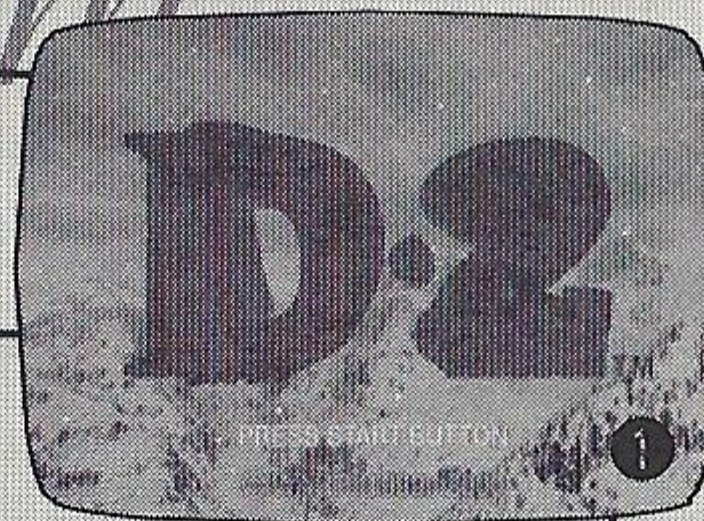


 Dreamcast™

DD:2™



51036



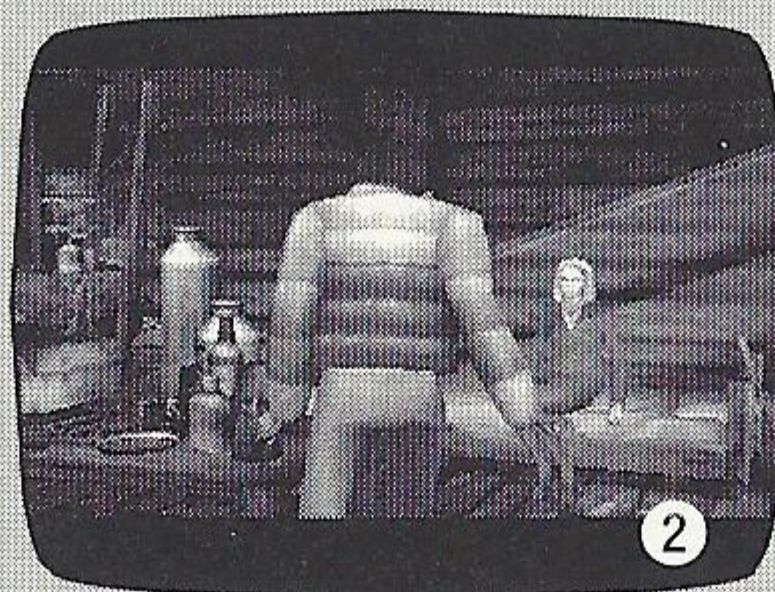
From the Title Screen it is possible to select "Opening Movie," "Load Game" and "Options."

Place Disc 1 into the Dreamcast console. As progress is made in the game it will be necessary to change discs. Once the Title Screen ① appears, use the Analog Thumb Pad to select "Opening Movie" and press the **A** Button, then insert Disc 4 to display the opening movie. Game play will commence once the opening movie has finished.

The game starts as the heroine, Laura, opens her eyes in a small mountain cabin. The first Full Motion Animation (FMA) Movie is played. Once this is finished, you will control Laura throughout the game. FMA Movies appear during the game to show important events. During a FMA Movie, the images shown progress automatically and will be shown in letterbox format ②.

While it is not possible to control Laura during a FMA Movie, they are important as they show the development

of the story. After viewing a FMA Movie once, press the **B** Button if it is displayed again to skip the FMA Movie. (Without having previously viewed



the FMA Movie, rapidly press the **B** Button twice to skip it. It is recommended for those playing for the first time however to view all the FMA Movies.)

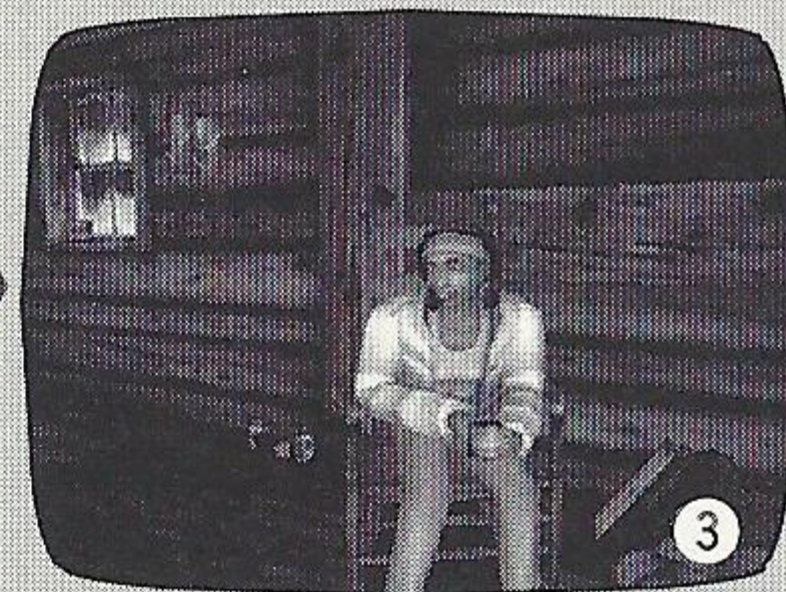
When the game screen returns to normal size and the camera perspective switches to first-person ③, Laura is able move freely.

As Laura, you can now venture out and explore the

Select "Load Game" to load a saved game. Select "Options" to adjust the game options.

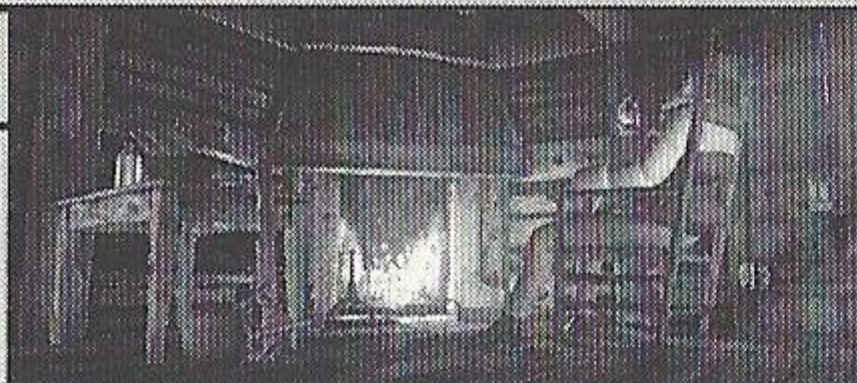
snow-covered mountain landscape.

In D2, the **A** Button is the

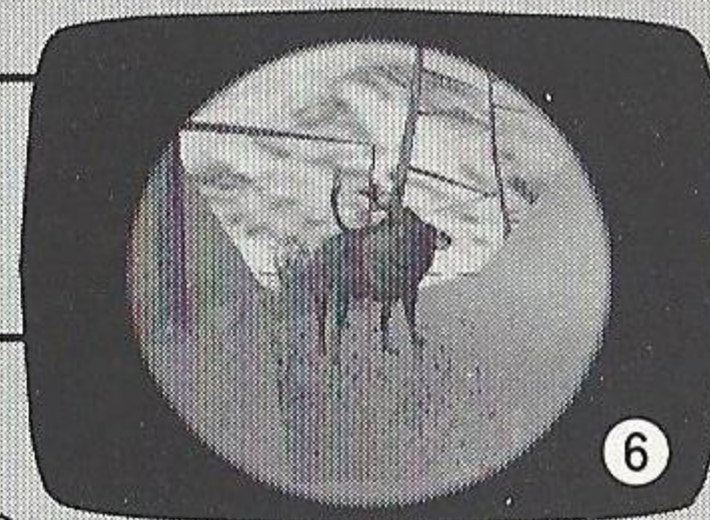


"Action Button." Press the **A** Button when you wish to open a door, move something, etc.

Use the Analog Thumb Pad to move Laura in the direction entered. Press the **B** Button to cancel or to return to the previous screen. These button functions are used throughout the game.



It is possible to hunt and take photographs.



The game begins from inside the mountain cabin. Indoors, it is possible to talk to various people, collect items, sleep on the bed to recover Hit Points (H.P.) and take photos. There are also many clues with which to solve the game's puzzles. It is important to carefully check around as much as possible.

Going outside the cabin will bring Laura into a large outdoors area known as the field ④.

There, Laura is able to move, walk around and run with the same level of freedom as in real life.

Sometimes there will be an item lying in the snow, as you move close to it, the view changes, indicating you can pick it up. These items will come in handy. Once Laura is able to use the snowmobile ⑤, movement outside will not only be



quicker but exhilarating. Laura will automatically dismount when she confronts monsters.

Indoors, Laura is safe, however in the field, she will encounter monsters. When attacked by monsters, the Battle Screen will appear and Laura must use her weapons to fight. Defeat enemies and earn experience points to level up. Leveling up raises both Laura's physical strength (H.P.) and skill level. During a battle, if Laura's level of H.P. falls to zero, the game is over and you'll have to start from the last saved point.

When the level of remaining H.P. is low, recover H.P. by using the First Aid Spray, sleeping in beds or eating meat. Meat can be collected by hunting animals with the Rifle. When an animal is sighted, select the Rifle and your view will change ⑥.

Shoot the animal to collect meat.

It is also possible to take photographs. Select the Camera, aim and press the **A** Button. You can save a caption for each photograph. When a beautiful landscape or animal you would like to keep a record of appears, take some snapshots.

When Laura finds a new building, enter it and search. She may find important items and clues. Sometimes Laura will encounter locked doors. When this happens she will need to find a key from somewhere to open the door.



6

4

5

INSIDE OF BUILDINGS

② CABINET

Stand in front of the cabinet and press the **A** Button to open it. There may be some useful items inside.

① BED

Press the **A** Button to sleep in the bed and recover H.P.

③ TABLE

Approach the table. If there is an item, press the **A** Button to pick it up. Press the **Y** Button to look around - there may be other items scattered about.

④ OTHER PEOPLE

Kimberly moves around the room. There are times when she will be walking or making coffee etc. Approach her and press the **A** Button to speak.

⑤ FIREPLACE

A warm fireplace. It is not possible to approach the fireplace.

⑥ DOOR

Approach the door and press the **A** Button or the Analog Thumb Pad to go outside.

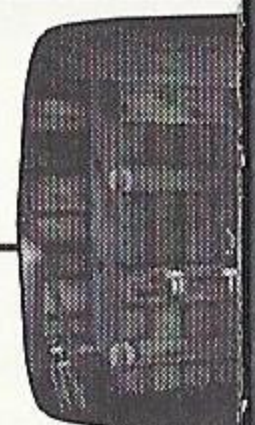
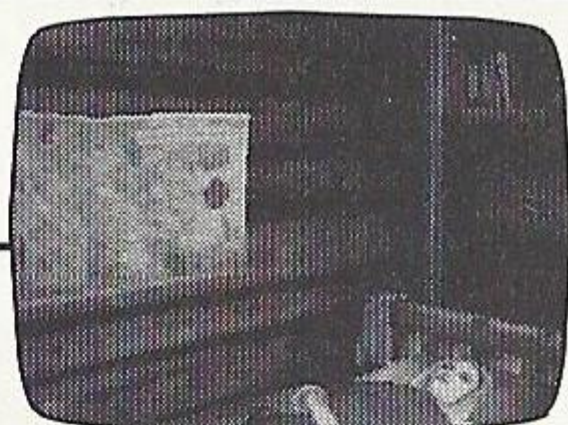
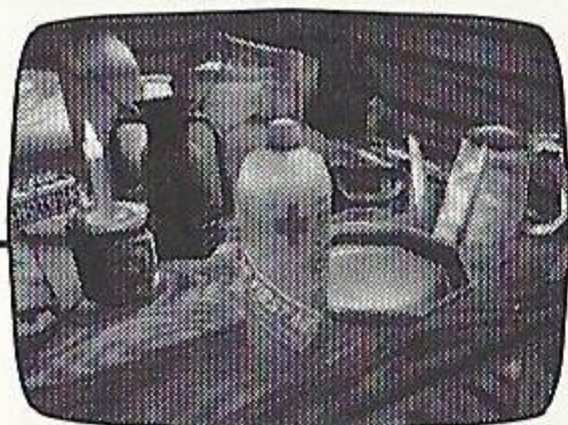


Locate an item and press the **A** Button

Talk with other characters

Recover H.P.

Go outside



Approach the door and press the **A** Button or the Analog Thumb Pad to go outside.

Indoors, it is only possible to move to a fixed number of points. View the diagram to the left, to see the points Laura can move to. The arrows represent Laura's possible path of movement. It is not possible to move to areas outside of those specified on the diagram.

Use the Analog Thumb Pad  to advance while indoors. Press the Analog Thumb Pad   to turn in the corresponding direction. When Laura finds an item, press the **A** Button to pick it up. Use the Analog Thumb

Pad while pressing the **Y** Button to look around. You may find items that were not previously visible. When such an item is found, the camera will automatically zoom in on the item. After this, press the **A** Button to acquire the item. It is best to look around from every point available.

When there is another person in the room, move in front of them and press the **A** Button to talk. You may learn some important information or hints.

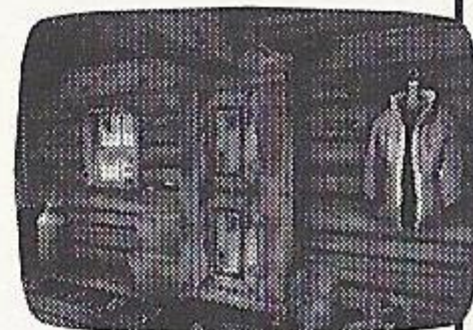
Apart from picking up items, it is possible to take photos of the room and people. Select the Camera, use the Analog Thumb Pad to aim

and press the **A** Button to take a picture. Save photos on a memory card and you will be able to add captions and paste them in a photo album.

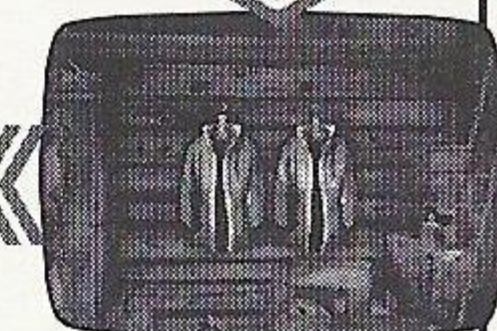
Sleep in the bed and Laura will recover the maximum amount of H.P. Move close to the bed and press the **A** Button to sleep.

Move to the door and press the **A** Button to go outside.

Use the Analog Thumb Pad while pressing the **Y** Button to look around



Press the **A** Button The camera will zoom



Once outside of the cabin, Laura will enter a large open area (the field).

Just like in the real world, the position of the sun changes with time. It is roughly possible to tell the position of the sun by looking at shadows.

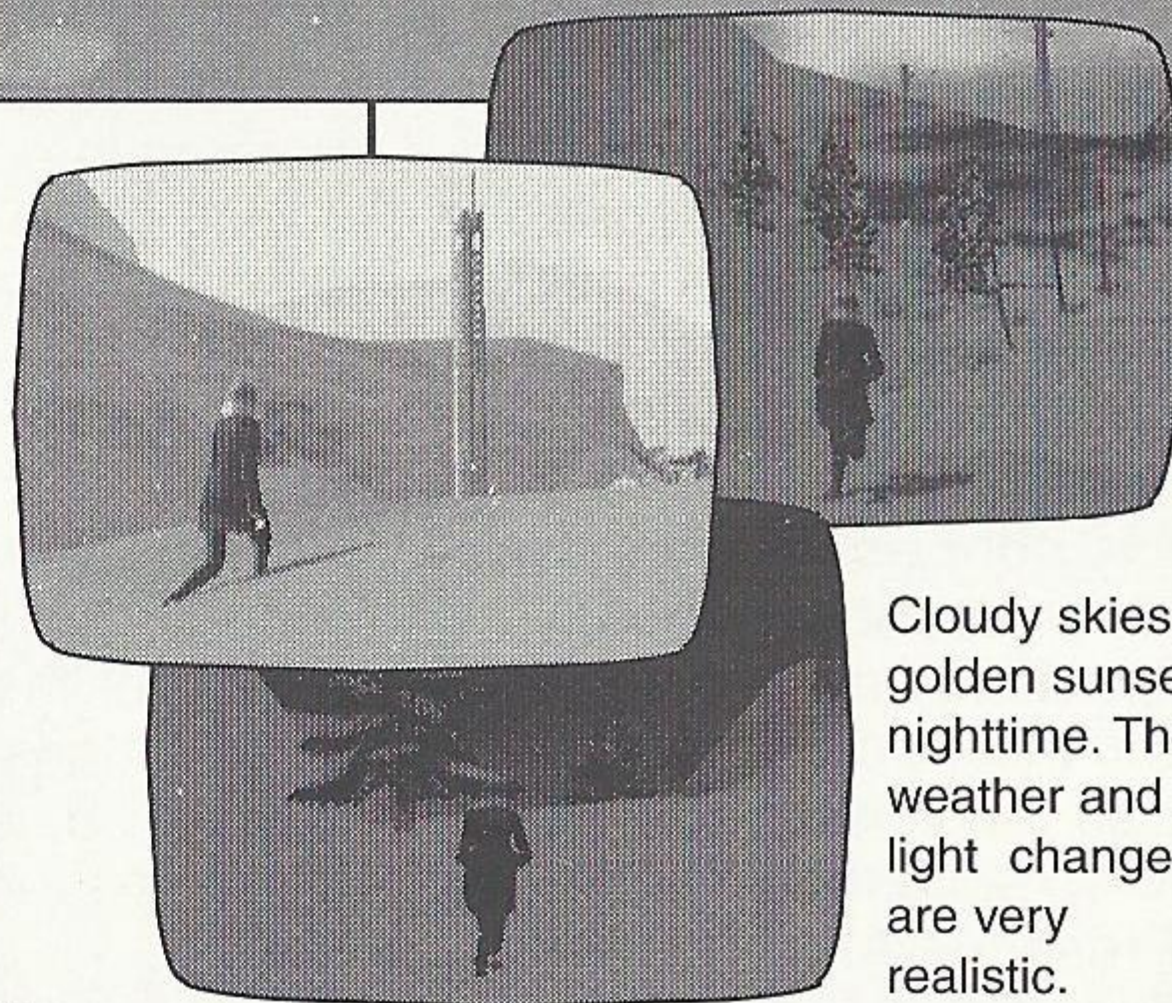
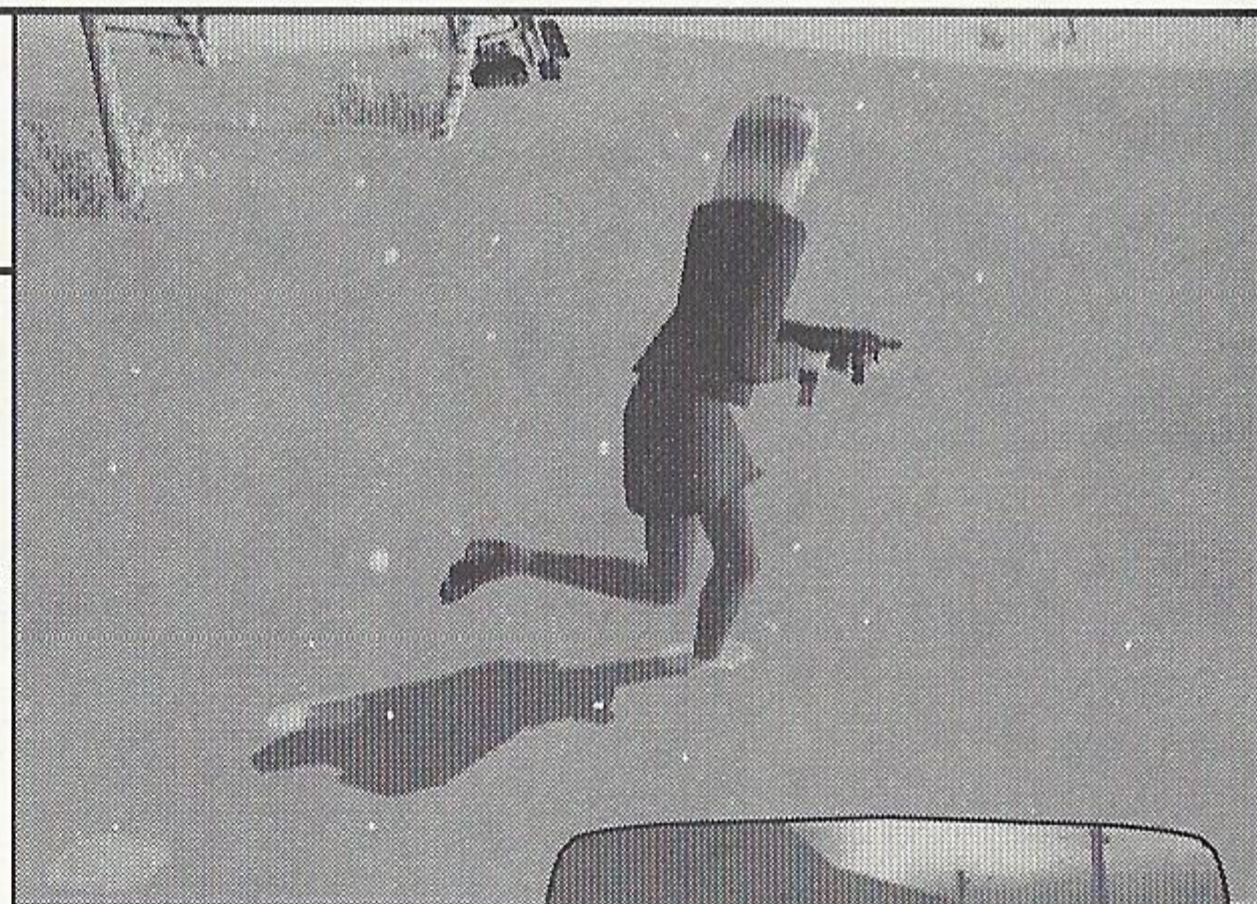
Unlike indoors, in the field, it is possible to move with total freedom. Using the compass displayed on the screen of the Visual Memory Unit and the map, Laura can determine her current position.

While moving, Laura is displayed on-screen from the 3rd person perspective. Use the Analog Thumb Pad  to walk forward. Use the Analog Thumb Pad   to change direction. Laura can also run: use the Analog Thumb Pad  and press down fully to run.

Use the Analog Thumb Pad  and press fully to face

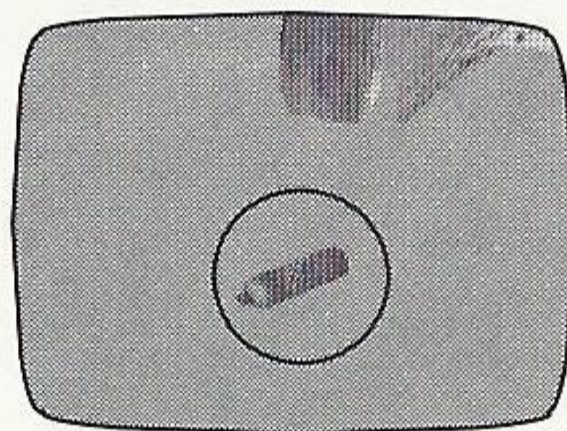
the opposite direction. Use the Analog Thumb Pad  and press lightly to walk backwards. Laura can look around her surrounding area. Use the Analog Thumb Pad while pressing the  Button to view the surrounding area.

There are many items scattered about the snow. Upon locating an item, move close to it and Laura will automatically zoom in on it.



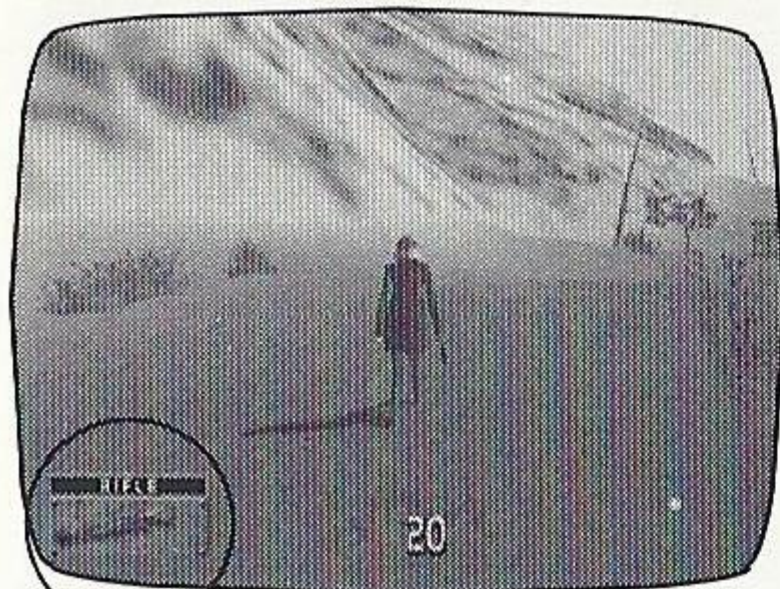
Cloudy skies, golden sunsets, nighttime. The weather and light changes are very realistic.

Press the  Button to pick the item up.

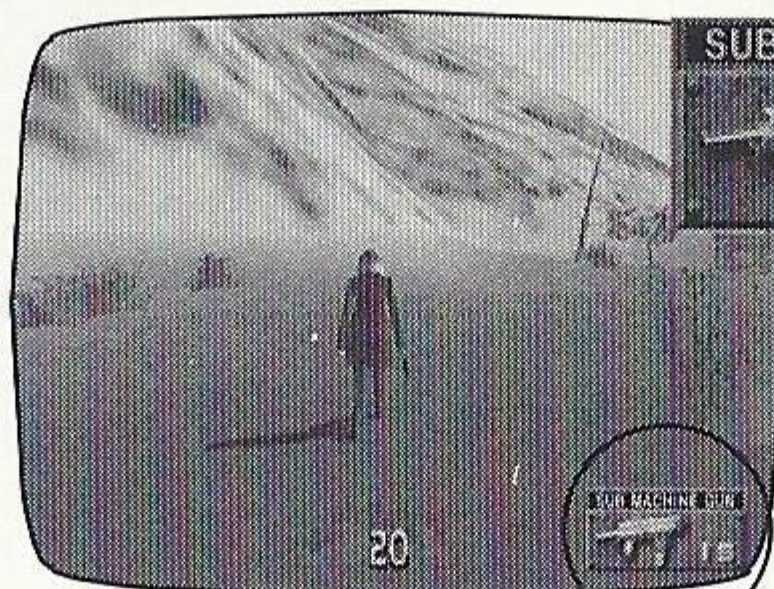




Meat is kept inside the Portable Cooker. Select the Portable Cooker and the Meat icon will be displayed. Press the **A** Button again to eat the meat and recover H.P. The amount of meat in stock is displayed on the Meat icon.



Press the Trigger **L** to display the Item Window.



Press the Trigger **R** to display the Weapon Window.



When the counter reaches 0, a new magazine will be automatically loaded

right of the screen. The Weapon Window will display the remaining amount of ammunition for each weapon as they are displayed.

Once the Weapon Window is displayed, use the Analog Thumb Pad **◀ ▶** to select a weapon and press the **A** Button to use it. Try to select the weapon you wish to use before monsters appear.

While in the field, press the Trigger **L** to display the Item Window in the bottom left of the screen. In the bottom center of the screen is the Health Gauge. Once the Item Window is displayed, use the Analog Thumb Pad **◀ ▶** to select an item and press the **A** Button to use it. A number will appear beside each item showing the amount in stock (if there is only a single item then no number will be displayed.)

The Health Gauge represents numerically and by color, the amount of remaining H.P. At the

maximum amount, the gauge is red. As Laura is hit, the gauge color will change color. When she has close to zero H.P., the gauge will turn green. If the number of H.P. falls to zero, the game is over.

When H.P. is close to zero, Laura can recover by using the First Aid Spray, or by selecting the meat contained within the Portable Cooker.

Press the Trigger **R** to display the Weapon Window at the bottom



PHOTO & HUNTING

A Caribou! Press the Trigger **L** and select the Rifle

The setting for this game is Canada. In the field, Laura will encounter four different types of animal: Caribou, Moose, Hare and Snow Grouse.

Use the Rifle to hunt animals for meat (the amount of meat obtained depends on the size of the animal).

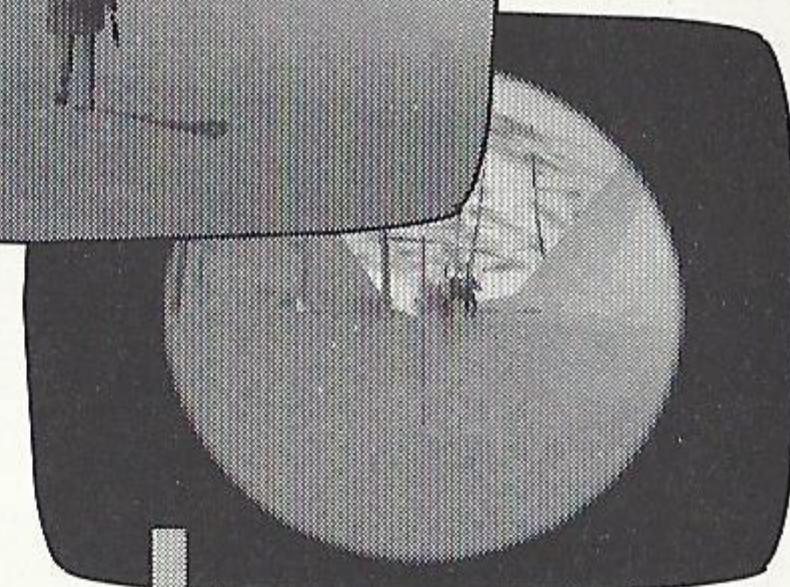
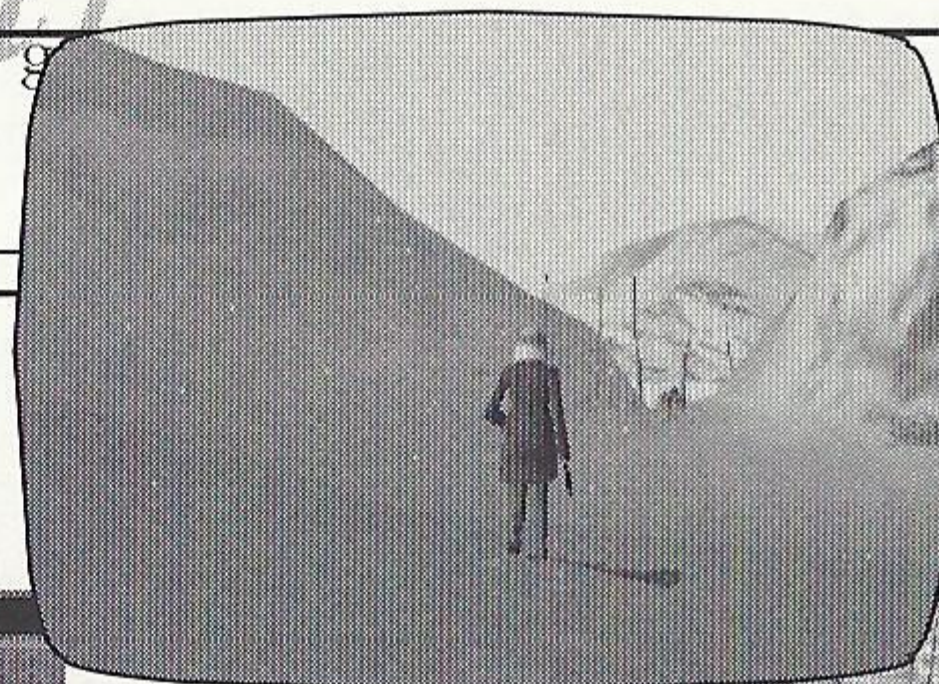
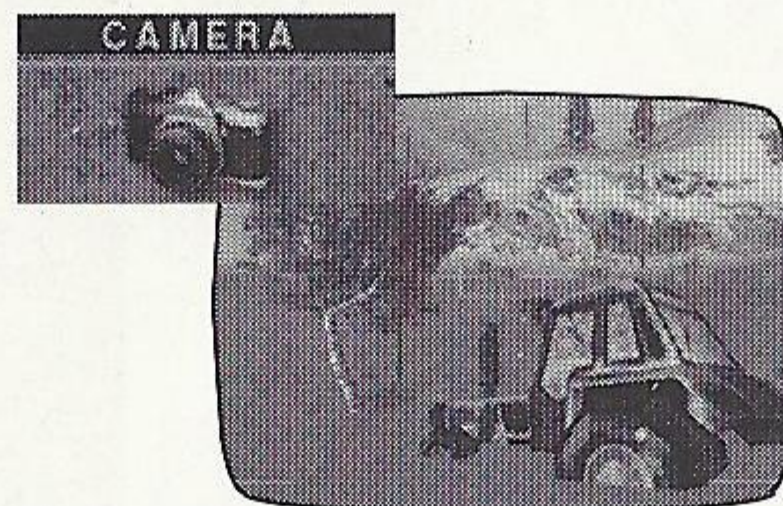
Meat will be automatically placed in the Portable Cooker. Select this item from the Item Window to recover H.P. when hurt.

Hunting results will be recorded. It is possible to view them from the Status Screen. In addition to hunting animals, it is also possible to take pictures of them. Display the Item Window and select and enter the Camera.

The Photo Screen will now be



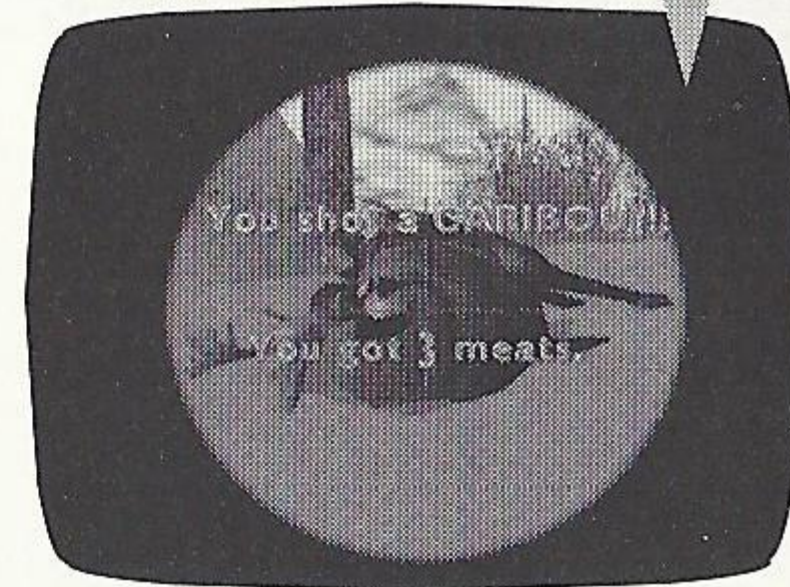
displayed. Use the Analog Thumb Pad to aim the camera, and press the **A** Button to take a picture. Press the **B** Button to cancel and return to the field. It is possible to view the photo and add a caption from the Status Screen.



Press the Trigger **R** to zoom



Position the crosshairs over the animal, press the **A** Button to shoot



A hit! 3 pieces of meat acquired. Press the **B** Button to return to the field

Select the Camera from the Item Window. Like a normal camera, use the viewfinder and aim. Press the **A** Button to take a picture. Press Trigger **L/R** to zoom.

SNOWMOBILE

Approach the Snowmobile and press the **A** Button to ride



reverse the direction of the snowmobile.

To dismount, press the Trigger **L** until the Snowmobile

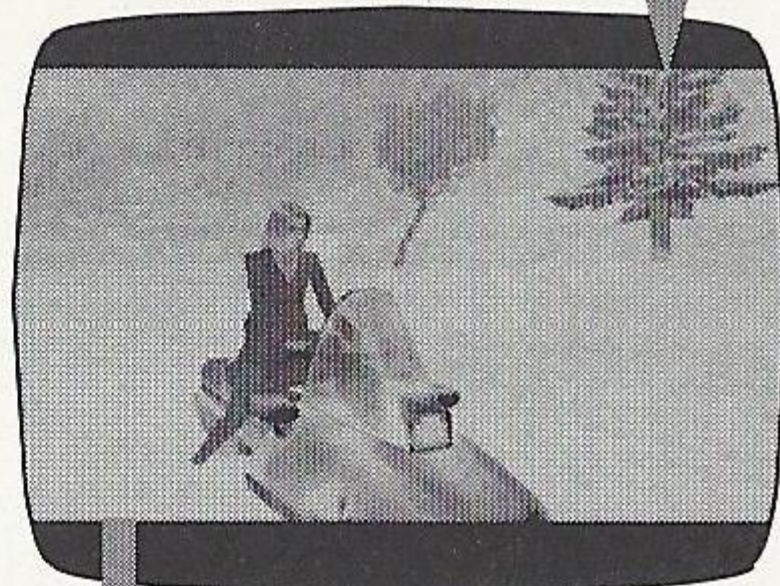
comes to a complete halt then press the **A** Button. A FMA Movie will play, then Laura will be back in the field. The **B** Button is not used.

If Laura falls off after a collision, a FMA Movie will play and she will need to get back on the Snowmobile.

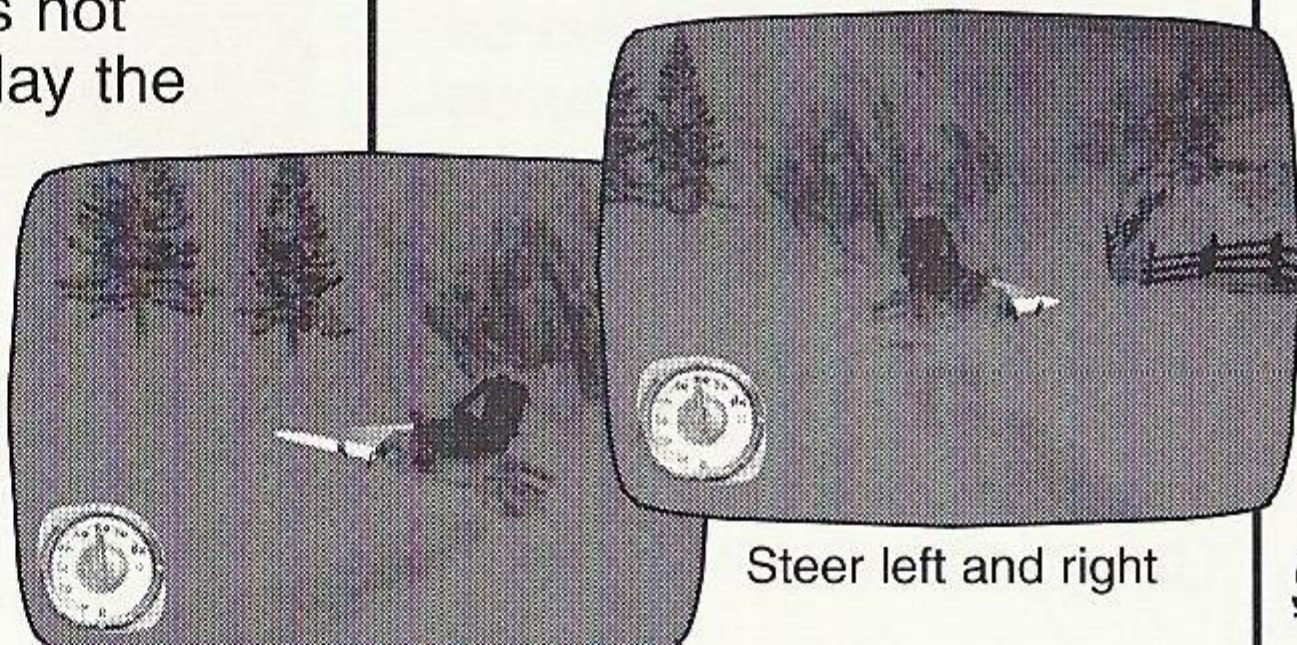
The speedometer is displayed in the bottom left corner of the screen. While riding the Snowmobile it is not possible to display the Status Screen. To view the Status Screen, Laura must first dismount the Snowmobile.



Ride the Snowmobile



Press the Trigger **R** to accelerate



Steer left and right

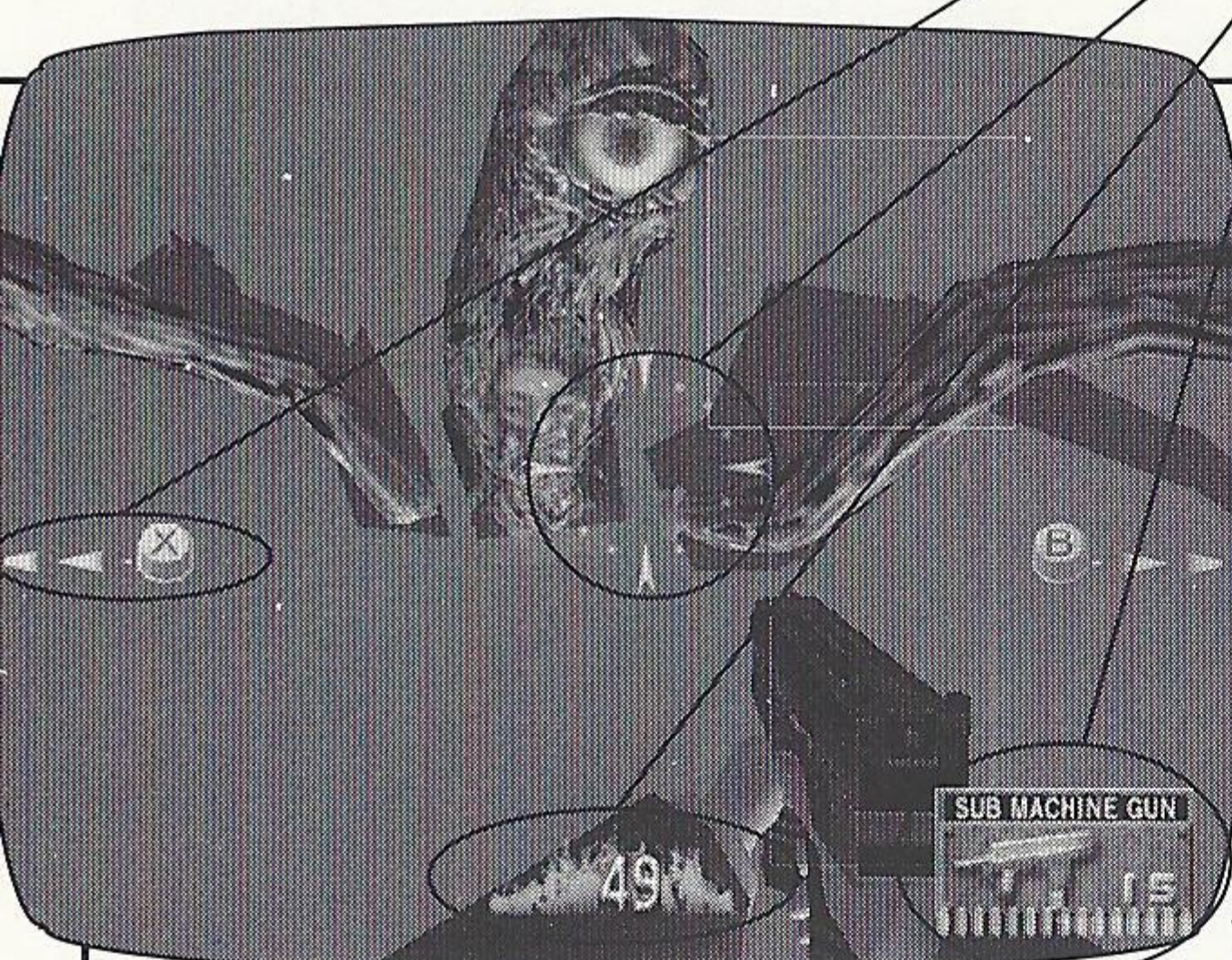
Once Laura has obtained gasoline, she will be able to use the Snowmobile.

To ride the Snowmobile, approach it and press the **A** Button.

While riding, press the Trigger **R** to accelerate and the Trigger **L** to brake. Use the Analog Thumb Pad **←→** to steer. Use the Analog Thumb Pad **↑↓** and Laura will lean forward or backward, altering the Snowmobile's center of gravity. This is a useful technique for cornering and speeding up. Try experimenting with the controls.

Press the **Y** Button to

IN THE BATTLE



Monster Off-screen: face the monsters!

Crosshair: turns red if aimed at the monster's weak point

Health gauge: displayed during battles

Weapon Window: press the Trigger **R**

(human blood) to green (monster blood), as Laura is hit by the monsters. The numerical value of the Health Gauge represents the remaining number of H.P.

When the Health Gauge reaches to zero, the game is over and Laura will return to the last previously saved point.

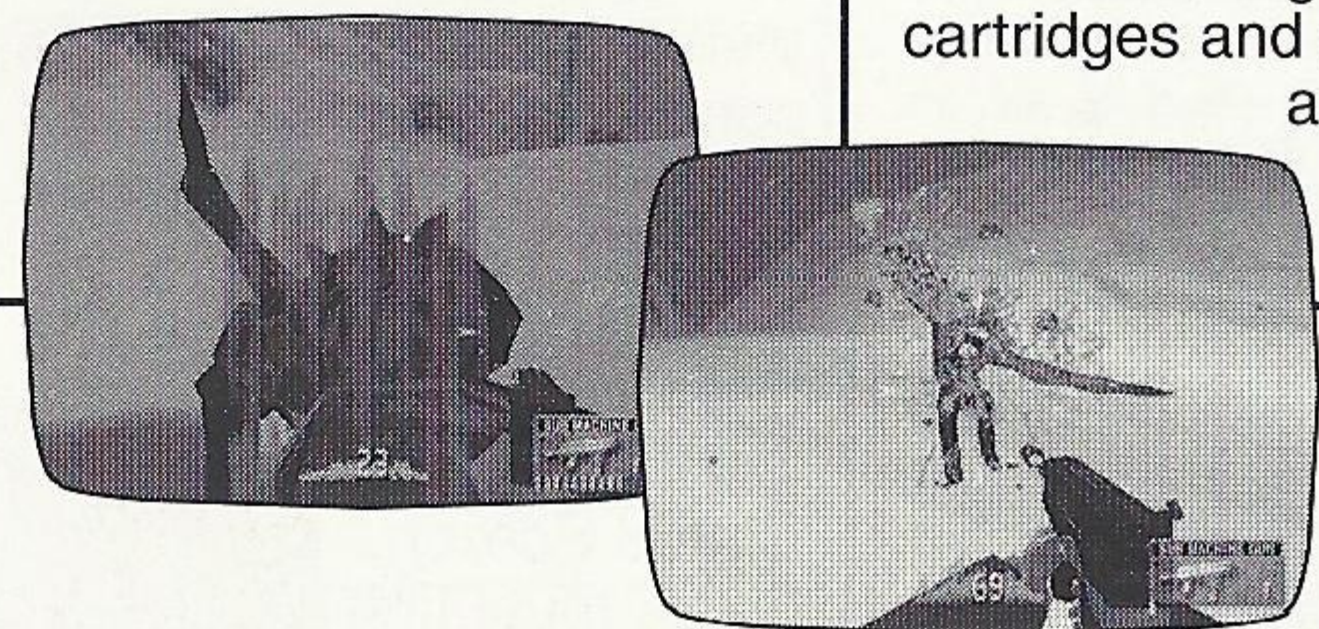
When the number of H.P. remaining becomes low, Laura can use either the First Aid Spray (its effectiveness depends on the color of the can – red, yellow or green) or by using the meat in the Portable Cooker. Press the Trigger **L** to display the Item Window, the battle will pause and it will be possible to select an item.

It is also possible to change weapons during a battle. Press the Trigger **R** to display the Weapon Window, the battle will pause it will be possible to select a weapon. The machine gun uses cartridges and reloads automatically.

When Laura encounters monsters in the field, the Battle Screen will be displayed and a battle will commence.

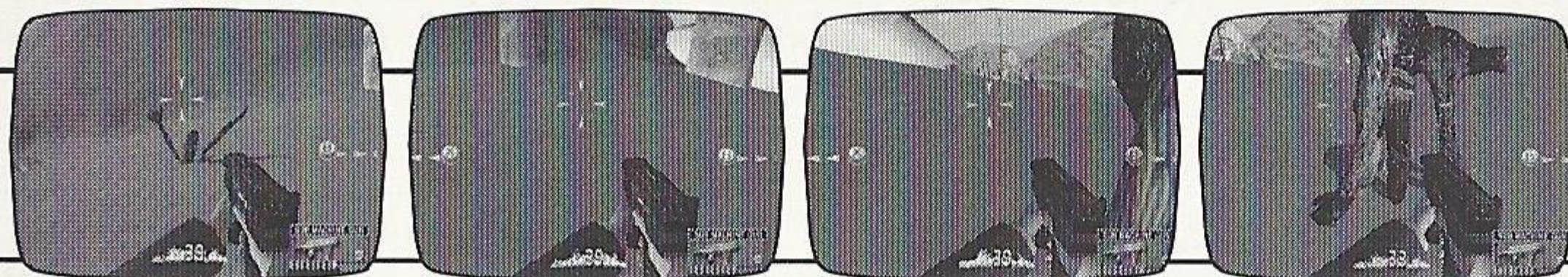
Use the Analog Thumb Pad to aim and press the **A** Button to shoot. For weapons like the machine gun, hold down on the **A** Button for continuous fire. For single shot weapons like the shotgun, press the **A** Button once to fire one shot.

The color of the Health Gauge changes from red



The health gauge measures the change in Laura. The color starts off red (human blood) and as Laura is hit changes from yellow to green (monster blood).

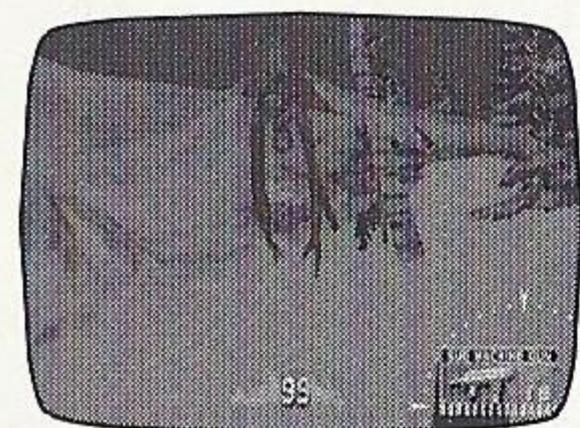




Follow the instructions on screen to face the enemy. When the arrows are red, the enemy is attacking!

While the machine gun is reloading, it will not be possible to shoot. Press the **Y** Button to reload manually and minimize damage from attacks while reloading.

There are many different types of monsters: humanoid, four legged, burrowing and flying. Each weapon's effectiveness depends on the type of

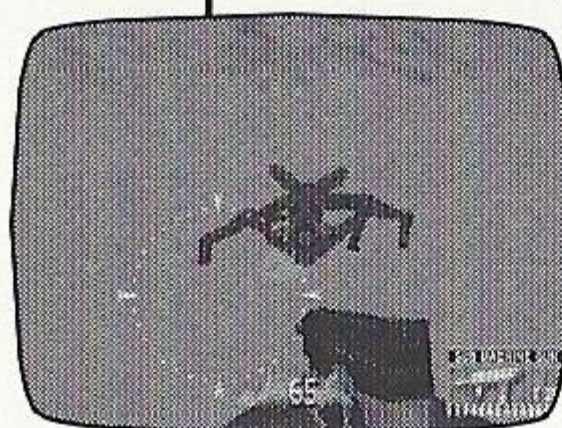


monster. It also depends on whether there are single or multiple enemies. It is beneficial to learn which weapons are effective in which situation as quickly as possible.

Find each monster's weak point to ensure victory. The monster's weak point is the area when the weapon crosshairs turn red.

During the game, Laura will encounter bosses at important points in the story. These 'Boss' monsters will take little to no damage if not hit in their weak point.

While monsters are off-screen the **X/B** Button symbols will appear to indicate their position. When the blue **B** Button symbol appears, a monster is to the right of Laura. Press the **B** Button to face the monster.



Likewise, when the yellow **X** Button symbol appears, a monster is to the left of Laura. Press the **X** Button to face the monster.

When the **X/B** Button symbols displayed on-screen turn red, this indicates the monster is attacking from off-screen.

After winning a battle, Laura will receive experience

Press the **B** Button to face the enemy on the right



Press the **X** Button to face the enemy on the left



points. The amount of points received is based upon the difficulty of the battle. The number of points received will be displayed on the Experience Screen. Press the **A/B** Button to return to the field.



After earning a fixed number of experience points, Laura's level will go up. Her Max H.P. will increase as will her level of skill in battle. The more battles Laura fights, the stronger she becomes!

CONTROLLER

To return to the Title Screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons on the Dreamcast Controller. Never touch the Analog Thumb Pad or Triggers **L/R** while turning the Dreamcast power ON.

MEMORY CARD

D•2, is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. With this game, 7 blocks are needed to save game files. Saving picture files takes approximately 4-10 blocks per picture. While saving or loading game files, never turn the Dreamcast power OFF or remove the memory card, controller or other peripheral devices.

ANALOG THUMB PAD/DIRECTIONAL PAD*

Move: (Field, Indoors)
Item Search: while holding the **Y** Button (Field, Indoors)
Steer Snowmobile: (Field)
Aim: (Battles, Hunting, Photos)
Select Weapon/Item: (Field, Status Screen)

*This instruction manual refers to the Analog Thumb Pad, however it is also possible to use the Directional Pad

START BUTTON

Game Start: (Title Screen)
Display Status Screen
Display Title Screen: press Start and **A** simultaneously after the ending credits

TRIGGER **R**

Display Weapon Window: (Field)
Targeting Zoom In: (Hunting, Photos)
Snowmobile: Accelerate (Field)

EXPANSION SOCKET 1

Insert a memory card.

VMU DISPLAY

Displays compass while moving in the field.

X BUTTON

Face Enemies (Right): (Battles)

Y BUTTON

Item Search: while holding the **Y** Button (Field, Indoors)

B BUTTON

Cancel
Previous Screen: (Status Screen)
Face Enemies (Left): (Battles)
Cancel FMA Movie

A BUTTON

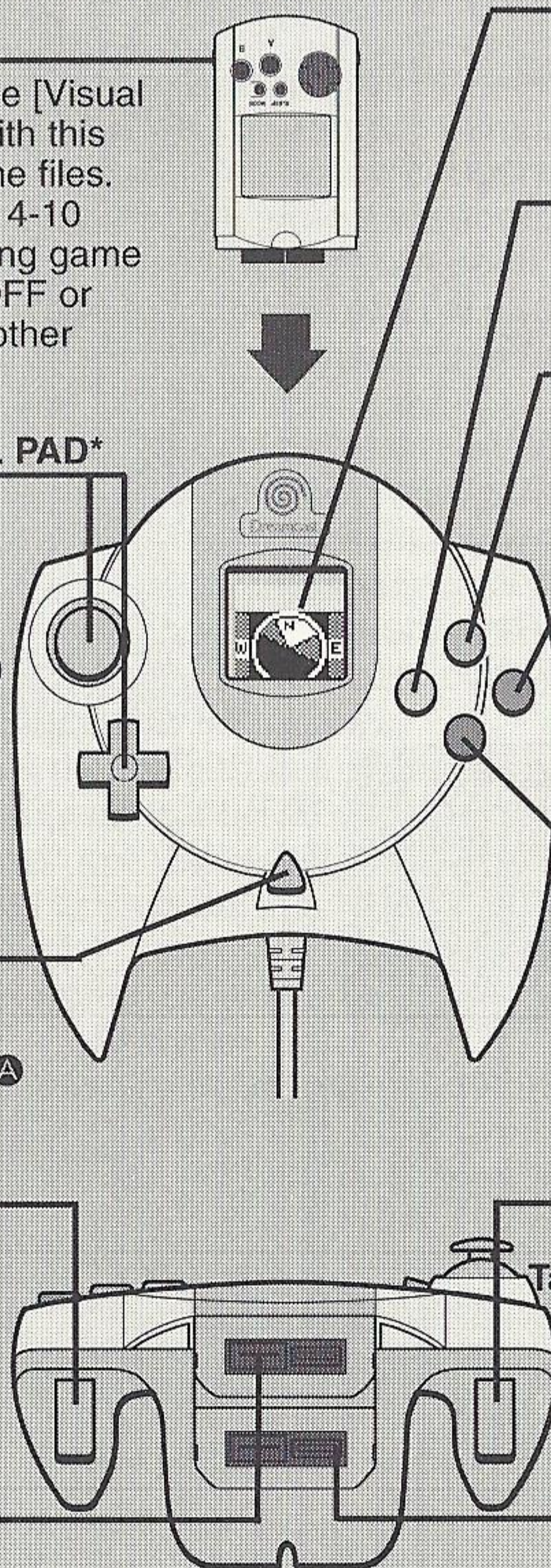
Enter Door, Talk: (Indoors)
Shoot: (Battles)
Take picture: (Photos)
Ride Snowmobile: (Field)

TRIGGER **L**

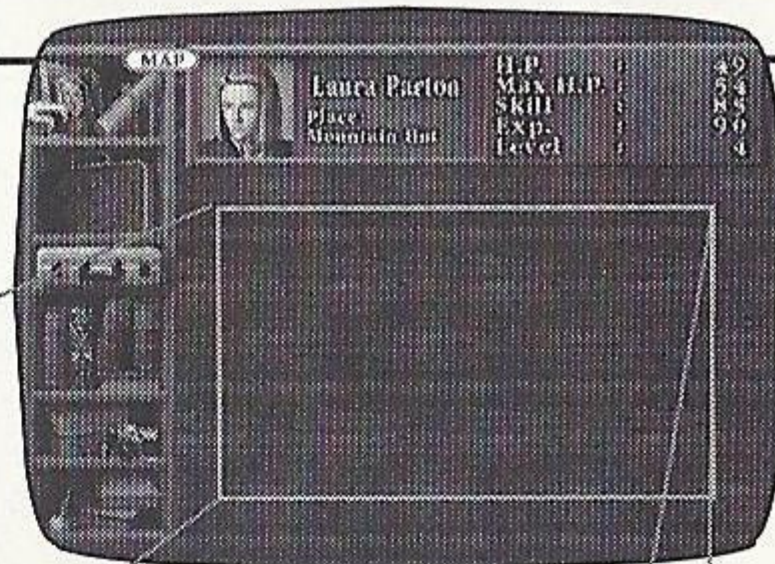
Display Item Window: (Field)
Targeting Zoom Out: (Hunting, Photos)
Snowmobile: Brake (Field)

EXPANSION SOCKET 2

Insert the Jump Pack.



STATUS SCREEN - Map



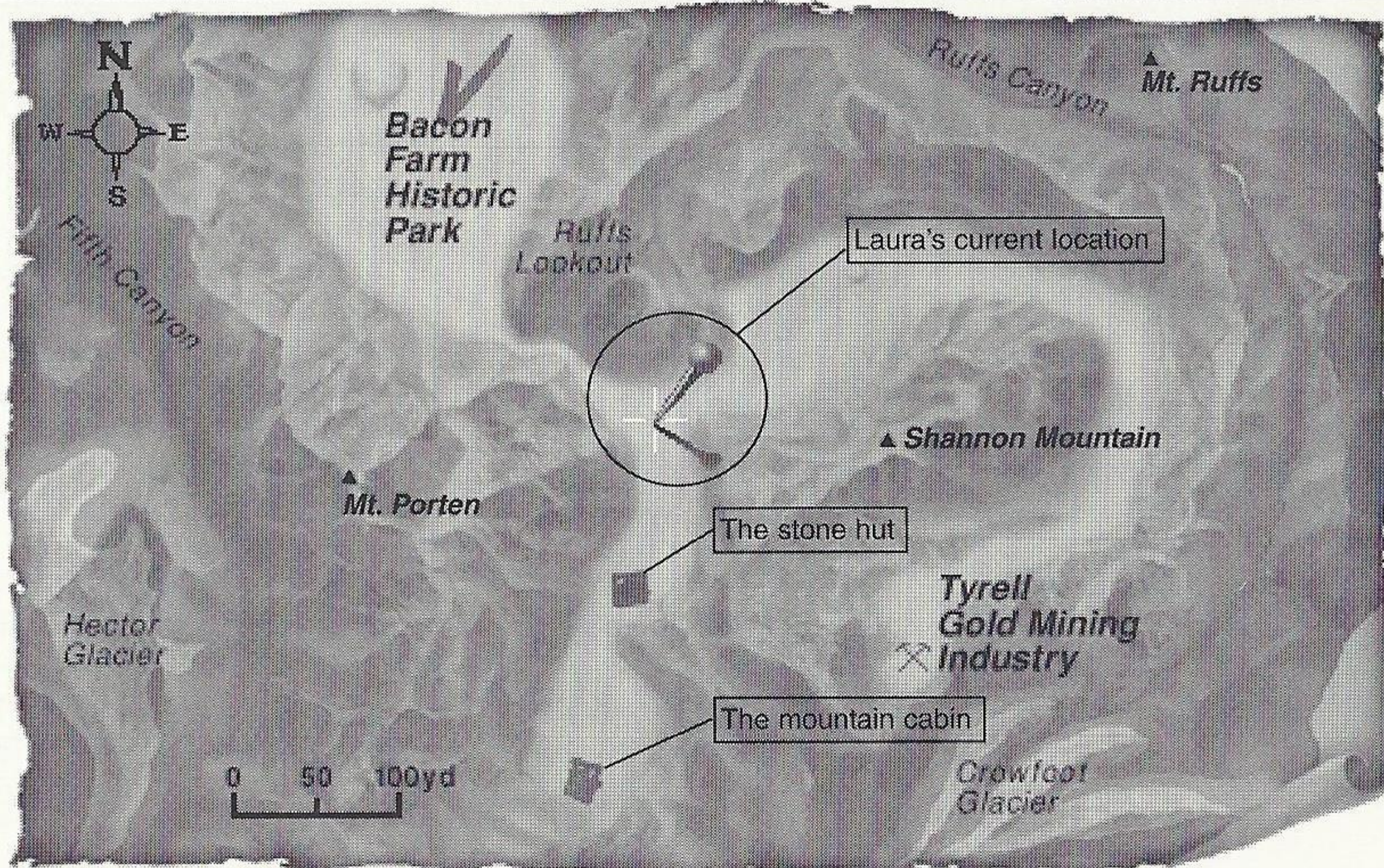
Use the Analog Thumb Pad to select the Map icon and press the **A** Button to display the map below

location. The blue pin indicates Laura's current position. The light areas of the map show where Laura is able to go. It is not possible to climb the steep slopes of the mountains.

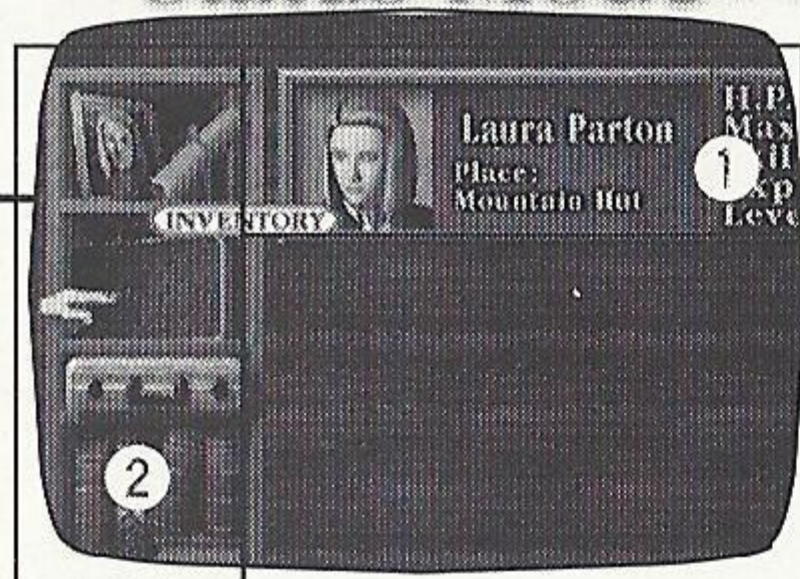
Move the cursor to display the names of important or special locations in the game.

Press the Start Button while indoors or in the field to display the Status Screen. From this screen, view information about Laura's current situation. Use the Analog Thumb Pad to select an item and press the **A** Button to enter.

When Laura has the map, select and enter the Map icon to view Laura's current



STATUS SCREEN - Inventory/Weapons/Words

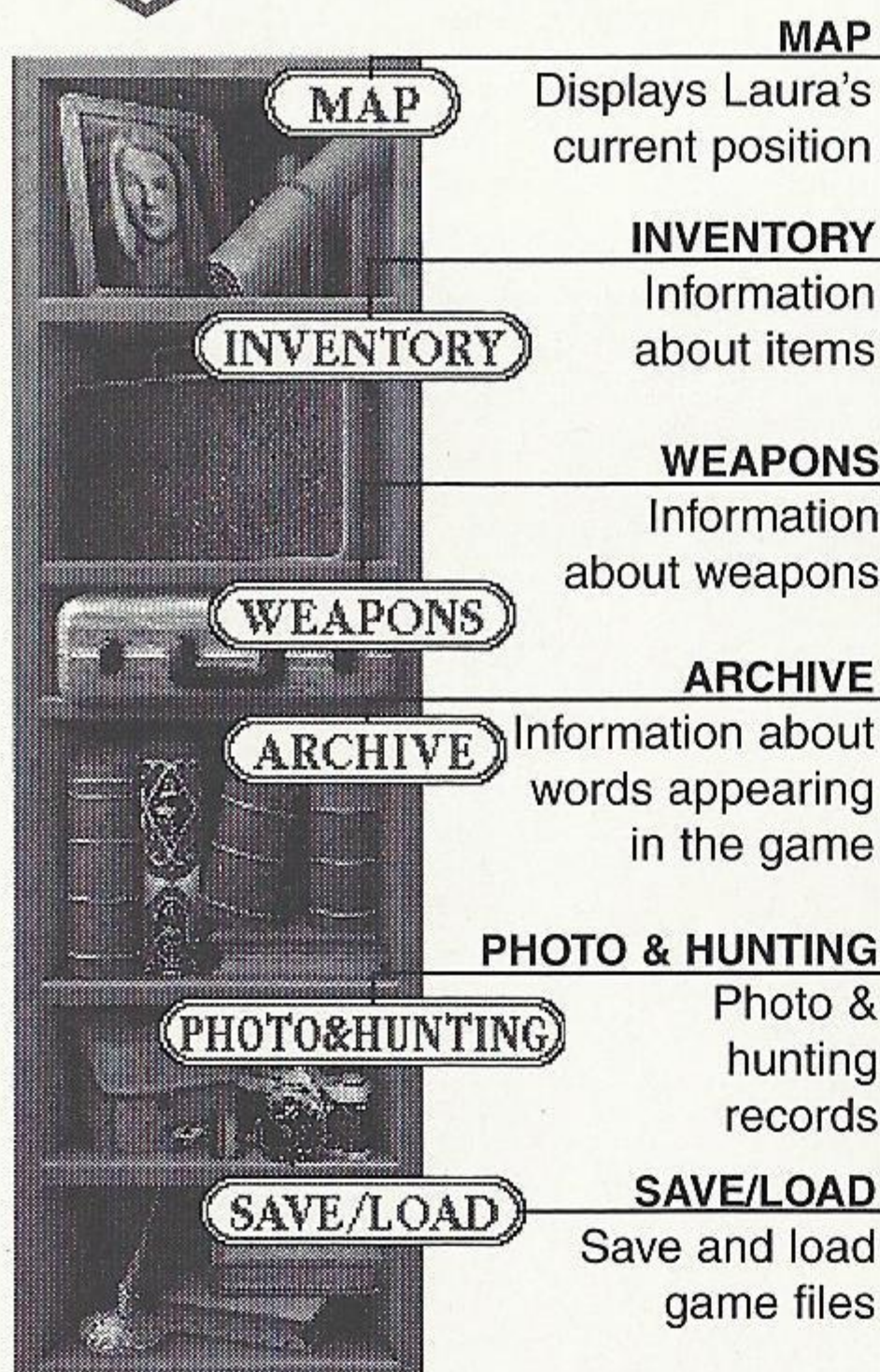


	Laura Parton		H.P.	:	52
	Place:		Max H.P.	:	68
	Mountain Hut		Skill	:	24
			Exp.	:	37
			Level	:	9

Laura Parton,
the heroine

Laura's current
location

Laura's current attributes
Laura's level can increase up to 30



From the Status Screen view information related to Laura's game progress.

① CURRENT STATUS

View information relating to Laura's current situation. Below her name is written her current location. On the right are her current attributes:

H.P.: Current hit points

Max H.P.: The maximum amount Laura's H.P. can reach at her current level

Skill: Current skill level

Exp.: Current experience

Level: Current level

The amount of Max H.P. increases with every level up. The higher the skill level, the higher the hit ratio and damage inflicted by Laura's bullets. As

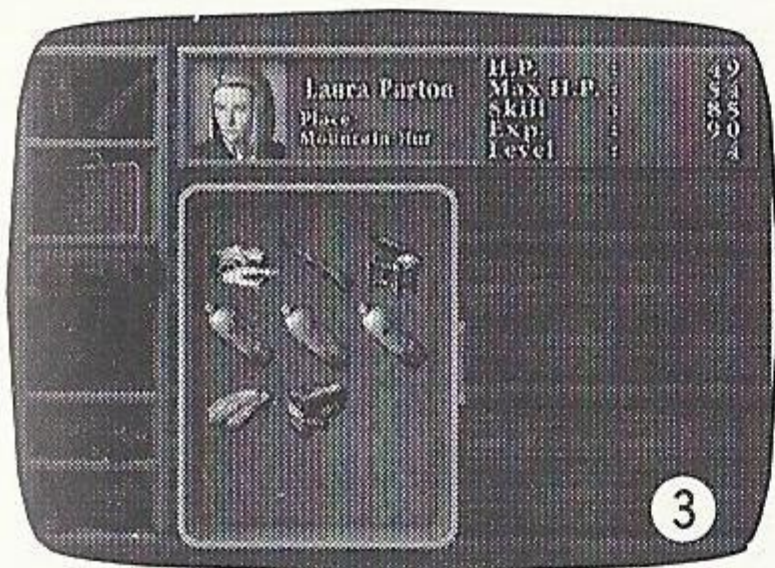
Laura gains experience, she becomes more skilled in battle.

Experience is earned after winning a battle. The amount of experience received depends on the difficulty of the battle fought. After a fixed amount of experience points have been earned, Laura will level up. The maximum level Laura can reach is thirty – after this no matter how many experience points Laura earns her level will not increase.

② STATUS ICONS

The Status icons are displayed on the left of the Status Screen. Select from the following icons: Map; Inventory; Weapons;

Use the Analog Thumb Pad to select an icon and



③ INVENTORY

Displays the items which Laura currently possesses. To receive more information about each item, use the Analog Thumb Pad to select an item and press the **A** Button to enter. Information is displayed on the right of the suitcase.

Make sure to check the information about each item as game-hints are included. Press the **B** Button to return to the Status Screen.

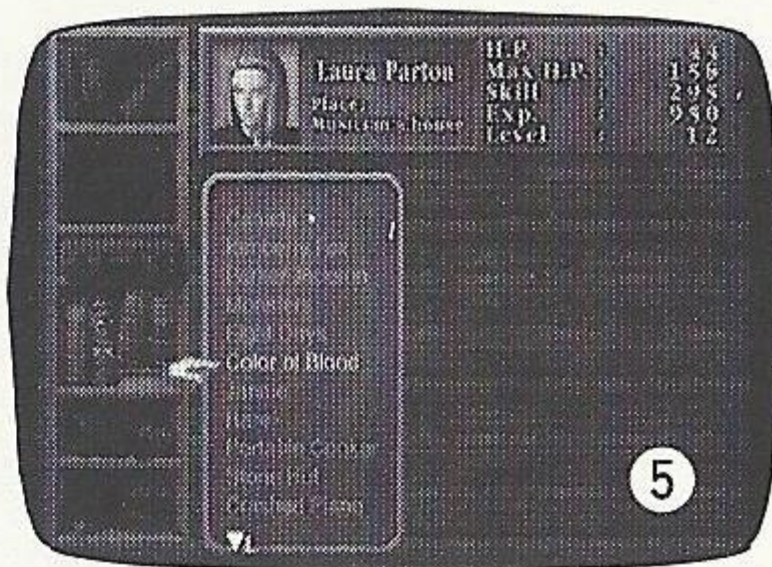
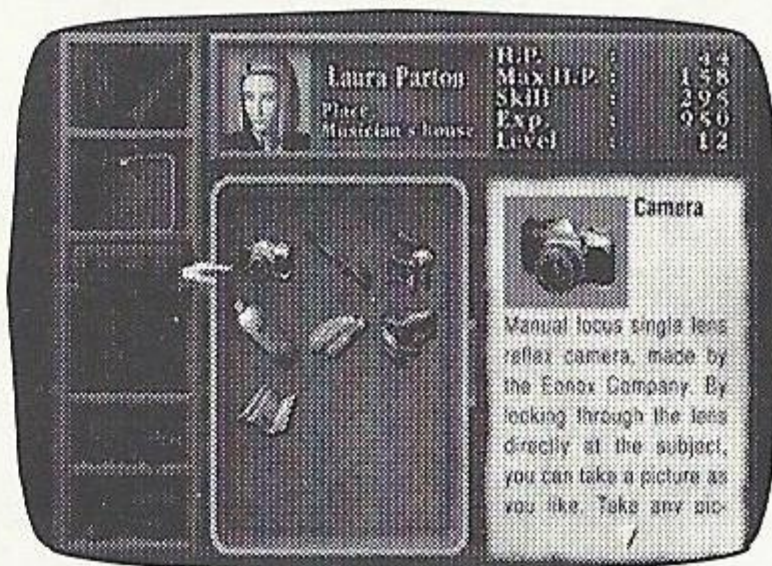
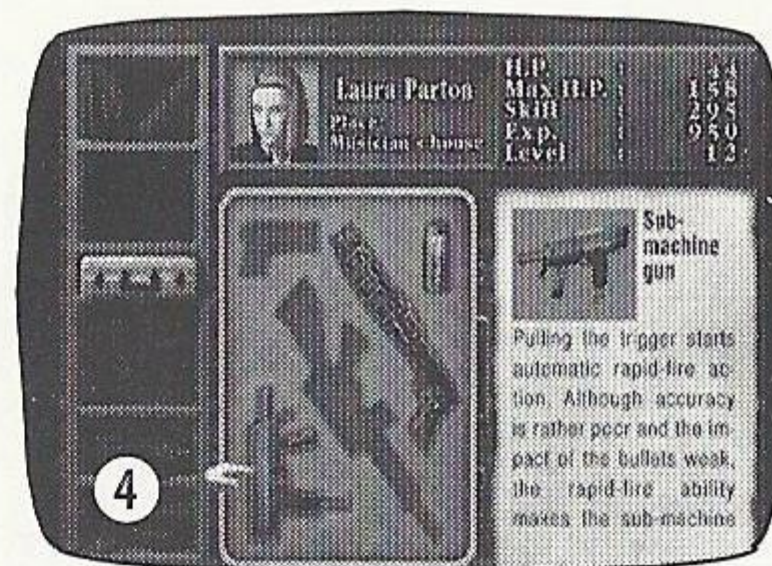
④ WEAPONS

Displays available weapons. To receive more information about each weapon, use the Analog Thumb Pad to select an weapon and press the **A** Button to enter.

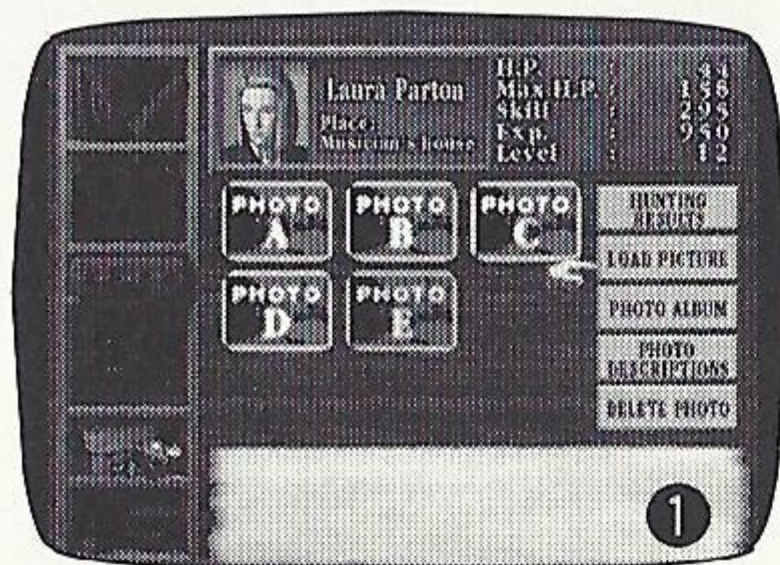
5 ARCHIVE

View words recorded from conversations during the game. Use the Analog Thumb Pad to select a word and press the **A** Button to view a detailed explanation. There are game-hints included within the explanations, so it is advisable to check as the story progresses.

There are 5 different kinds of weapon. Once a new weapon is acquired it will appear here.



STATUS SCREEN - Photo & Hunting/Save & Load



View photos taken during the game. Use the Analog Thumb Pad to select the Photo & Hunting icon and press the **A** Button to enter.

Select and enter "LOAD PICTURE" to load photo files from a memory card.

1 The photos will be displayed from A to I. It is possible to save a maximum of 9 photos on a memory card.

Compare your photos with your friends!

Upper-case	Lower-case	^	&	#		...	\$	←	→
1	2	3	4	5	6	7	8	9	0
A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z	+	-	=	%
<	>	{	}	[	]	~	/	\	^
Space	Delete	Insert	Back space	Enter	Exit				

Take photos of animals and create a photo album of animals or take portraits and make a photo album of portraits.

To view a photo, select and enter "PHOTO ALBUM," then select and enter the photo you wish to view.

2 Select and enter "PHOTO DESCRIPTIONS" to write a caption for a photo or edit existing captions. The soft-keyboard will be displayed **3**.

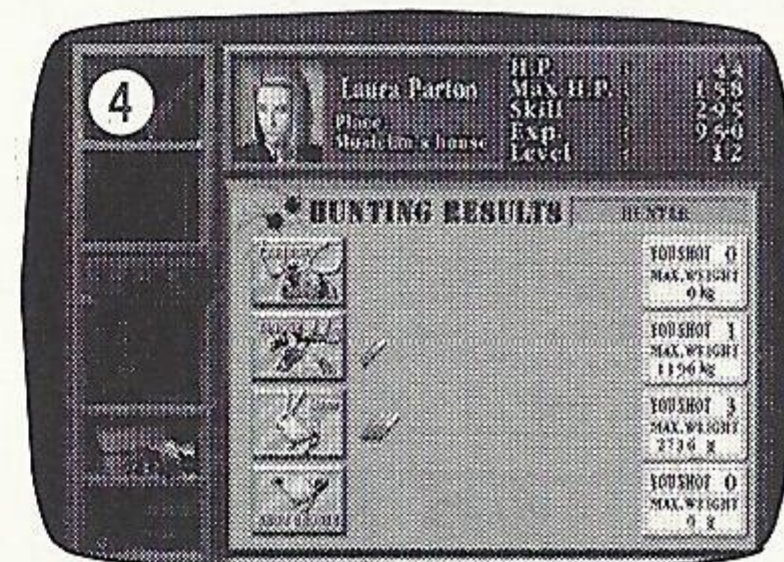


Use the Analog Thumb Pad to select a letter and press the **A** Button to enter. A caption can be up

3

to 16 letters long. It is possible to edit the caption. Select and enter the **←** and **→** arrows to move the cursor. Select and enter "Insert" to overwrite characters. Select and enter "Delete" or press the **B** Button to delete a character. Select and enter "Space" to enter a space between words. Select and enter "Exit" to return to the previous screen without saving the caption.

Once the caption is



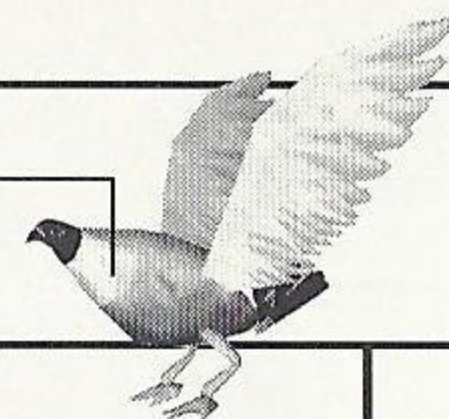
completed, select and enter "Enter" to save the caption.

 1 Bullet = 1 successful hunt



Medal = 10 successful hunts

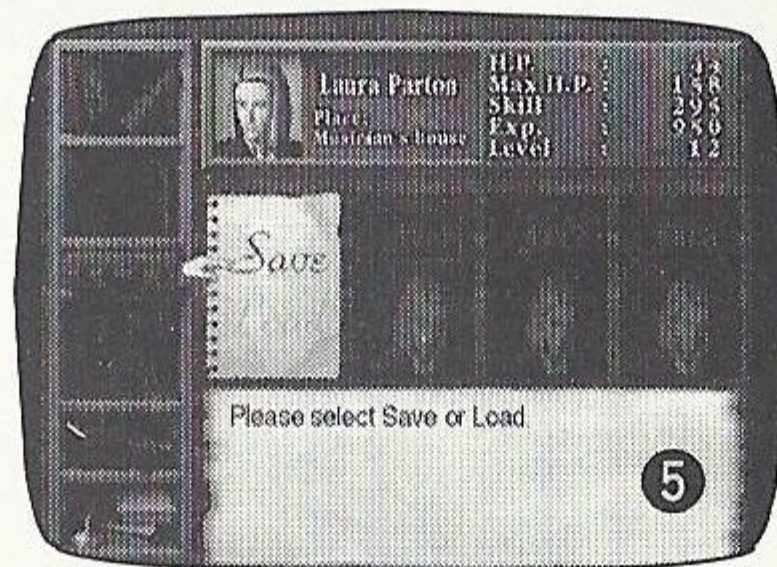
Snow Grouse



④ Select and enter “HUNTING RESULTS” to view the number of animals successfully hunted.

Results for each type of animal are displayed: Caribou; Moose; Hare; Snow Grouse.

The number of bullets beside each animal indicates the number successfully hunted. After



10 successful hunts, a medal will be displayed. “MAX. WEIGHT” refers to the weight of the largest kill for that type of animal hunted. After Laura has successfully hunted more than 10 of each animal, she will earn a trophy.

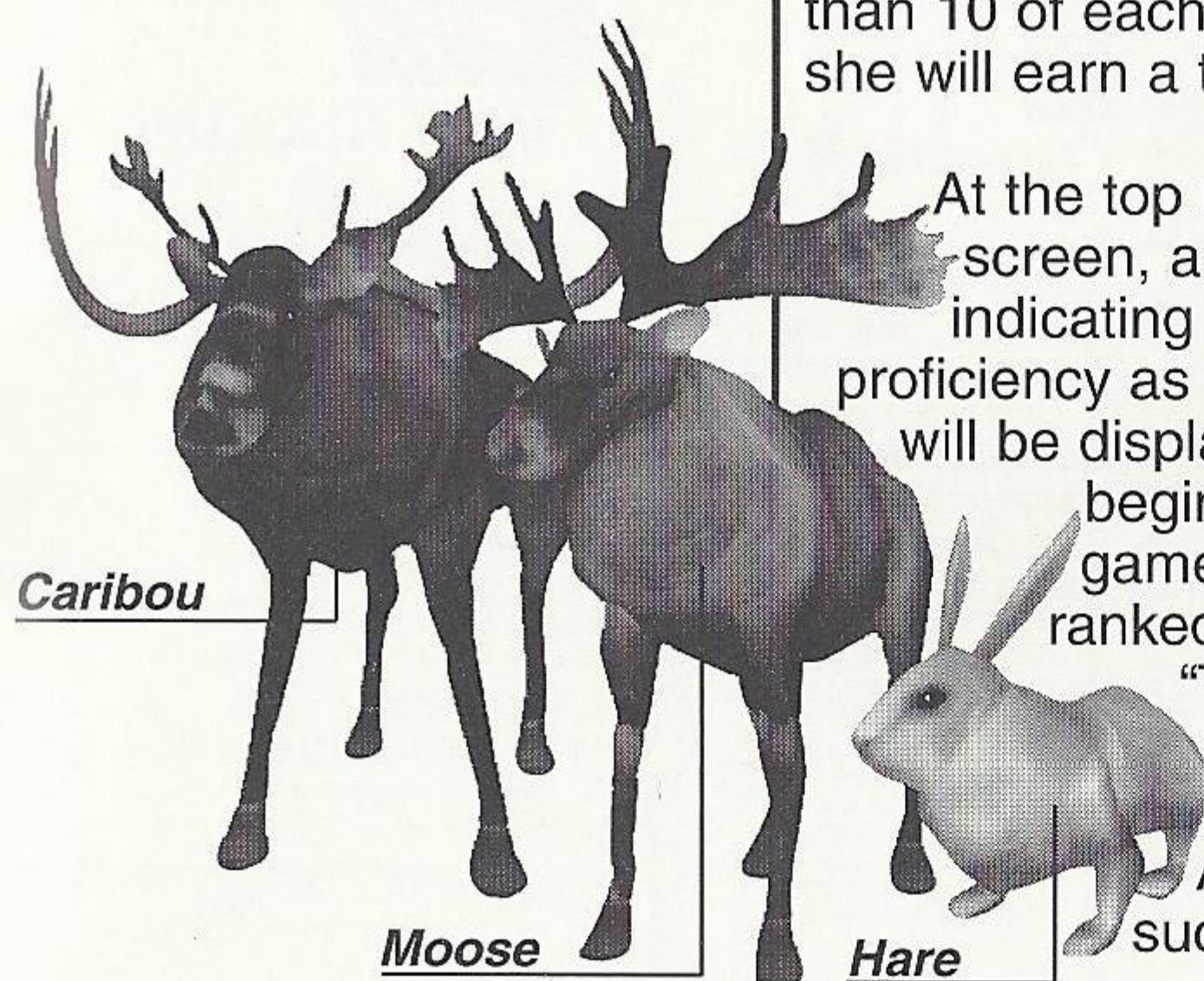
At the top right of the screen, a title indicating Laura’s proficiency as a hunter will be displayed. At the beginning of the game, Laura is ranked as a “TRAINEE.”

hunts more animals, this title will change to “HUNTER” to “GOOD HUNTER” and so on. Just how good a hunter will Laura become?

⑤ Select and enter the Save & Load icon to save or load game files. Up to 3 game files can be saved.

Select either “SAVE” or “LOAD” then follow the instructions on the screen to either save or load game files. The game can be saved either in the field or while indoors.

Press the **B** Button to return to the previous screen without saving. From the Status Screen, press the **B** Button to return to the game.

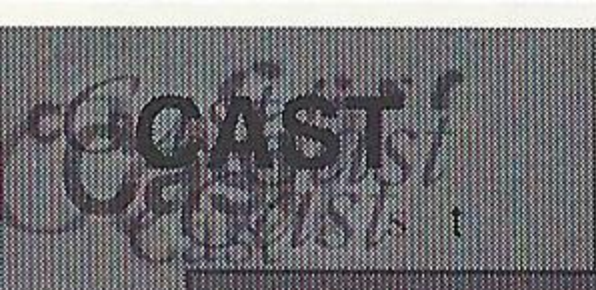


Caribou

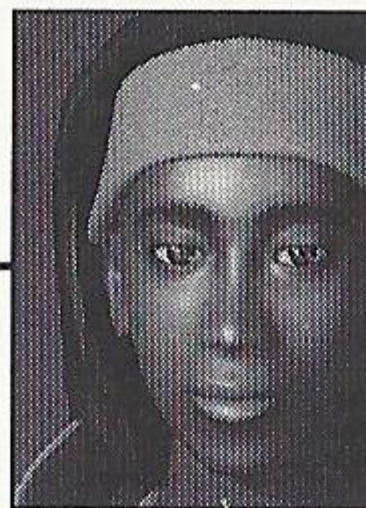
Moose

Hare

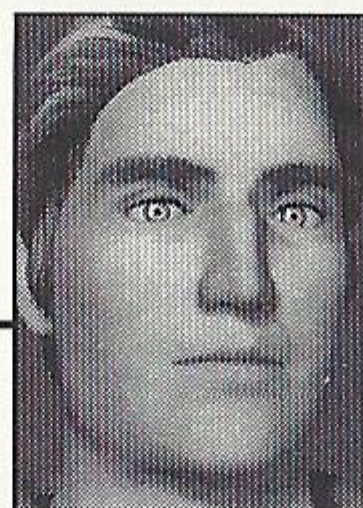
As Laura successfully



Laura Parton



Kimberly Fox



David Brenner



Parker Jackson



Norex Gheorghita



Jannie's grandpa



Jannie



Larry (Terrorist)



Cliff (Terrorist)



Flight Attendant

**Voice Actors
(America)**

●●●
Peter Bayham
Deem Bristow
Elena Ginebreda -
Frendel
Alise Hahn
Ron Jones
Peter Kepler
Craig Knudsen
Terence McGovern
Lani Minella
Roger Nicolas
Christopher Sullivan

●●●
Sound Director
Elaine A. Clark

**Engineering/
Post Production**

Steve Shapiro
●●●
Script Rewrite
John R. Palmer
●●●
Casting
Bobby White, Bobby
White Co.
Rick Bowman, Lethal
Sounds
Elaine Clark, Voice
One
●●●
Recorded at Steve
Shapiro Music, San
Francisco

**Voice Actors
(Japan)**

●●●
Yui Komazuka
Naoko Koda
Akio Otsuka
Jin Yamanoi
Etsuko Kozakura
Yoshitada Otsuka
Fubito Yamano
Miyoko Aso
Taro Arakawa
Kazuya Nakai
Ken Sanders
Ichiro Nagai
Minako Ichiki

Yoshiko Sakakibara
Haruko Kitahama
Kumiko Hironaka
Kenji Nojima
Yuzuru Fujimoto
Moriya Endo
Jin Domon
Hiromi Nishikawa

Productions of Voice Actors

●●●
IZUMI KIKAKU
EZAKI PRODUCTION
OFFICE OHSAWA
DOJINSHA
PRODUCTION
AONI PRODUCTION
SEINENZA
HAIKYO
81 PRODUCE
PRODUCTION BAOBAB

●●●
Casting by
Kenji Ohyama (Office Ohsawa)

STAFF

Directed and Story by
Kenji Eno

●●●
C.G. Director
Shosaburo Tateishi

C.G. Animators
Hirohiko Sugamura
Tomohisa Oda
Tomoko Kasahara
Tomonori Kubokawa
Kazuaki Arai
Satoshi Mochizuki
Atsushi Inoue
Takeshi Nozue
Tomomi Yano
Hideki Sudo
Takashi Otsuki

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Yuji Haba
Terunori Kobayashi
Ko Takeuchi
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Michihito Hatakeyama
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Kazuyuki Ebara

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Makoto Sakai
Naoya Sato
Hiromitsu Shimakura
Daijyu Kawashima
Tomoharu Shibuya
Tetsuya Ogawa
Shinya Sato

Dialogue Writer
Yuji Sakamoto

Assistant Planner
Osamu Watanabe
Chiharu Sugaya

●●● SOUND STAFF

Sound Producer
Daigo Uchida(Create One)

Sound Producer's assistant
Minoru Shibata

Sound Engineering by
MIT GATHERING

Sound Engineer
Takashi Tachibana(MIT)

Assistant Sound Engineer
Yuki Yasoshima(MIT)

Sound Effects by
Takashi Tachibana(MIT)
Masayoshi Shimano(MIT)
Hiroko Takagi(MIT)

Mixed by SONY PCL

Mixer
Masakazu Yamaguchi(SONY PCL)

Assistant Mixer
Takuya Hara(SONY PCL)

Cordinated by
Tatehiko Aoki(Sotsu Agency)

Recorded at
MIT STUDIO

Sound data Converted by
Motohiro Tsuji(Be-flat)
Tetsuya Ohuchi(Be-flat)

●●●
MUSIC STAFF
Music by
Kenji Eno

A&R Producer
Katsunori Eguchi(First Smile)

Director
Takao Kondo(Sonic Parade)
Motohiro Tsuji(Be-Flat)

Engineer
Motohiro Tsuji
Masayoshi Okawa

Programmed by
Kenji Eno
Kazuhiro Yamahara

Manipulated by
Kazuhiro Yamahara

Recorded at
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GTO Studio
Sonic Garden
HIT Studio
Wonder Station

Musicians are
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Madoka Sato
Azusa Dodo
Tomoko Kanda

Yumi Arai
Mina Fukuzawa
Akina Karasawa
Kazuo Iwai
Noriko Nomizo
Atsuko Ozaki
Yuki Umemoto
Kazuhiro Yamahara
Kenji Eno

Instruments Equipment by
YAMAHA CORPORATION

'Counting the Roses'
Music and Lyrics by
Arto Lindsay

●●●
C.G. Supported by
SHIROGUMI INC.

Director
Yuji Hikosaka

Chief Designers
Akira Iwamoto
Takayuki Taketa

Designers
Yoshiki Shimahara
Hirofuka Nitou
Manabu Koike

C.G. Supported by
Magic Pictures

Chief Designer
Makoto Chiba

Designers
Yoshihiro Fujita
Midori Tokutomi

C.G. Supported by
Jun Yokoishi
Discreet
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D-STORM, Inc.
DPS Japan K.K.
Q, Inc.

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Hideki Kudo
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Akira Matsuo

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Chiaki Sakurai
Shinji Yorifuji
Sakura Yamazaki
Eri Tanabe
Tamami Tatsuzawa
Takako Kishi

Special Thanks
SEGA ENTERPRISES,LTD.
YAMAHA CORPORATION
Shoichiro Irimajiri
Isao Okawa
Masanao Maeda
Yu Suzuki
Norio Watanabe
Junichi Shimizu
Keith Palmer
Masaaki Kawamura
Jin Shimazaki
Koji Iwase

The Producer Wishes to Thank
Tetsuya Mizuguchi
Ken-ichi Nishi
Yoot Saito
Hideo Kojima
Yuji Horii
Ryuichi Sakamoto
Hiroyuki Nakata
Stephen Cohen
Ebizzo
Each family of creators at WARP
My family

Produced by
Kenji Eno

Made at
WARP, tokyo, Japan

Presented by
WARP

Thank You for Playing

SEGA of America Dreamcast Inc.

Producer

Assistant Producer

Lead Testers

Assistant Lead Tester

Product Manager

Marketing Specialist

Project Management (SOJ)

Manual Translation/DTP

Special Thanks

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June Honma

Chris Meyer

Rick "Maverick" Ribble Jr.

Brian Ivanhoe

Rob Alvarez

Dennis Lee

Koji Kuroki

Shindo Shinobu

Michael Hanna

Howard Gipson

Dave Fischer

Sandy Castagnola

Jin Shimazaki

John Golden

"Counting the Roses"

lyrics and music by Arto Lindsay

*I don't see what I see
Falling away, falling behind
I'm in a game of hide and seek
Sun shines outside my mind*

*I wonder if I'm alone
Wonder who might be outside
I don't want raise my eyes
All small folded up tight*

*So I count the roses
Yellow red and white
Don't dare use my fingers
Many many roses
Wrap me up at night*

*Roses wait and roses grow
They get their rhythm right
I wanna know what roses know
How they grow smooth and ripe*

*So I count the roses
Yellow red and white
Don't dare use my fingers
Many many roses
Wrap me up at night*

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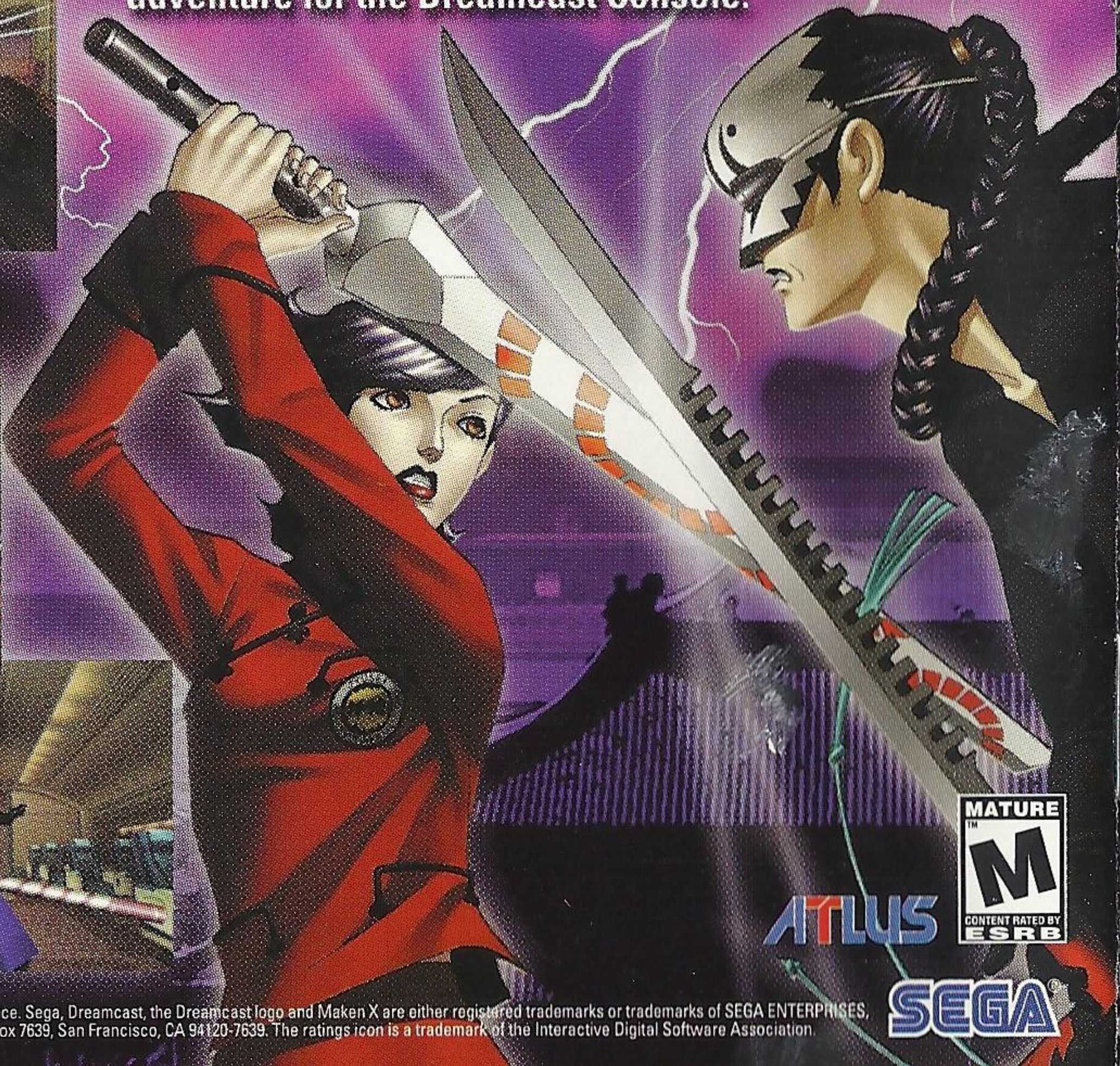
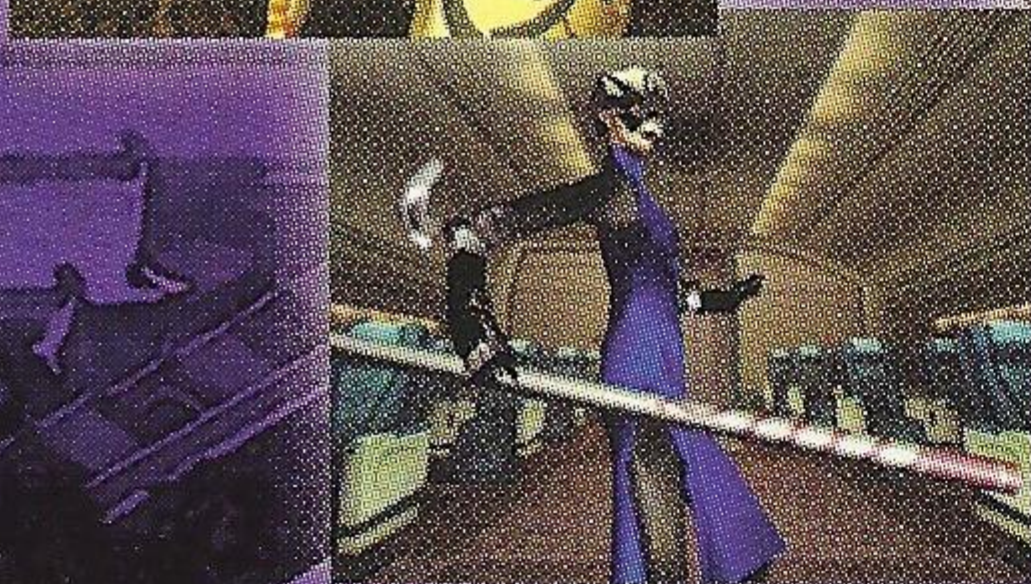
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MAKEN X™

Transform into Maken, the supernatural sword, and battle in a unique first person action combat adventure for the Dreamcast Console.



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