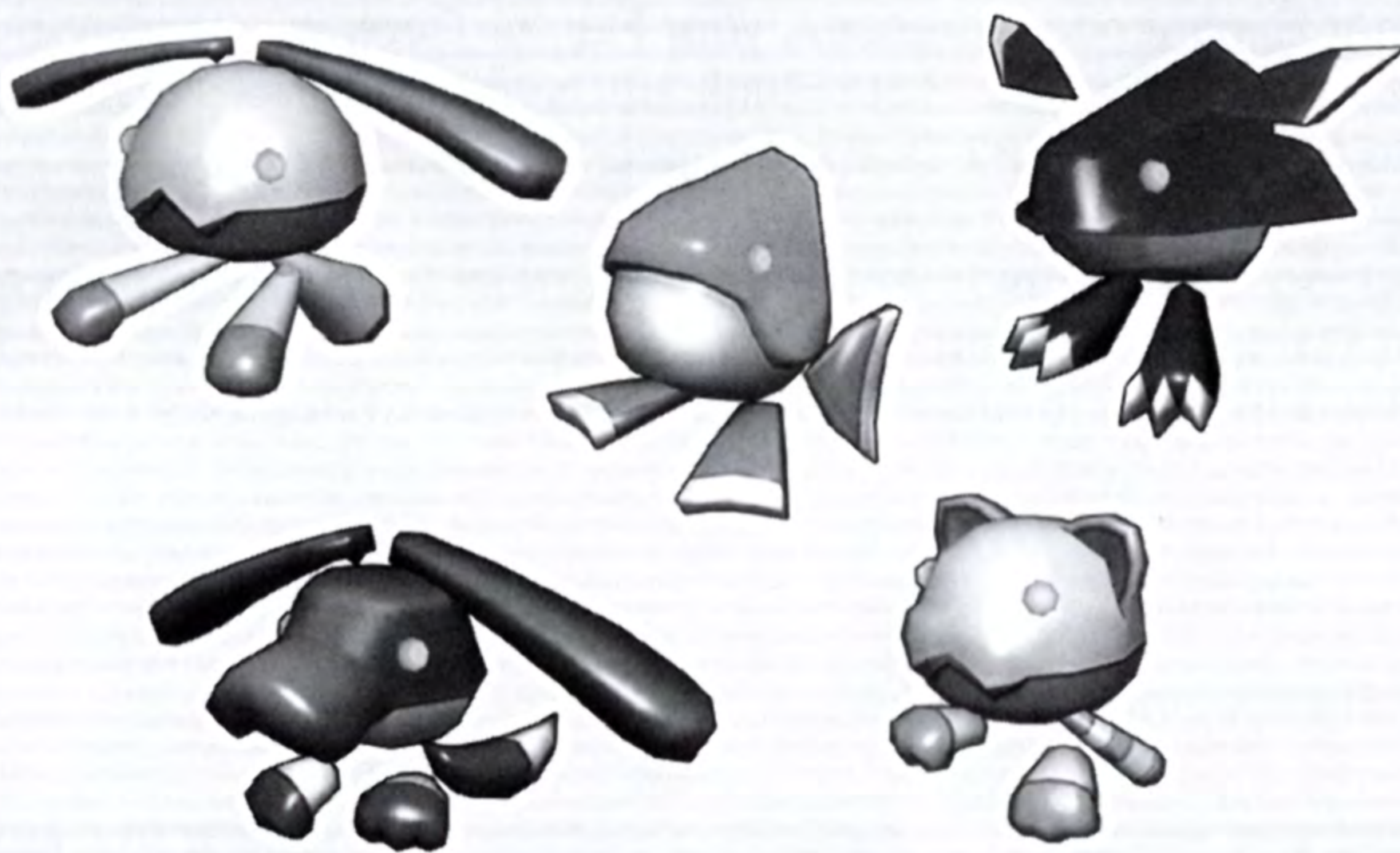


You can view Bit's current status by selecting **Status** from the Control Panel. Here you can also feed it Bit-Food.



Bit has three basic parameters as shown on a graph. These are intelligence, courage and kindness.

By feeding it Bit-Food, the different parameters go up or down according to the kind given. Depending on these parameters, Bit can change Type. Each Type will appear in the gallery once it has been grown into.

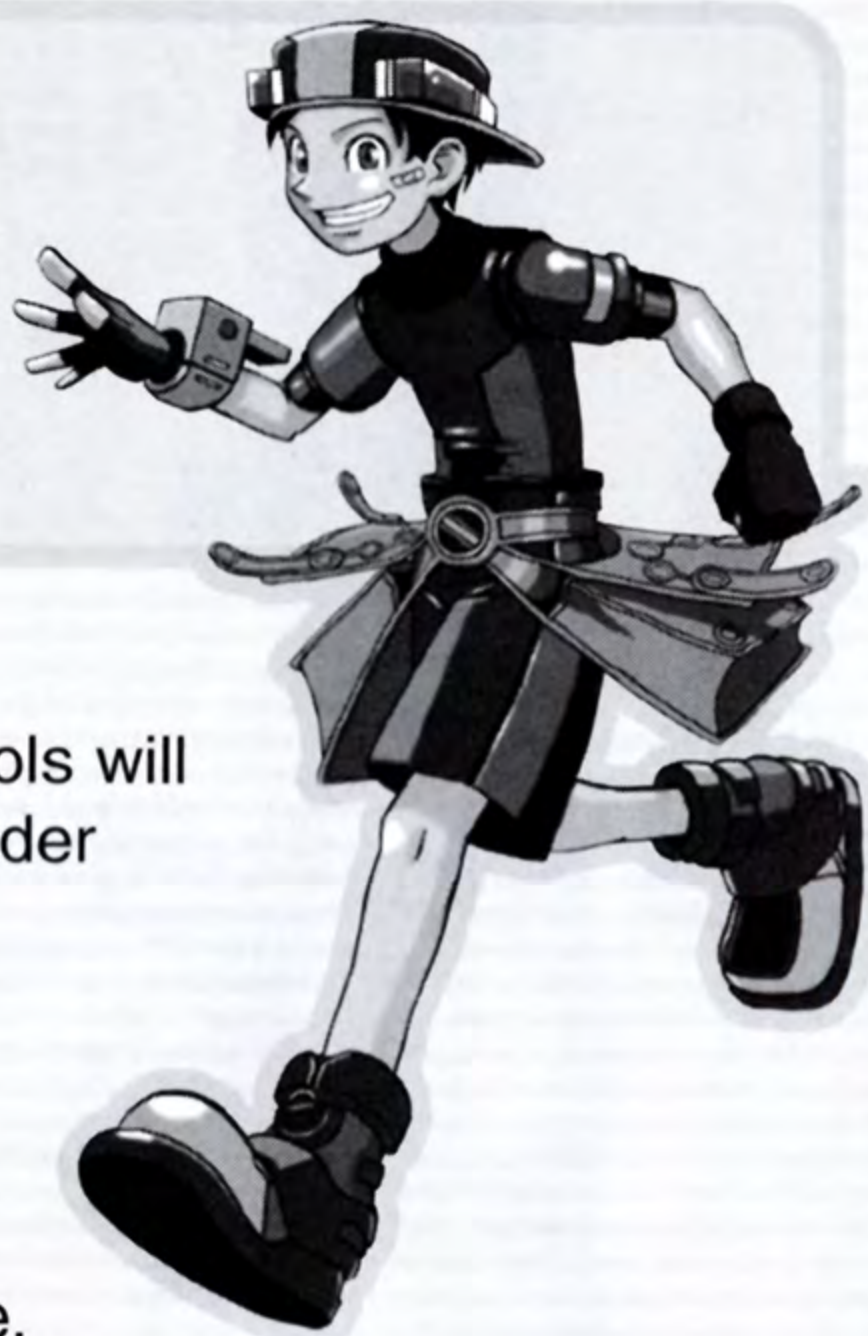


Bit's character also changes depending on its Type. Some Types will help find far away Items, and others attack enemies on your behalf. Experiment to see which Items change it in which ways.



# UPGRADE TOOLS

If you go to the Shop and buy Upgrade Tools, it'll be much easier to collect Data Chips! There's lots of different Upgrade Tools available, but don't forget you have to fit them all into your Hunter Glove together!



As you progress, more powerful Upgrade Tools will become available, so you may need to consider selling older ones to make space.

To equip those you've obtained, select **Upgrade Tools** from the Control Panel. Upgrade Tools come in various types and shapes, and are set into a cube like a puzzle.

- 1 **Slots.** Add the Upgrade Tool blocks here.
- 2 **Upgrade Tool blocks.** Currently selected block.
- 3 **Available Upgrade Tools.**
- 4 **Sei's Status.** HP, SP, ATK and DEF. The currently selected Upgrade Tool will increase those highlighted in white, and decrease those in red.



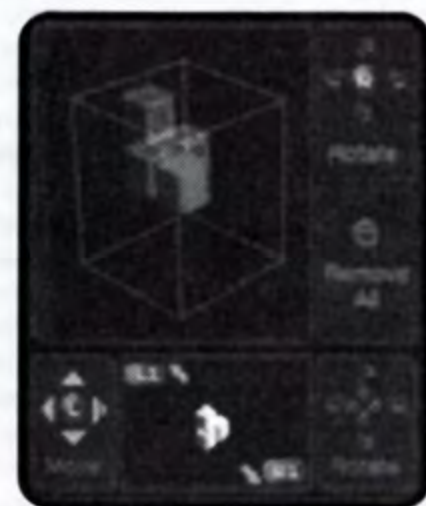
**left analog stick** Move block (up, down, left right)

**L1 / R1 buttons** Move block (forwards, backwards)

**directional buttons** Rotate block

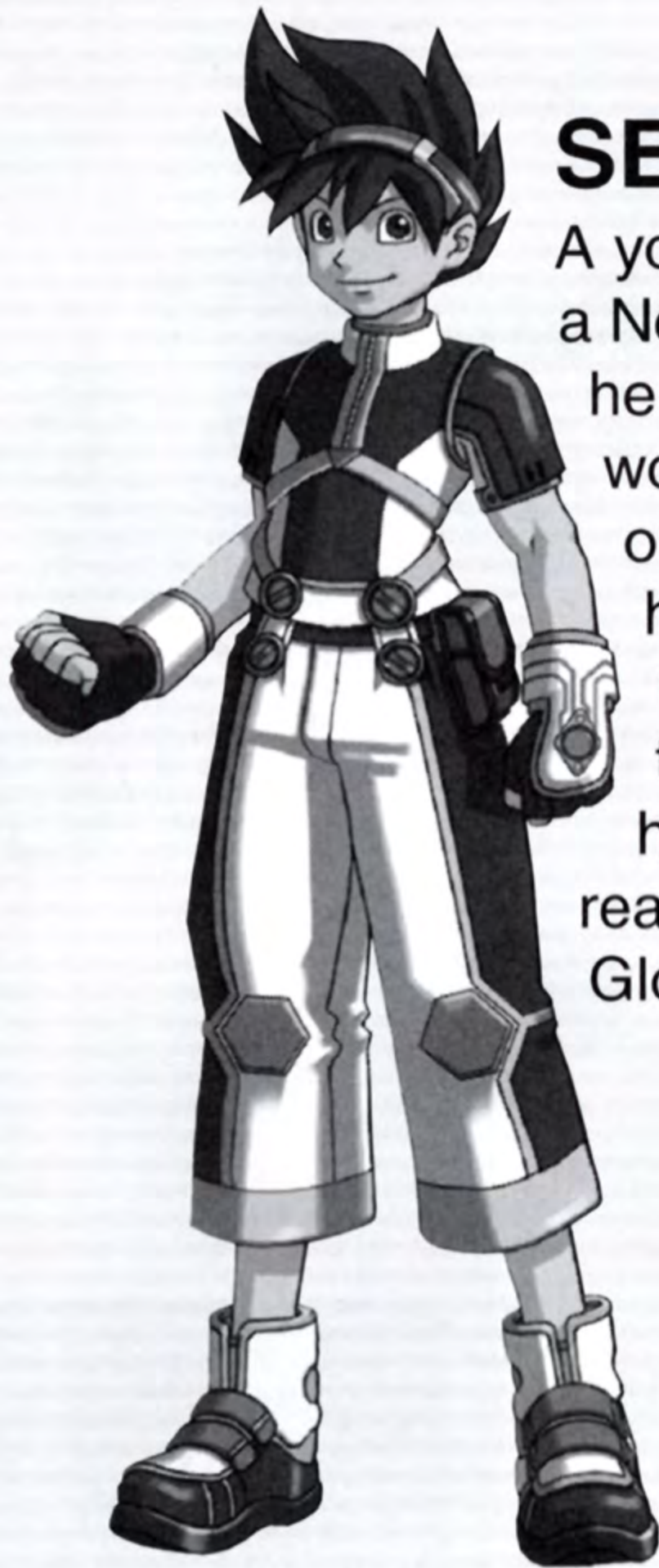
**right analog stick** Rotate slot

Use the **X** button to set the blocks in the slot. Make sure they do not overlap the central red section, or the white of other Upgrade Tool blocks.





# CHARACTER PROFILES



## SEI

A young boy living in Acropolis. His father is a Nexus engineer, and due to work schedules he doesn't get to see him as often as he would like, but Sei maintains a positive outlook and tries to get the most out of his youth. He's helpful and kind, never turning his back when people are in trouble, and while not particularly athletic he has powerful abilities in the virtual realm of Nexus because of the Hunter Glove his father gave him.

## HAYAMI

Sei's closest friend. From his appearance he seems very laid back and even careless, but he actually ranks among the most proficient ExA Treasure Hunters and is a skillful engineer. Lately he's been busy fixing up an air bike so he and Sei can enter a race, but parts are needed and funds are low. To earn the money they need, he's sent Sei into Nexus to begin Treasure Hunting.





## TOKA

A young girl that Sei meets in Nexus. It seems like there's something she wishes to tell Sei, but what, and why, remains unknown. Perhaps she knows something about the secret syndicate J6.



## RAUD

Remains cool in the face of danger, and hates evil with a passion. Occasionally gives Sei advice about Nexus and fighting tips, but may have a secret agenda.

## MOON

Whatever is transpiring inside Nexus, this man has something to do with it. Possibly an agent of J6.







# CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for Virtua Quest™. See the in-game credits for a complete list of the original development staff.

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