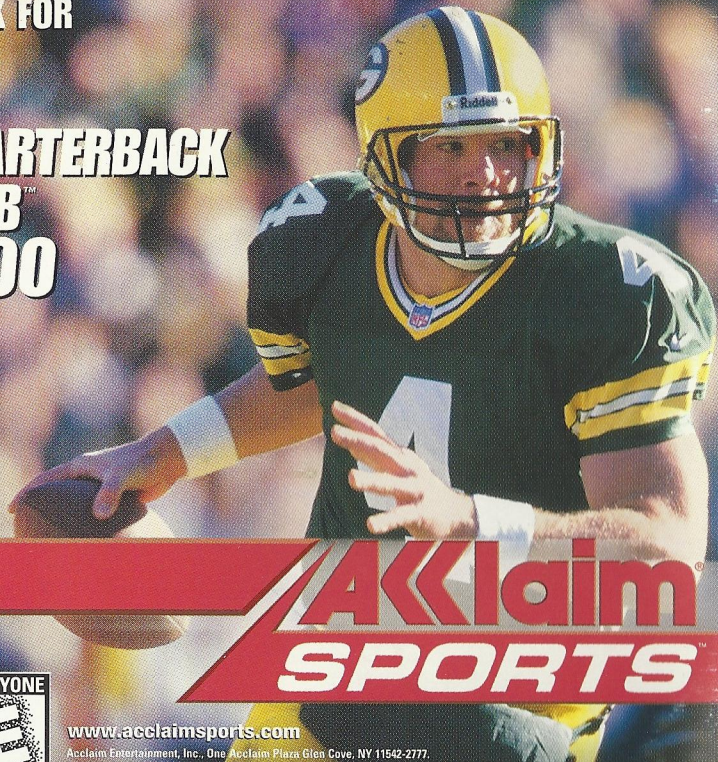


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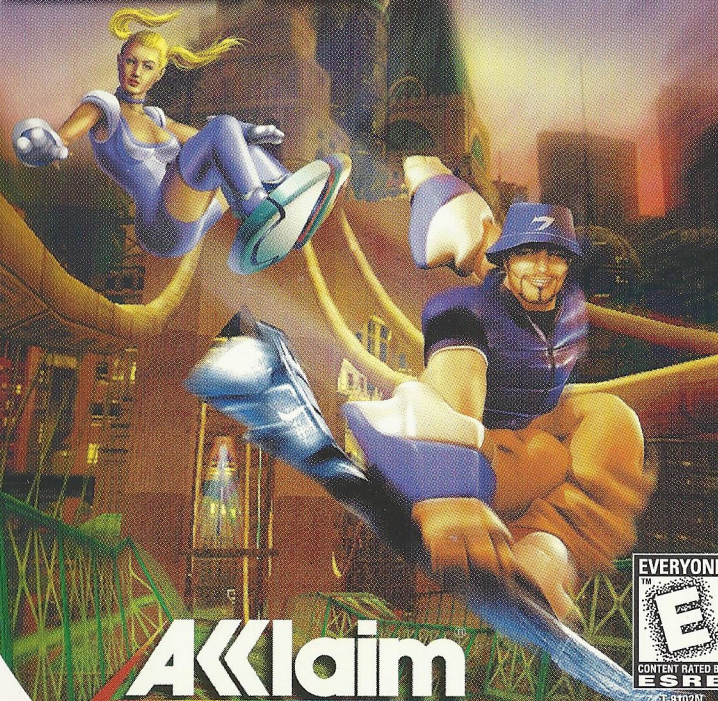
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TRICK STYLE™



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CONTENT RATED BY
ESRB

1-8702N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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STARTING THE GAME

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.

1. Insert your TrickStyle Sega Dreamcast Specific Disc into your Sega Dreamcast console.
2. Plug your Sega Dreamcast Controller into Control Port A.

Note: TrickStyle is a 1-2 player game*. Before turning the Main Unit power ON, connect the controller or other peripheral equipment into the control ports of the Main Unit.

3. Switch on the power to your Sega Dreamcast.
4. You will be prompted to select a VMU on which to save your progress in the game. If you do not have a VMU inserted or it does not have adequate free blocks to save the game data, you will be alerted but may continue playing.

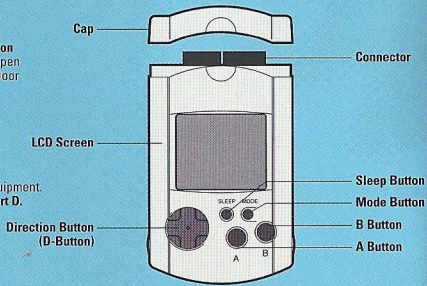
*Purchase additional controllers (sold separately) to play with two or more people.

SEGA DREAMCAST HARDWARE UNIT



Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D**. Use each port to connect controllers for players 1 to 4 respectively. **NOTE: Control Port can also be referred to as Port.**

VISUAL MEMORY UNIT (VMU)



THE STORY



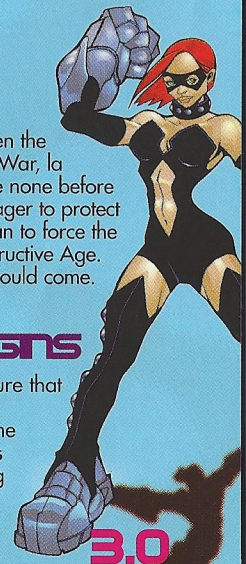
THE HISTORY OF THE **TRICKSTYLE PRO TOUR** IS NOT WIDELY KNOWN. ONLY WHEN CONTESTANTS BECOME PROFESSIONAL ARE THEY LIKELY TO HEAR THE WHISPERS, THE RUMORS FROM THEIR FELLOW COMPETITORS. LET'S LISTEN TO THE STORY ACCORDING TO THE CURRENT **TRICKSTYLE CREW**.

MIA: *Mais oui, Guide. C'est vrai.* In the year 2099, hostilities between the nations of the world began to intensify astronomically. The Dominance War, la guerre de la technologie superieure, soon began. It was a bloodbath like none before it. The world governments lost all power. Only the conglomerates, eager to protect profits, were willing to step in to stop the carnage. They promised a plan to force the world out of its tailspin and into un nouvel age, a new age, The Reconstructive Age. And from the ashes of The Dominance War, a new society would come.

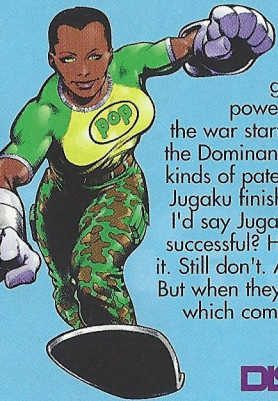
THE RECONSTRUCTIVE AGE BEGINS



BRAD: Hey mates! Brad here. Even though the picture that Mia's painting is, y'know, full of classic doom and gloom, there was at least some fun on the horizon! The Reconstructive Age was based on, well, companies helping to reconstruct society into a better and brighter place! And they succeeded, you bet!



3.0



THE JUGAKU CORPORATION

ROSE: I think Brad's spent too much time baking in the sun! Sure, "a new age was dawning," but the countries, their governments turned into nothing. The companies held the real power. Take Jugaku Corp. Jugaku was just a small company when the war started. They started all that grav tech research to make money in the Dominance War. They were smart. Over the years they developed all kinds of patents, dozens of new techs, but always, Hover-Ride was the star. Jugaku finished Hover-Ride and that was it. The whole world wanted it. I'd say Jugaku Corp. ran the Reconstructive Age. Who else was more successful? Had more power? Nobody. Same as now. No one knew who ran it. Still don't. And they still have their fingers in everybody's pie. Even mine. But when they started making hover cars and boards? There wasn't any doubt which company was on top. And they make great boards!

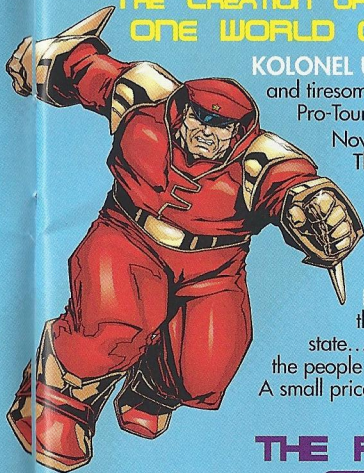
DISASTER STRIKES

MAX: Bah! Precious Rose speaks only of the pretty surface! What a surprise! She chooses to forget, or, more likely, is ignorant about the pure destruction and chaos that Jugaku caused! She forgets the series of disasters they caused! Remember the Lunawatch moon base explosion? My god, the moon shifted in its rotation! There was havoc with the Earth's tides and gravitational forces! Mass flooding worldwide! And the sick thing is, they got called in to clean up the disaster they created, and people thought they were heroes! The Japanese government ended up commissioning Jugaku Corp. to build a floating platform that would sustain a city. So Jugaku built the Hover-Ride base for Ariel Tokyo. They won back the public and pulled off the greatest PR stunt of all time. Heck, it's the Jewel of the East, right? Smoke and mirrors, that's all. Good technology, but there's blood on every board.



THE UTOPIAN AGE BEGINS.

THE CREATION OF THE ONE WORLD CONFEDERACY (OWC)



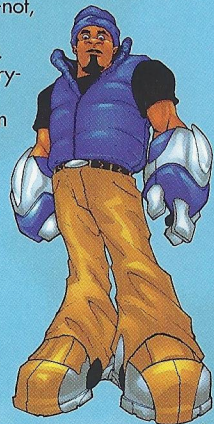
KOLONEL URI: Silence, Max! Your penchant for droning on is as great and firesome as your absurdly bloated ego! I'll see you crushed on the Pro-Tour circuit! That will take some vind out of you!

Now, where vas I ... oh yes. After the flooding- the Utopian Age.

This vas the formation of the One World Confederacy, with Jugaku chairing the committee, every remaining government signing up. The Utopian Age brought about the perfect, blessed society. No one vas a have-not, everyone could have anything they desired. Crime vas at an all-time low. People no longer needed to vork, everything became available through the state... all the OWC asked for in return from the people vas total loyalty and obedience. A small price for so much in return!

THE FETTERED STATES

SURE, CLOWNS LIKE KOLONEL URI AND HIS KIND HAD IT EASY, LIVING IN FLOATING CITIES, LIKE SOME GIANT CATERED CARNIVAL. BUT ONLY PARTS OF THE EARTH FELL UNDER THE SO-CALLED "PEACEFUL AURA" OF THE OWC AND ENJOYED ITS UTOPIAN AGE. NO, BROTHER, THERE WERE PLENTY OF PLACES THE "PEACEFUL AURA" DIDN'T SHINE, DOOMED HELLS WHERE ROVING BANDITS AND MERCENARIES ROAMED, LOOSE SOCIETIES WHERE MEN MADE THEIR OWN LAWS. THE FETTERED STATES. THE CITIES, LIKE NEW ORLEANS, BANGKOK, BELFAST, MOSCOW, AMSTERDAM, AND MY VERY OWN OLDE BAYSIDE, AMONG OTHERS...



THE OWC'S PROBLEMS BEGIN

HOVERBOARDING APPEARS

KING: But Zak knows, just like this hunk o' love does, that the real fun started a few years later. The OWC had its own share of problems. Only a few folks are allowed to work full time. So mostly everybody, all around the world, was bored outta their ever lovin' minds. Like always, the young folks got the worst of this boredom bug. So to sort of amuse themselves, they got interested in hoverboarding, which was (and still is!) a real dangerous sport that the folks of the Fettered States like Zak had taken up. But you know what the sweetness of the whole deal was? Hoverboard technology was based on Jugaku's Hover-Ride products!

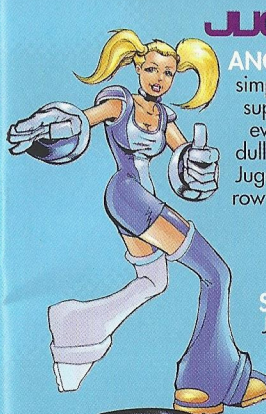


JUGAKU CORP.'S CREATION OF THE TRICKSTYLE TOURNAMENT

SHIN: Jugaku saw most sensibly the stirrings of rebellion and embraced this new sport, deciding to make much profit on it. Jugaku humbly gave this sport, a precious small "gift" to the loyal citizens of the OWC. The TrickStyle Pro-Tournament! Jugaku provided everything: the tournament, the prizes, and sometime later, me — ts first champion!



JUGAKU CORP.'S CHAMPION, SHIN



ANGEL: Naturally, people from all walks of life entered the competition simply desperate for their chance to become a glorious pop star with super-celebrity status. It was a kick to try out, you know? Because everything was so frightfully dull otherwise. Nice, I mean, but quite dull. This mysterious little speed demon teenager, named Shin, won the Jugaku Corp. Sponsorship, and won the major Tournament 5 years in a row! Shin's still Jugaku's only sponsored athlete.

SHIN: What Angel says is quite correct, but Jugaku never worry, only concerned to give the best opportunity to everybody. Aerial Tokyo was the home of the TrickStyle Pro-Tour for the first year. Each and every year following, the city becomes packed as thousands of citizens made a pilgrimage to their sporting Mecca — the Tokyo Skydrome — to watch the final race of the season.



GUIDE: IN FACT, THE REWARDS OF WINNING THE COMPETITION HAVE INCREASED TO SUCH A DEGREE THAT A TRICKSTYLE PRO-TOUR CHAMPION IS NOW GIVEN A LIFETIME MAYORSHIP OF THE OWC CITY OF THEIR CHOICE, EFFECTIVELY BEING GIVEN THEIR OWN LITTLE KINGDOM. NOT A BAD PRIZE TO BE COMPETING FOR, YES?



PLAYING TRICKSTYLE

THE MENUS:

After all the logo screens and the title demos (press **START** to skip) you will be brought to the TrickStyle Main Menu:

The options available from the **MAIN MENU** are:

SINGLE PLAYER

2 PLAYER

DEMOS

OPTIONS

VMU GAME



Each of these selections are explained below, but first a note on navigating the menus: All the menus can be navigated using the **ANALOG THUMB PAD** or **DIRECTIONAL BUTTON** to scroll between menu items and the **A BUTTON** (confirm) and **B BUTTON** (back).

SINGLE PLAYER

On selecting '**SINGLE PLAYER**' (or **2 PLAYER**) you will come to the '**SELECT VMU SLOT**' screen, where you can select which VMU slot to save your game to. Once a VMU is selected any existing TrickStyle games ('profiles') already stored on that VMU will be displayed. If no previously saved games exist on that VMU 'Enter name' will be the only option displayed. If you don't have a VMU connected or you don't want to save your progress just select 'No Autosave' on the '**SELECT VMU SLOT**' screen. If you choose this option you can always save later on via the menus.



SAVING

ANGEL: Oh my dear Guide! Let me tell my fans about saves. All that saving myself in the convent school, I think I'm best qualified. There's a love. Saves contain your progression through the game (how many races and challenges you have won and so on), as well as all of your options settings.

A saved file is updated automatically at the end of each race.

Simply select the profile you wish to load, highlight 'Play' and press the **A BUTTON** to pick up where you left off.

To create a new save file, you simply select 'Enter name'. Enter your name using **LEFT/RIGHT** on the **ANALOG THUMB PAD** or **DIRECTIONAL BUTTON** to move between letters and the **A BUTTON** to confirm a selection. If you make a mistake, use **DEL** to delete a letter. When you're done, highlight **END** and press the **A BUTTON**. You'll be asked to confirm that the name entered is ok. So easy! What's next, dearest?

2 PLAYER GAMES

SOMETHING SPECIAL, ANGEL. TAKE A GOGGLE AT THE **SPLIT SCREEN MODE!** TRICKSTYLE ALLOWS 2 PEOPLE TO PLAY ON ONE SEGA DREAMCAST! SIMPLY PLUG IN A COMPATIBLE CONTROLLER FOR BOTH PLAYERS AND THE SPLIT-SCREEN OPTION WILL BE ENABLED (IT WILL BE GRAYED OUT IF ONLY ONE CONTROLLER IS CONNECTED).



Options

This is where you can set your TrickStyle options, including:

- CONTROLS:** Allows you to change the default controls
- GRAPHICS:** Allows you to change the graphics settings
- SOUND:** Allows you to change the audio settings
- CHEATS:** Allows you to input any cheat codes you've uncovered
- BACK:** Allows you to return to the Main Menu

VMU GAME

ZAK: Man, I thought the Guide would never finish. You're gonna love this! TrickStyle uses the Sega Dreamcast VMU for more than just saving games! It also features a Board Training game. It's simple as soap and just as effective, a mini game which actually lets you change the trail of the boards in the main game! Which means if you're good (like me!), you'll be able to build up a trail that will make the other TrickStyle losers sob like sissies!

Here's another cool thing. If you have a VMU connected, you can download Trickstyle Junior and play it away from the main game. Just select VMU Game from the Main Menu and press the **A BUTTON**.

Of course, you need a VMU to take advantage of all this stuff, so if you don't have one, you better get one!

TRICKSTYLE'S 3DUI

Whether you've started a single player or 2 player game, you will be presented with the 3DUI (that's TrickStyle 3 Dimensional User Interface to you and me) Although its flash and wizzy, you navigate it in exactly the same manner as the standard menus (**LEFT/RIGHT** on the **ANALOG THUMB PAD/DIRECTIONAL BUTTON** and the **A** and **B BUTTONS** to accept and decline). This is true for both the character and board selection.

CHARACTER SELECTION

The first thing you'll see is the character podium. Press the **A BUTTON** to zoom in on a character. Next, move the **ANALOG THUMB PAD LEFT** or **RIGHT** to toggle through the characters. The rider's attribute meters and character type are displayed. Press the **A BUTTON** to select your desired rider.



BOARD SELECTION

Move the **ANALOG THUMB PAD LEFT** or **RIGHT** to cycle through the available boards. At the start of the game only one board will be available. The name of the board appears at the top of the screen, while below are details on the board type, its primary use, dimensions, weight and characteristics. Press the **A BUTTON** to select the board you want.

AFTER CHOOSING YOUR BOARD AND CHARACTER, YOUR CHOICES WILL BE SAVED TO YOUR VMU. NEXT, YOU WILL BE CALLED OVER BY YOUR TRICKSTYLE GUIDE. HE IS YOUR MENTOR. I, OF COURSE, AM YOUR TORMENTOR! THROUGHOUT THE GAME, THIS GUIDE WILL PROVIDE HINTS, TIPS,

CHALLENGES AND REWARDS. HE WILL ALSO HELP TEACH YOU THE SKILLS YOU NEED TO BECOME A TRUE TRICKSTYLE MASTER. PAY HEED TO EVERYTHING HE SAYS IF YOU HOPE TO STAND ON THE WINNER'S PODIUM! BUT DON'T COUNT ON BEATING ME EVEN WITH HIS HELP!

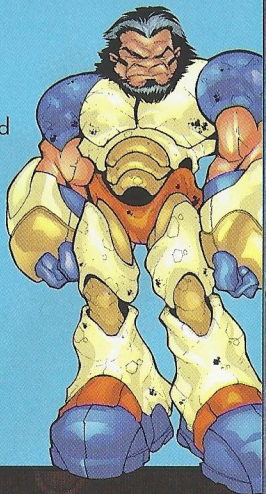
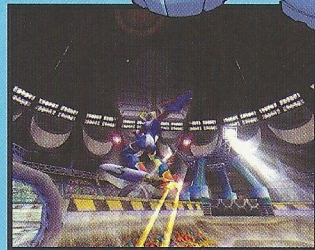


WELCOME TO THE VELODROME

KOLONEL URI: Ha! The blowhard crybaby Max tries to give himself courage.

Poor Max, he will need it! But enough. The Velodrome is the skate park. This is where your career as a

TrickStyle Pro-Tourer begins. It is separated into four distinct areas: The Earthpit, the Halfpipe, the Stuntbowl and the 3DUI. You can return to the 3DUI at any point to choose a different character or board from those available to you.



The Velodrome is your gateway to the race worlds of Manhattan, London and Tokyo. Each track is accessible from the relevant City Lobby in the Velodrome. However, these Lobbies will only open up when the Guide thinks you are ready for them. He can be unrelenting in his judgments, but he is fair.

The three Lobbies and the Guide (who can be found at the center of the Velodrome) are the key to navigating the game and choosing what track/session you want to race.



THANKS FOR FILLING IN THERE, FELLOWS. I DIDN'T KNOW YOU CARED! ANYWAY ENOUGH OF THAT, LET'S GET OUR FRIEND MOVING.

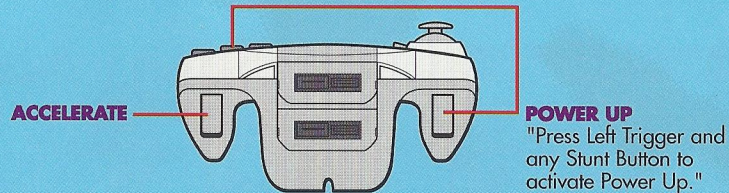
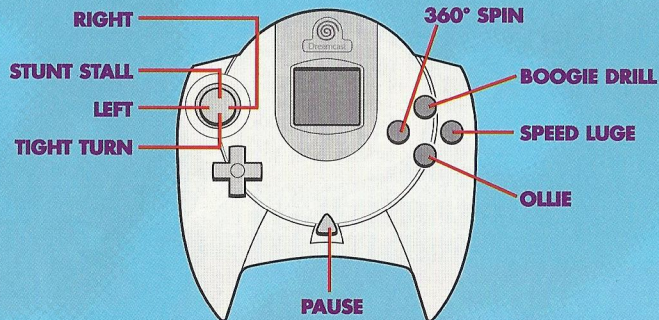


You will see that the HUD (head up display) is fairly straightforward, showing things like your **SPEED**, the **TIME REMAINING**, your **STUNT SCORE**, your current **CHALLENGE OR RACE STATUS** and the **STUNT METER**.

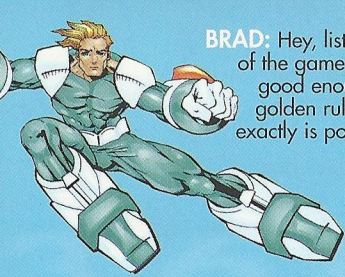
Ok, now you know your way around, have a play and see just what you can do!

DEFAULT CONTROLS

Whichever control method you choose you will have to use the following controls:



To return to the title screen at any point during game play '**START**' and select '**QUIT CURRENT GAME**' or simultaneously press and hold the **A, B, X, Y** and **START** **BUTTONS**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.



BRAD: Hey, listen up! Not all of the stunts are available to you at the start of the game. The Guide will let you know when—if ever—you get good enough to use them. He'll even show you how to use them. The golden rule is experiment, try various combinations to see what exactly is possible. I think you will be surprised!

NOW THAT YOU'RE FAMILIAR WITH THE FEEL OF THE BOARD AND YOUR CHOSEN CHARACTER, LET'S TAKE A LOOK AT THE VARIOUS GAME OPTIONS OPEN TO YOU:



THE GUIDE MENU



THIS MENU IS ACTIVATED BY SIMPLY MANEUVERING UP TO THAT ADORABLE GUIDE. THROUGH THIS MENU HE WILL PROVIDE YOU WITH ACCESS TO VARIOUS VELODROME 'CHALLENGES'. CA VA?

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In single player games, there are *trois* options available to you from the Guide menu:

NEW CHALLENGE - This will only be highlighted if the Guide has a new challenge to offer or if you haven't yet completed his last challenge. *Mais oui*, he is so demanding sometimes! On selecting this option you will immediately be taken to the appropriate challenge area.

CONTINUE - You don't care for the Guide's challenge? This takes you out of the menu and back to the Velodrome. You can return at any time to take up the gauntlet, *cheri*.

SELECT CHALLENGE - This brings up a list of all of the challenges you have completed to date, allowing you to replay them at any time. Ah, *quels souvenirs!*

Now, remember this, too: In 2 player games, the **GUIDE MENU** is accessed in the same but one player at a time. The 2 player menu is a bit different, *un petit*, displaying just a list of 2 player sessions.

THE CHALLENGES

GLOBE COLLECTION:

You must collect all of the pre-placed globes within the allotted time. Not as simple as it sounds. You will have to use stunts to get to these hard-to-reach globes.

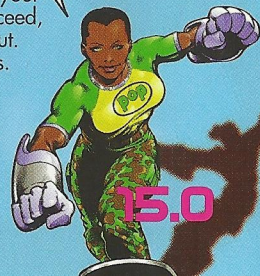
GLOBE SWITCHING:

A carnival of fun! Playing against the Guide (or your adversary in 2 player), you must change the color of the globes to your color, while he will be trying to convert them all to his color. To succeed, you must switch all the globes to your color before the timer runs out. Again, you will need to use stunts to reach those hard to get globes.

HOOP-RACES:

Going head to head against the Guide you must negotiate a set path through the hoops... and still beat him across the finish line! Sometimes these races will take place on the magnorails (more on these later) so watch out! Again, this is also a 2 player game. May be you try against me?

THE CHALLENGES THAT THE GUIDE THROWS DOWN TO YOU COME IN 4 MAIN VARIETIES WITH MANY VARIATIONS AND LOCATIONS FOR EACH TYPE OF CHALLENGE.



15.0

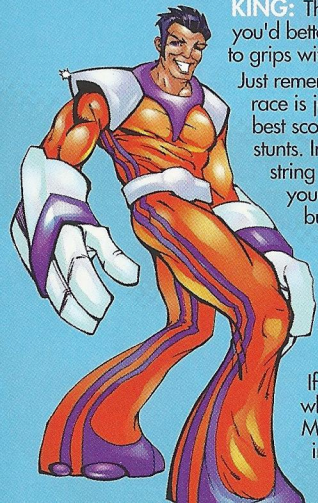
STUNT SESSION

In a stunt session, you will be given a target stunt score and a time to achieve it in. Using every trick and stunt you know, reach that target score before the timer runs out. In 2 player, you'll get the chance to fight it out head to head.

THE LOBBIES

In TrickStyle, each of the three lobbies offers access to 5 set races in each of the cities. There's even a Boss race for each city. To choose a race, just ride through an open door. More doors will open as the game progresses.

GAME BASICS:



KING: The key to TrickStyle is in the stunts, baby. If you mean to win, then you'd better be top dog at these stunts and that's no lie. Let your hips come to grips with moves such as grabs, spins, boogieflips and handstands.

Just remember, rockin' and rackin' up a good stunt score all through a race is just as important as coming fast, uh, first, heh, heh. To get the best score you can, you gotta learn to link, swap, stall and combo your stunts. In terms even a lima bean could understand, the more stunts you string together and the longer you stall (hold) them for, the higher your score. Understand? Pulling a 1080 spin is pretty good scoring but linking to a Bonegrab-Backflip is worth at least three times as much!

When you're racing, remember you should be looking out for shortcuts. Mostly you gotta pull off a stunt to gain access to them (the harder the stunt you need, the bigger the gain). Also, you can use stunts to bust up your opponents, but be careful—they can bust you right back!

If you get to wondering just how you're doing and what tricks you got, well you best visit the Stats Menu. It lists fastest times and highest stunt scores in the races and challenges. You'll find mine right there at the top.

CHARACTER TYPES:



MY FRIENDS, THE NINE CHARACTERS AVAILABLE TO YOU AT THE START OF THE GAME ARE OF THREE BROAD STYLES: **RACER**, **STUNTER** AND **BULLY**. EACH SURFER HAS HIS OR HER OWN STRENGTHS AND WEAKNESSES, WHICH YOU WILL SEE WHEN SELECTING THEM FROM THE 3DUI.

STUNTERS are out and out show-offs. They excel at pulling off the most outrageous and awe-inspiring stunts. These stunts let them get to those hard to reach spots that the other competitors may struggle with. When racing against a Stunter you sometimes see them disappear early in the race, only to take the lead by jumping, twisting and spinning from the roof of some building.

RACERS are in the competition to win. They get a thrill from speed that other racers just can't savor. They don't waste time rising to threats or challenges from the other types of competitors. Competing against a Racer normally requires one of two strategies: you either play them at their own game and concentrate purely on the race, or you try to take them out or get ahead as early as possible using stunts and shortcuts.

BULLIES are peoples not to be messed with. They relish the physical contact of TrickStyle and try to make relish of the other competitors. Racing against a Bully can be a scary prospect. It often turns into a game of cat & mouse with them chasing you around the course.

CHARACTER BIOS

ANGEL

ORIGIN:



Being a straight A student from St Mary's Convent School, Angel is easily bored and finds hoverboarding competition a welcome distraction. Angel was orphaned at an early age when her mother Lucinda died of mysterious circumstances. She never knew her father (she is the daughter of fellow racer Max, though neither Angel nor Max is aware of this). After her mother's death, Angel was bounced from one British prep school to the other. Now in the Pro Tour, the young Angel has suddenly realized just how skilled she is and is beginning to focus on the championship, so much so that she's already decided that if she wins she will use the awesome resources of the Jugaku Corporation to find her family. She has a natural rivalry going with Mia and Precious Rose, the other "hot young ladies" of the competition. Her main ally is Zak, who has a crush on her. She tolerates his overly obvious display of affection, but is only interested in him for amusement, not romance.

Real Name: Sarah

Country: England

Type: Racer

Age: 18

Height: 5'7"

Weight: Won't tell!

Hair: Blonde

Eyes: Green

Place of Birth: Unknown

Base of Operations: Oxford, England

Known Enemies: Mia, Precious Rose

Known Allies: Zak

Occupation/Hobby: Student

Real Name: Same

Country: Australia

Type: Racer

Age: 25

Height: 6' 2"

Weight: 175 lbs.

Hair: Bleached Blonde

Eyes: Blue

Place of Birth: Brisbane, Australia

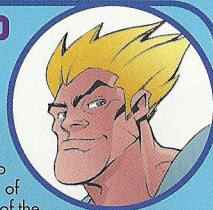
Base of Operations: Point Danger, Australia

Known Enemies: None

Known Allies: None

BRAD

ORIGIN:



Back in the heydays of monster wave surfing off the rugged, shark-infested coast of Australia, Brad earned his reputation as a fearless, head-banging, go-for-broke competitor. Brash almost to the point of recklessness, and heedless of possible death, Brad soon reached the top of the monster wave surfing circuit. Now moving on to bigger challenges, he has relocated to Point Danger to devote himself full-time to becoming the world's best gravity-surfer.

Brad is a true extreme sports star. He has done everything from base jumping to Parascending and has won many awards. Brad is continually striving to challenge himself. He sees the TrickStyle Pro-Tour as another way to prove that he is the ultimate extreme sports star.



KING

ORIGIN:

Known throughout the world for his award-winning work as a movie stuntman (now retired), Carlos has quickly become the heart-throb of the Latin community for his uncanny renditions of 1960s Top 10 hits. As a Pro-Tourer, King uses the same skills he mastered as a stuntman to stunt his way through the tracks.

Loved by the fans and seen as the "eccentric uncle of the sport" by the other Pro-Tourers, King has become a mainstay of TrickStyle. However, beneath all the wigs and costumes, underneath the fun and humor, King wants to win. He has it all planned out if he does. First, he will use his reward to become the Mayor of Havana. Then, using all of the power and prestige he will achieve from the position, he will launch himself as a movie star. Which is what he thinks he should have been the first time around ... not relegated to simply being a stuntman!

Real Name: Carlos

Country: Cuba

Type: Stunter

Age: 42

Height: 5' 9"

Weight: 210 lbs.

Hair: Jet Black (dyed)

Eyes: Blue

Place of Birth: Guantanamo, Cuba

Base of Operations: Havana, Cuba

Known Enemies: None

Known Allies: None

Occupation/Hobby: Celebrity

Impersonator,
Entertainer



KOLONEL URI

ORIGIN:

Born outside of the OWC in what he fondly calls Mather Russia, Uri is a throwback spirit to the wilder days of nations being at war. His interest in war has led to his passions for military history and love of his country. Getting older, Uri realized there might be only one way to aid his homeland. Enter the Tournament and use his natural skill and strength to fight his way to the top! Winning, he would take as his prize the mayorship of Neo-Moscow and rebuild Russia to its former glory.

During one of these Tournaments, Uri met a boarder with an aggressive style remarkably like his own: Max. He and Max soon developed a competitive relationship and fed on the challenge of racing one another. During one of their most physical races they ended up crashing through a building on the track. While Uri emerged physically intact, Max was seriously injured. Max publicly blamed Uri for the crash and his loss. Uri raged at this "slander", maintaining Max's own carelessness was the cause. Now their competitions are major draws because of their mutual hatred for one another. Not one to make friends, Uri has recently drawn the ire of a new competitor to the TrickStyle circuit, the youthful Zak. Uri was close to winning a race when Zak unleashed a barrage of insults that momentarily made Uri lose his concentration and lose the race to Zak. Uri was furious, but Zak dodged all of Uri's attacks. An unsatisfied Uri vows to break him.

Real Name: Uri
Country: Russia
Type: Bully
Age: 38
Height: 6'6"
Weight: 275 lbs.
Hair: Black
Eyes: Ice blue
Place of Birth: Arkhangel'Skoye, Russia
Base of Operations: Moscow Grounds (a local gym)
Known Enemies: Max, Zak
Known Allies: None
Occupation: Military History Professor

MAX

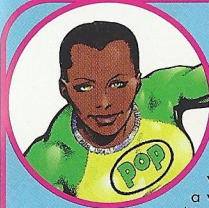
ORIGIN:

Max is badland born and bred. Brought up in what was once Germany, he wants nothing more than to carve out his own empire in the Fettered States. Born a warrior, Max began his adult life as a mercenary. Years ago, Max sustained major damage in an intense TrickStyle Tournament competition with Kolonel Uri. Max puts all blame on Uri and has sworn vengeance. Extensive injuries caused Max to seek out an old friend, who had since left the vigilante world to start his own armor business. He aided Max in undergoing a cyborg-like process of meshing mech-armor and artificial prosthetics with his body, making Max more machine than man. During Max's "rebuilding" process, he had a relationship with his friend's sister, Lucinda. The affair ended abruptly when Lucinda left, disgusted with mercenary morals. Unbeknownst to Max, Lucinda was pregnant, and eventually Sarah (otherwise known as Angel) was born. Lucinda died several years later, and Sarah grew up an orphan. Max is unaware of Sarah's existence. Now 42, Max is beginning to realize that his strength will not last forever. So he is giving his all in this Pro-Tournament. If he wins, he will get to take his place as ruler of an already conquered empire... Max has set his heart on the mayorship of decadent Singapore City, the commerce center of the New World.



Real Name: Magnus
Country: Germany
Type: Bully
Age: 42
Height: 6'5"
Weight: 375 lbs.
Hair: Grey
Eye: Blue
Place of Birth: Neskaupstadur, Germany
Base of Operations: The Fettered State of Belfast
Known Enemies: Kolonel Uri
Known Allies: Mia
Occupation/Hobby: Mercenary

Country: France
Type: Stunter
Age: 24
Height: 5'9"
Weight: 127lbs.
Hair: Red
Eyes: Blue
Place of Birth: Paris, France
Base of Operations: Paris, France
Known Enemies: Angel, Precious Rose
Known Allies: Max
Occupation/Hobby: Spoiled debutante



PRECIOUS ROSE

ORIGIN:

Born into poverty in the slums of Kingston, Nettie quickly learned that often might makes right. Fed up with women content to struggle helplessly in squalor, Nettie decided at an early age to become the biggest, toughest woman ever seen. She worked night and day in a warehouse, lifting crates. Shunning school, she stole or hustled vitamins and food, thinking only of becoming a true Amazon. She ended up being the terror of her neighborhood: a female bully strong enough to gain a spot on the Jamaican powerlifting squad.. Spotted by the president of a large fitness company, Nettie was hired on the spot as an endorser. Now, with her popularity at its peak in Brazil, the company wants to take Nettie and the company worldwide. And what better way to do it than the TrickStyle Pro-Tournament, where Rose's athleticism and agility can be seen on a worldwide stage. But Nettie has much more planned than just participating in the Tournament.. she plans on winning the whole event and leaving to start her own chain of women's gyms.

MIA

ORIGIN:

Born into a wealthy French family, Mia studied dance in Paris, and then went on to win the European Lo-Grav Tournament. But the pressure was too much and she sank into a life of excess. The TrickStyle Tournament has given her the way to gain independence from her family as well as give herself the opportunity to make her mark on society. At the age of 24, with her money running out, she has relaunched herself into the public eye and hopes that her natural agility and skill will win her a lucrative sponsorship deal, as well as the Tournament and her prize from Jugaku ... She wants Paris for herself! Naturally, there is an intense rivalry with the other attractive young females of the group, Angel and Precious Rose. The trio are nasty and bitter towards each other, and do everything they can to ruin each other's chances of winning. Mia is close friends with Angel's father, Max. Real Name: Mia



Real Name: Nettie
Country: Jamaica
Type: Bully
Age: 20
Height: 5'11"
Weight: 140lbs.
Hair: Black
Eyes: Brown
Place of Birth: Kingston, Jamaica
Base of Operations: Kingston, Jamaica
Known Enemies: Angel, Mia
Known Allies: None
Occupation/Hobby: Powerlifter

Real Name: Unknown
Country: Japan
Type: Racer
Age: Unknown (rumored to be 117)
Height: Unknown
Weight: Unknown
Hair: Unknown
Eyes: Unknown
Place of Birth: Aerial Tokyo
Base of Operations: The Jugaku Corporation
Known Enemies: All game entrants dislike him because of the mystery surrounding his identity and the fact that he is Jugaku Corp.'s perpetually prized entrant.
Known Allies: none
Occupation/Hobby: Unknown

SHIN

ORIGIN:



No one has seen Shin outside of his high-tech Jugaku suit in 40 years. Many people say that the real Shin has been dead for years, replaced by a Jugaku Corp. secret cyborg project. When asked for comment, executives at Jugaku Corp. just smile. As a teen, Shin perfected his board techniques in the suburbs of Aerial Tokyo. His sheer speed alone made him a minor cult star with the local kids, but he needed greater challenges. The day he heard about the Jugaku trials must have been one of the happiest of his life. He left family and school and underwent 6 months of tryouts against thousands of competitors until he alone stood as champion. But that may have been the beginning of the end for him. Following the tryouts, Shin was not seen for 3 months. When he finally reappeared, he was decked out in a super slick Jugaku suit. No one ever saw him out of his suit again and he never removed even his helmet when in public. Shin went on to become a super TrickStyle champion, routinely taking the top prize, except for a brief disappearance during his 35th year on the TrickStyle circuit. Dead and replaced by a new cyborg technology, or a withered old man in a power suit? No one but the tabloids knows for sure.

ZAK

ORIGIN:



Orphaned at a young age, Zak hails from the Fettered States of New York's underground. He had no real family and no real ambition. He grew up dabbling in petty crime in the badlands surrounding New York, and soon found hoverboards a good way to escape local law enforcement.

During one particular chase, Zak's acrobatics were spotted by TrickStyle Pro Tour scouts. Given an option of joining the Pro-Tour or going to juvenile hall, Zak chose the Pro-Tour. What he didn't expect was how much he would enjoy it. He currently revels in his celebrity status and dreams of the fame and glory he will achieve when he wins outright. He has spent many a race insulting competitors from his board above the streets of New York, a technique which enraged the volatile Kolonel Uri. Uri hates Zak and has vowed to eliminate him from the competition.

Real Name: Zachary
Country: United States
Type: Stunter
Age: 16
Height: 5'8"
Weight: 145 lbs.
Hair: Black
Eyes: Brown
Place of Birth: Fettered States of Olde Bayside
Base of Operations: Olde Bayside, New York
Known Enemies: Kolonel Uri
Known Allies: None, but he has a tremendous crush on Angel
Occupation/Hobby: Racer

HOVER-RIDE BOARDS

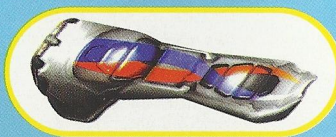


THERE ARE NO OFFICIAL GUIDELINES TO STATE WHAT TECHNOLOGY CAN

BE USED ON THE BOARDS. STILL, THEY FALL INTO 4 BROAD CATEGORIES:

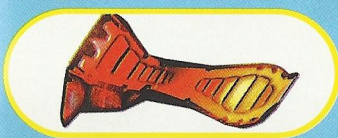
THE STANDARD BOARD

The standard board is the most basic, a good, very all around choice and offering a balance of speed, maneuverability and robustness. Low cost makes this style of board most popular. Many competitors happily race on standard production models.



THE STUNT BOARD

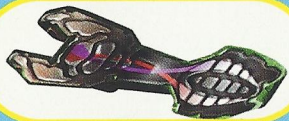
The stunt board is designed especially towards offering maximum lift and maneuverability. In doing so, it must sacrifice some engine, thus it makes the Stunt board the slowest board in the game.



THE TURBO BOARD

The turbo board does very much as its name says, it propels rider along at extremely high speeds. Excellent acceleration, the highest top speed in TrickStyle! But a price must be paid for such velocity! To achieve the kind of speeds required by today's TrickStyle competitors, the turbo board has to lose some of the body shell. So remember, don't crash on a turbo board. You will regret it!





THE COMBAT BOARD

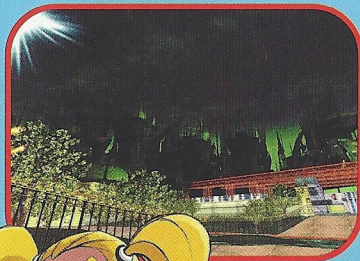
The combat board is the 'tank of the track.' It is heavy, fast and offers painful results when it hits you. It handles as a block of steel on a ski. The extra weight for the body armor hinders the acceleration but the good type of engines fitted to these are sure to still guarantee a very top speed.

THE RACE WORLDS

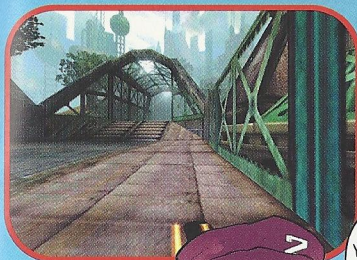
This year's Pro-Tour will take you through the toughest city-courses on the globe: London, Manhattan and Tokyo. Each of the cities will feature 5 races taking in the sights, sounds and historical locations of these sprawling cities.

LONDON:

The crowded high rise metropolis that London has become mixes shiny new Plas-Steel buildings with old and crumbling landmarks like Big Ben, St. Paul's and Tower Bridge. Being the first city in the Pro-Tour does not mean it is a walkover; its towering buildings and traffic-jammed streets hide many shortcuts for the keen-eyed surfer and many dangers for those new to the tour.



AH NOW THERE'S A LOVELY SIGHT. NOTHING LIKE RACING ON ME HOME TURF!



HEY MAN. THEY TELL ME YOU'RE PRETTY GOOD. DON'T YOU KNOW YOU'RE IN MY NEIGHBORHOOD?

MANHATTAN:

A climate shift has turned Manhattan Island and the rest of New York tropical. Old concrete buildings have been literally torn apart by the encroaching undergrowth and now the resilient Plas-Steel towers rise up through a jungle canopy that leaves the streets below dark and humid. Yet the city has not lost any of its bustle or vibrancy. As far as the Pro-Tour goes, the sheer density of the city always makes for interesting and dangerous competitions.

Be warned!



TOKYO:

Ariel Tokyo, the star of the east, hangs effortlessly above the Pacific Ocean and what is left of the island of Japan. The powerbase for Jugaku, Tokyo is of course the governmental center for the entire OWC. More importantly (at least for the general public), Tokyo is the home of the Pro-Tour.



I RETURN HERE. ALWAYS A WINNER. AND WHAT ARE YOU HERE?

TRACK OBJECTS

Scattered around the race worlds of TrickStyle are many objects and pieces of terrain that you will have to learn to use or avoid if you plan to get all the way to the Tokyo Velodrome. Below you will find descriptions of some of the more common. Ignore them at your own peril!



SPEEDPADS

Speedpads are scattered liberally around some of the tracks. Using them accelerates you to quite ludicrous speeds, which can easily mean the difference between winning and losing. One note of warning: make sure you can handle your board properly before using them, as more than one Pro-Tourer has ended up embedded in a wall after jumping onto a row of these!



MAGNORAILS

Magnorails are a spin-off of the gravitic-drive technology that powers the hoverboards. They actually create small gravity wells along their length, so you can orientate to the rail rather than the earth. These glowing rails can be found around the tracks and offer alternative routes that would be otherwise impossible. One thing to remember is that because the rails' gravity wells are fairly localized, you have to stay close to the rail (drop into a stalled Luge and steer towards them) to attach to them. Once attached you are on them until the end of the line, so make sure you know where the rail is headed!



HOOPS

Used in the Velodrome and Mini Game challenges, these act as check-points. Normally orange they change color to show you the next one you are required to pass through (next is always green).



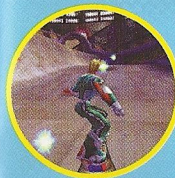
SPEED HOOPS

Speed hoops look very similar to standard hoops but they have one big difference: they use the same technology as the speed pads. Passing through them will propel you forwards at breakneck speeds. Unlike Speedpads, however, these can be placed in the air and at all sorts of angles, meaning they often lead to shortcuts that other methods would not allow. One other point of note is that they are often placed surrounding Magnorails, which means that you can be continuously accelerated along the frictionless rails.



VEHICLES

Due to the urban nature of the tracks, you have to watch out for the inhabitants of the cities. It is not uncommon for competitors to have to Luge under trucks and jump over cars... Just expect the unexpected.



SESSION GLOBES

These come in two varieties, switchable and collectable, in either case all you need to now is that you have to ride over them.



TIME PICKUPS

Essential for many of the training sessions, these increase the time remaining on the clock, they come in two varieties; your average everyday 5 second and your 'to be treasured' ten second. To grab them just ride over them.





VELOCITY MOVE POWERUPS

These hard to reach globes give you and your board that little bit extra just when you need it. Get hold of one of these activate it, grab some air and watch your speed and stunt score rocket as your opponents frantically try to get out of your way. Using a Velocity move in the right place can make all the difference. Be cautious however your opponents are going to want to take this baby out of your hands. Press any **LEFT TRIGGER** and any **STUNT CONTROL** to activate.

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The Renderware team
Wives and girlfriends for putting up with the late nights and weekends away.

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