I, Monika Hudgins, declare as follows:

1. I provide this declaration about the electronic video game *Phantasy Star Online*. While I was compensated for my time in preparing this declaration, I have no stake in the outcome of this proceeding nor am I being compensated for my testimony. The statements in this declaration are based on my own personal knowledge and recollection.

2. From 1997 to end of 2000, I was employed at Sega Corporation, formerly known as Sega Enterprises, Ltd. (collectively, "Sega"). During this time, I worked as a writer and translator, and assisted in desktop publishing, of printed materials for Sega's electronic video games, including *Phantasy Star Online*.

3. I was personally involved with the development and production of the printed materials that were included in the packaging of the U.S. version of *Phantasy Star Online*. Based on the work performed for the Japanese printed materials for *Phantasy Star Online*, I translated and wrote the English language user manual of the U.S. version of *Phantasy Star Online* around the Fall of 2000. I also assisted in the desktop publishing of the user manual around the same time. The user manual was completed around December 2000 and was provided to the Sega U.S. marketing team that in turn provided the user manual to a U.S.-based printing company for processing and printing. To the best of my knowledge, the user manual was then included with the packaging for the U.S. version of *Phantasy*

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Star Online, which was first released for sale to the public in the United States around January 2001.

4. I have reviewed an example of the user manual for the U.S. version of *Phantasy Star Online* that has been marked as Exhibit 1008 and attached hereto as Attachment A. This example is a true and correct copy of the user manual that I submitted for packaging with the U.S. version of *Phantasy Star Online* in 2001. On page 30 of Exhibit 1008, I am the same Monika Hudgins that is credited as "writer/translator/DTP." The term "DTP" is an abbreviation for Desktop Publishing. On page 33 of Exhibit 1008, I see a copyright notice dated 2000. This notice is consistent with my recollection of the timing for the preparation and completion of the user manual for the U.S. version of *Phantasy Star Online*.

***

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I declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true, and that these statements were made with knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under section 1001 of Title 18 of the United States Code.

Dated: 06/06/2024

Monika Hudgins

in West New York, NJ, USA

Attachment A



Sony Exhibit 1008
Sony v. Quantum

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 Sega Dreamcast.

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

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

Thank you for purchasing Phantasy Star Online. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you begin playing.

Note: "Phantasy Star Online" will hereafter be referred to as "PSO."



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CHARACTER TYPES ---- 07
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THE WORLD OF PSO ONLINE ---- 10
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ACTIONS USED IN PSO ---- 27
WEAPONS ---- 29
ARMOR & SHIELDS ---- 30

PSO requires a memory card [Visual Memory Unit (VMU) sold separately]. **15 blocks are required to save the main game file and 30 blocks are required to save the guild card file. Additional blocks are required to save any downloaded files.** This game saves automatically when you quit. While saving or loading data, never turn the Dreamcast power OFF, attempt to remove the memory card or disconnect the controller. For details about saving, see p. 4.

Faced with the imminent destruction of their home world, a large-scale evacuation plan known as the Pioneer Project was established to find a new home planet. Unmanned probes sent into deep space discovered a habitable planet they dubbed Ragol and the first interstellar transport ship Pioneer 1 was sent to establish a colony. After confirming Ragol was suitable, the initial colonists began preparing the planet starting with construction of the central dome.

7 years later...

Pioneer 2 completed its long voyage with the main wave of refugees aboard but just as they entered orbit and opened a communications link with the Central Dome, an enormous explosion occurred. All contact with the men and women of Pioneer 1 was lost.

Exactly what happened on Ragol?

What is PSO?

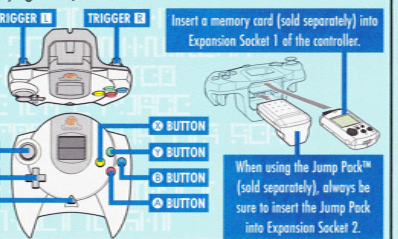
PSO is a network RPG. Online you will meet a variety of people from all over the world. Overcome language barriers by using the five language "word select" feature that enables communication with users whose language is different from your own. Organize a team to play the game online or embark on Hunter's Guild quests, all the while chatting to exchange information.

Of course you don't have to be online to play PSO. There is also an offline mode that enables gameplay. Online or offline, we hope you will enjoy the exciting world of PSO.



PSO is a one-player game (four-player when playing online). Connect the controller to be used to Control Port A.

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



To return to the title screen at any time during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons.

CAUTION

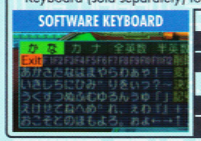
It is not possible to play PSO without a memory card so be sure to insert one before starting gameplay.

	TITLE SCREEN/ GAME MENUS/ SHIP SELECTION SCREEN	CHARACTER SELECTION	VISUAL LOBBY/ WITHIN THE CITY	IN BATTLE
ANALOG THUMB PAD	SELECT		MOVE CHARACTER	
DIRECTIONAL PAD (D-PAD)	SELECT		SELECT	
TRIGGER L	NOT USED	ROTATE CAMERA	CAMERA VIEW (Reset to behind character)	
TRIGGER R	NOT USED	ROTATE CAMERA	NOT USED	TOGGLE ACTION PALETTE
A BUTTON	ENTER		ENTER	USE LOWER ACTION PALETTE
B BUTTON	CANCEL		CANCEL	USE RIGHT ACTION PALETTE
X BUTTON	NOT USED		DISPLAY INFO	USE LEFT ACTION PALETTE
Y BUTTON	NOT USED		DISPLAY SOFT KEYBOARD/WORD SELECT (TOGGLE = X)	
START BUTTON	GAME START	RETURN	DISPLAY THE MAIN MENU	

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SOFTWARE KEYBOARD

Use the software keyboard to chat with other players while playing PSO or connect a Dreamcast Keyboard (sold separately) to Control Port B, C or D.



	D-PAD/ANALOG THUMB PAD ---- Select Characters
ENTER	---------- Enter (to display text)
B S or	B BUTTON ---------- Delete 1 Character
	A BUTTON ---------- Toggle Screens
EXIT or	Y BUTTON ---------- Close Keyboard
SIGN or	TRIGGER L/R ---------- Toggle Symbols

SAVING

A memory card is required to save PSO game data. 15 blocks of free space are required to save the main game file and 30 blocks are required to save the guild card file. Additional blocks are required to save any downloaded files. To save your game data, select "Quit Game" from the main menu. Never attempt to turn OFF the Dreamcast power, remove the memory card or disconnect the controller while saving. Also, the data may not save correctly if the memory card is removed/re-inserted during gameplay.

SAVING ONLINE



When playing online, select "Quit Game" from the main menu. To confirm disconnection from the Network, use ⬆⬇ to select "YES" or "NO" and press A to enter and save your game. If you are playing with a team, you will disband from the team. At this time, any experience points gained in battle or items collected, etc. will be saved. If you disband from your team while on a quest and should the team complete the quest without you, the entire team may not be eligible to receive the reward unless all members go to claim it together.

SAVING OFFLINE



When playing offline, select "Quit Game" from the main menu. You will be asked if you wish to save. Use ⬆⬇ to select "YES" or "NO" and press A to enter.

CAUTION If you quit the game without saving properly (via "Quit Game" on the main menu)or if for any reason you are disconnected from the server while playing online, any items or money (Meseta) held, left in the city or game field will be lost.

STARTING A GAME

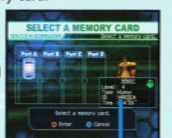
TITLE SCREEN MENU



Once the title screen appears, press the Start Button to display the title screen menu. Use ⬆⬇ to select a mode and press A to enter your selection.

NEW GAME Select to begin a new game starting from character creation. Select the memory card to which you want to save the main game data. Only one main file (one character) can be saved to any one memory card. If a PSO file already exists, you will be asked whether to overwrite the older file. Also, it is not possible to save game data without a memory card.

CONTINUE Select to continue playing a previously saved file. Once the memory card selection screen appears, use ⬆⬇⬅➡ to select the memory card containing the PSO file you wish to play and press A. A mini-menu with the options "OK" or "DELETE" will appear. Select load ("OK") or delete the file. Press B to cancel.



OPTIONS Here you can modify the various game settings. See p.27 for details.

WEBSITE Use this link to access the official PSO website or the SONICTEAM homepage.

CHARACTER CREATION

You will need to create a character whenever you start a new game.

SELECT A CHARACTER TYPE



Use ⬅➡ to select the type of character (see p. 7) you wish to use and press A to enter. A brief summary is displayed under each profession/species header alongside a graph indicating the attributes (see p. 6) of each character. Press A again to proceed to the CHARACTER CREATION screen or press B to cancel and return to the previous screen.

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MODIFY YOUR CHARACTER



To customize the appearance of your character, use ↑↓ to select a modification item (see below) and press Ⓐ. Then use ←→ to select a style for that item (the available settings will vary among different character base types). Use L/R to rotate the character. Press Ⓐ or Ⓑ to return to the previous screen. Note that if you press the Start Button while on the CHARACTER CREATION screen, all of your settings will be erased and you will return to the CHARACTER SELECT screen. Once you press OK your character will be assigned one of the 10 available SECTION IDs. Press Ⓐ to continue. (It is not possible to cancel after entering OK.)

MODIFICATION ITEMS

FACE Select a facial type.

HEAD Select a head type. (Androids only)

BODY COLOR Select a body color. (Androids only)

HEAD Select a hair (or hat) style. Use ←→ to adjust the color with the RGB bars.

COSTUME Select an outfit color.

SKIN Select a skin color.

PROPORTION Use ↑↓ to adjust the height and ←→ to adjust the body size.

CHARACTER NAME Input a name for your character. Press Ⓐ to display the software keyboard. After inputting a name, press Ⓐ again to enter. Note that you can not select OK to proceed without inputting a name.

AUTO Press Ⓐ to automatically create a character at random. Press Ⓐ again to create a different character, and so on.

OK Select to enter the character modifications.

The character attributes graph will give you a general idea of the strengths and weaknesses of each character type for the following attributes:

CHARACTER ATTRIBUTES GRAPH



HP Health Points availability.

Hit Accuracy rate when attacking.

TD Technique Damage - rate at which TP decreases when used.

TP Technique Points availability.

AC Armor Class - level of defense against enemy attack.

AD Attack Damage - level of damage inflicted upon enemies.

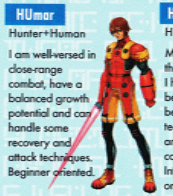
CHARACTER PROFESSIONS

In the world of PSO each of the nine character types is one of three species (human, newman or android) whose profession is either Hunter, Ranger or Force. While members of each profession start out with the same equipment level, the attributes of each character vary according to their species.

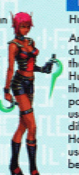
FORCE Proficient with techniques, we are best suited for combat support.

HUNTER Proficient with blade weapons, we excel in close-range combat.

HUmar
Hunter+Human
I am well-versed in close-range combat, have a balanced growth potential and can handle some recovery and attack techniques. Beginner oriented.



HUnewear
Hunter+Newman
My TP is higher than HUmar's so I have a much better balance between technique usage and close-range combat skills. Intermediate orientated.



HUcast
Hunter+Android
Among all the characters I have the highest HP. As Hunters go, I have the most attacking power, and can use a variety of different weapons. However, I can't use any techniques because I have no TP.



RANGER Proficient with gun-type weapons, we excel in long-range combat.

RAmar
Ranger+Human
Though shooting is my speciality, I can also do some attack and recovery techniques. My growth potential is the most balanced of all the Rangers. Intermediate orientated.



RAcast
Ranger+Android
I am famous for my optimal accuracy rate. I can use all weapons but no techniques. I have more attacking power than any other Ranger.



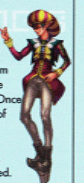
RAcaseal
Ranger+Android
I too am famous for my optimal accuracy rate and can can use all weapons but no techniques. While RAcast may have more attacking power, I have the best defense power.



FOmarl
Force+Human
I am able to handle techniques quite well and I have the most balanced growth potential as a Force.



FOnewm
Force+Newman
I can use all techniques and am proud to have the highest TP level. Once I learn a variety of techniques, I can become a leader on the battlefield. Advanced oriented.



FOnewear
Force+Newman
My TP level and technique usage is the same as FOnewm's but I have more defense power. My slightly lower HP makes me a bit weaker in close-range combat. Advanced oriented



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MODE SELECTION

After you have created your character you will proceed to the mode selection menu. Use ⬆⬇ to select whether to play PSO online or offline and press Ⓐ. The content and how to proceed will vary according to which mode is selected.



OFFLINE MODE

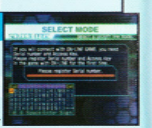
GAME DIFFICULTY

The NORMAL level is automatically selected the first time you play PSO. After you clear the game at this level, this screen will appear the next time you play. Use ⬆⬇ to select either NORMAL or HARD and press Ⓐ. Press Ⓑ to cancel. Clear the game in HARD to earn the right to attempt VERY HARD.



OFFLINE PLAY As with the online mode, there are a number of Hunter's Guild quests for you to embark upon in the offline mode in addition to the main storyline. Essentially you will proceed through the scenario alone. However, there are a number of NPCs (Non Player Characters) with whom you will interact. You can also use the offline mode to build your character's experience and then make your debut online.

ONLINE MODE



SERIAL NUMBER & ACCESS KEY

The first time you connect to the PSO network to play online you must input the unique serial number and access key from the label that was included inside your PSO package. Use ⬆⬇⬅➡ to select each character and press Ⓐ to enter. Press Ⓑ to cancel. Enter the serial number as it appears on the label and select the enter key, then do the same for the access key. When you have input both the codes, select ENTER and press Ⓐ. This information will then be sent to the PSO server and once verified, will be saved to the main file in your VMU so that you won't need to input the serial number and access key every time you connect. However, it is very important that you **do not lose these numbers or allow a third party access to them before you can register with the PSO server. You must use the same Dreamcast to play PSO in the online mode.**

CHARGES FOR ONLINE PLAY

You will need to pay for access time from your Internet Service Provider (ISP) and any additional phone charges needed to connect to your ISP's access point.

Inquires

SEGA Customer Services Department
Internet: www.sega.com
Telephone: 1-800-USA-SEGA

ONLINE NETWORK STRUCTURE



Each SHIP is comprised of various BLOCKS from which the city can be accessed. It is possible to move between BLOCKS or to a different SHIP via the BLOCKS and join a team within the same SHIP.

Once you have organized your team, you will be transported to the city Pioneer 2 to begin play. Here you and your team members can equip yourselves at the shops, etc. to prepare for your expedition. When your team is ready, proceed to the main transporter within the city. Once inside, select a destination on the planet Ragol (the game world) and your team will be transported there. In the event you are felled by an enemy (p. 18), etc. you will be transported back to the city.

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Whenever you connect to the network via the ONLINE mode, the SHIP selection window will appear. Consider this screen to be your gateway into PSO.



SHIP & BLOCK SELECTION

Use ↑↓ to select the SHIP you wish to join and press ❷. To see how many players or teams there are on a SHIP, select that SHIP and press ❷. After selecting a BLOCK, you will be transported to the visual lobby there. You can move between SHIPS and/or BLOCKS by selecting TRANSPORT from the information counter. Use the transporter located in the corner to move between visual lobbies within a BLOCK.

Another feature available on the SHIP selection menu is a quest downloading service which you can use to download and save new quest missions to your memory card. Select "Download_Server" to display a list of the available quests. Use ↑↓ to select a quest to download press ❷. If there are not enough free memory blocks available, a message will appear and you will automatically return to the previous screen. For details on accessing newly downloaded quests, see p. 15.

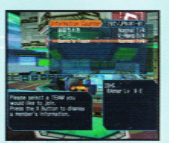
VISUAL LOBBY INFORMATION COUNTER



Once inside the visual lobby you can move around and chat with other users within the same block in real time. Visit the information counter and select "Organize TEAM" when you wish to create a new or join an existing team. Select "Transport" to move to a different SHIP or BLOCK. Use ↑↓ to select menu items and press ❷ to enter your selections. Press ❸ to cancel.

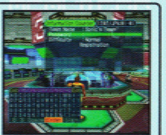
TEAMS

You need to belong a team in order to investigate the planet of Ragol. To do so you can either join an existing team or create one of your own.



JOIN A TEAM Select this to display a list of the teams available in this BLOCK. Display information about the members in each team by pressing ❷. Select and enter a team to join in and you will be transported to the city in the field where that team is currently playing. A lock mark will appear next to teams that require a password to join. If you do not know the password, you won't be able to join that team.

CREATE A TEAM Select this to create your own team and become its leader. Input the team name and password required for entry (if preferred) and set the difficulty level. Once you enter the information, your team will be created and you will be transported to the game field city. Other players can now join you. (Note that if no password is set, other users can join simply by selecting the team name.) A maximum of 4 players can join your team. Once 3 other players have joined, the team will become automatically locked. Provided that any one member is still connected online, that team will remain available for play. However, if all members of a team return to the visual lobby or disconnect from the network, that team will disappear.



TEAM NAME ---------- Input a name for your team.
PASSWORD ---------- Set a password to limit access to your team.
DIFFICULTY ---------- Set a difficulty level of NORMAL, HARD or VERY HARD.

TRANSPORTERS



Use the transporters to move between SHIPS or BLOCKS to interact with PSO users located in other lobbies. Use ↑↓ to select a destination and press ❷.

CHATTING IN THE VISUAL LOBBY

The visual lobby is where you can interact with other players of PSO. You can chat with anyone who is in the same visual lobby. When playing the game or while on quests you will only be able to chat with those players on your team. Another form of communication called Simple Mail is also available (see p. 26).

TOGGLING MENUS



Press ❼ at any time during gameplay to display the software keyboard. With the software keyboard displayed, press ❸ to display the Word Select menu and then press ❸ again to display the Symbol Chat menu. Press ❸ once more to toggle back to the software keyboard.

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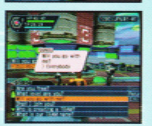
BALLOON CHAT

Chatting in PSO occurs via chat balloons that are displayed over your characters head. A total of 32 alphanumeric characters can be input into each balloon. Press ❼ to display the software keyboard to input messages using the controller. Or you can use the Dreamcast Keyboard (sold separately) to type in your messages directly.



WORD SELECT

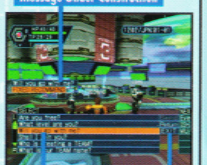
Use the Word Select menu to communicate by constructing simple sentences from a number of pre-selected phrases with the controller. This system is 5 language (English, French, German, Spanish and Japanese) compatible so all messages created and sent will be automatically translated into the language setting designate by each player. (E.g., if you display a Word Select message in English, the selected message will appear in Japanese for a player whose language setting is Japanese.)



USING THE WORD SELECT MENU

1. With the software keyboard displayed, press ❽ to toggle to the Word Select menu.
2. Use ⬆⬇ to select a "form" and press ❹ to enter.
3. Press L/R to toggle between pages, ⬆⬇ to select a phrase and press ❹ to enter. (Depending on the form, selection may continue.)
4. Select a target and the constructed message will be displayed.

Use ➡ to move between selection menus. Select "Send" during message construction to display the message (or partial message) without designating a target. Select "Return" or press ❸ to return to the previous menu. Select "EXIT" or press ❼ to close the Word Select menu at any point without displaying a message.



SYMBOL CHAT

Use the Symbol Chat menu to communicate using a simple picture to express a feeling or action. With the software keyboard displayed, press ❽ twice to display the Symbol Chat menu. Then use ⬆⬇ to select an item and press ❹ to display it.



THE CITY

The city in PSO is a safe haven with shops where you can buy or sell items, a medical center where you can revive your HP/TP and the Hunter's Guild where you can sign up for quests to earn rewards. To interact with city staff, approach a counter and press ❹ to display a menu, and then use ⬆⬇ to make your selections accordingly. To cancel and close a menu, press ❸.



THE CITY SHOPS

In the city shops you can buy or sell weapons, armor, technique discs and various tool items. Approach a counter, press ❹ to display the current amount of money (Meseta) you have and the "Buy/Sell" menu. Select "Buy" or "Sell" and use ⬆⬇ to select an item. Then select whether to "Buy/Sell" or "Cancel" from the confirmation menu. When buying tool items, you may be asked in what quantity to buy (a maximum of 10 can be carried at one time). When buying weapons or armor you may be given the option of equipping the item immediately. Whether you can use a weapon or armor item will depend on your characters profession and/or experience. Items that can be used are identified by the color as follows:





WHITE	Item can be equipped.
GREY	Item cannot be equipped at current experience level.
X	Item can Never be Equipped
GREEN	A speciality item with slot usage, Photon efficiency, etc.

MONEY (MESETA) Used to purchase goods (weapons, tools, armor, etc.) and services (HP/TP recovery) in the city, money can be obtained during gameplay by picking up the item pictured here or as reward money for quests. If you don't wish to carry it around, you can deposit your money at the Check Room where it can be accessed at anytime.



TEKKER BOOTH

If you find an item labeled "???" while playing PSO, bring it here to have the item appraised. Approach the counter and use ⬆⬇ to select the item and press ❹. The fee you must pay to have the item identified will appear. Select "Yes" to continue or "No" to cancel. If you agree to appraise the item you will then be asked whether you choose to agree with the resulting judgement. Select "Yes" or "No" accordingly. **Note that if you select "No" the item will return to an unidentified state and your Meseta will not be refunded.**



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MEDICAL CENTER

Visit here whenever you need to restore your HP (Health Points)/TP (Technique Points) levels. The fee you must for this service will be displayed when you approach the counter. Also, whenever you are felled in battle during gameplay or while on quests your character will restart here.



CHECK ROOM

Deposit items or money here to be held for you. Approach the counter and press A to display the "Deposit/Take" menu. When playing online, any deposited items are saved so they will still be available even if you are disconnected from the network.

DEPOSITING ITEMS After selecting "Deposit" use ↑↓ to select "Meseta" or "Item" and press A. If you select "Meseta" the amount you currently have will be displayed. Use ↑↓ to select the amount you wish to deposit. If you select "Items" all the items you have will be displayed. Use ↑↓ to select an item to deposit and select "Yes" or "No" from the displayed menu.

WITHDRAWING ITEMS Select "Take" then use ↑↓ to select "Meseta" or "Item" and press A. Then select the amount of money or items you wish to withdraw.



THE PRINCIPAL

The Principal is the commander of the Pioneer 2. When you first start playing in the Offline mode you should visit here often to find out details regarding your mission.



MAIN TRANSPORTER

This is the main transporter used to travel back and forth between the planet Ragol and the City. Position your character in the center of the transporter and a menu listing possible destinations will appear. Use ↑↓ to select your destination and press A to be transported there. To cancel, move your character off of the transporter. When you first start playing PSO, only the "FOREST 1" destination can be selected. However, as you progress more destinations will become available.



OTHER TRANSPORTER TYPES There are different types of transporters located throughout the game such as "WARP" transporters used to move around in the same area, large boss transporters that will move you and your team to a boss's lair, etc. To use each type, position your character inside and press A. With boss transporters after pressing A you will be asked to select which team members to transport.







To fight against the boss as a team, all team members must use the boss transporter together. Unlike other transporters, if one or more players on your team has already used it to travel to the boss lair, it will be unavailable for use until those players return.

HUNTER'S GUILD



In addition to the main storyline of PSO (investigating the planet Ragol to discover what happened to Pioneer 1), you can also undertake quest missions via the Hunter's Guild. Essentially quests are carried out the same in both the Online and Offline modes, however the content of the quest missions and rewards offered will differ. Also, it is only possible to accept quest missions Online if your entire team agrees to do so. The team leader is responsible for quest selection.

It is possible to quit a quest mid-mission, but if you do you will be unable to claim the reward offered.

When playing PSO online, there is a transporter located in the Hunter's Guild that you can use to travel from the visual lobby to the city. By doing so, you will leave your team.

QUESTS



To undertake a quest mission, approach the counter and speak to the representative. Use ↑↓ to select a quest from the menu and press A to view a summary of details about the quest. If you decide to accept the quest, press A again and confirm your selection. You will meet with the client who has commissioned the quest and find out further details about your mission. Good luck!

You can download new quest missions online from the PSO server. To do so, connect online and select "Download Quests" from the SHIP selection menu. The new quests will be saved to your memory card. To access the new quests, select "Download Quests" from the quest selection menu at the Hunter's Guild counter. Once the new quests are displayed, select a new mission to accept.

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QUEST REWARDS

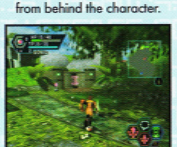
If you complete a quest successfully, you will be eligible to claim a reward. To do so, return to the Hunter's Guild and speak to the representative there. Offline you will receive the entire reward, but online the reward will be distributed among all the members of your team evenly.

Play in the main story or quests either Online or Offline is controlled largely with your Action Palette (note it cannot be used in the city or visual lobby) which you will need to customize before heading into battle. For details on the Action Palette and how to set up your Action Menus, see p. 24.

CONTROLLING YOUR CHARACTER IN THE FIELD

MOVEMENT

Use the Analog Thumb Pad to move around. Press and hold it to have your character walk and then run in the direction pressed. If there are any enemies nearby your character will walk slower and with their weapon drawn. If the camera view becomes off center when walking and turning around, simply press Trigger L to return the camera to the default view facing forwards from behind the character.



CHAT

When playing PSO online, it is possible to chat with your team members during gameplay. Use the Soft Keyboard or connect a Dreamcast Keyboard to a free Control Port to type in messages. Or use the Word Select menu to create sentences that will be understood in five languages. For details about using Word Select, see p. 12.



ITEMS

Items can be used to recover HP or TP as well as return the character to a normal state when affected in some way. There are numerous items that you can obtain during gameplay or purchase in the city shops. Up to 10 units of any one item can be carried by the player at one time. Items will disappear when they are used. For details about using Items, see p. 21.



ATTACKS

There are three basic forms of attack; the Attack, Heavy Attack and Extra Attack. Each attack can be executed by pressing the corresponding X, A, or B button the attack is assigned to on the Action Palette. Customize the set up of your Action Palette by assigning actions to each space (see p. 24). To attack an enemy, position your character so that they are facing the enemy and as soon as a sight cursor appears, press an attack button. When your attack is successful, the number of damage points inflicted will appear. But when you miss, the word "MISS" will appear in red.



Attack when the cursor appears!

If you can time three attacks just right you can achieve a successive chain attack that is overall slightly faster and more accurate than executing each attack separately. This can be especially effective when attacking enemies that are hard to hit because the third hit is more likely to find its mark.

The colors of the controller buttons correspond to the colors of the bands that surround each of the three Action Palette spaces. Also, the color of the cursor that appears over an enemy will change to indicate which button, if pressed, has the most likely chance of landing an attack or technique attack.

YELLOW	X Left Action Palette Slot
RED	A Bottom Action Palette Slot
BLUE	B Right Action Palette Slot

ATTACK — Standard Attack
High accuracy rate, but low damage.

HEAVY ATTACK — Strong Attack
Low accuracy rate, but high damage.

EXTRA ATTACK — Special Attack
Low accuracy rate, but can affect special attack when used with certain weapons.

TECHNIQUES

There are a variety of different technique types that can be used in different ways such as to attack enemies, for status recovery, to teleport to the city, etc. Both techniques and their level ups are acquired via Technique Discs found or purchased (see p. 13). Each technique requires a certain level of experience to be used. Also, the effectiveness of each technique increases the higher its level.



To use Attack Techniques, position your character towards an enemy with a cursor displayed and press the corresponding button to which a technique is assigned. With Recovery Techniques, essentially only the player using the technique is effected. However Recovery Techniques of a certain level can effect other members within range when the technique is used.

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PHOTON EFFICIENCY



In the world of PSO, all weaponry is powered by Photon energy. The effectiveness of a weapon used to attack an enemy will vary according to that weapon's Photon efficiency level. Different types of enemies have different attributes and the amount of damage you can inflict on each type will vary according to the suitability of the weapon used to attack it. Also, the Photon efficiency of weapons will vary, even among weapons with the same name.

To check the Photon efficiency of a weapon, select the weapon in question from the EQUIP or ITEMS menu under ITEM PACK on the main menu (see p. 21) and use Trigger L/R to toggle the right window to the screen shown here. Also, a weapon name will appear in green if it has a high Photon efficiency.

WHEN YOUR HP LEVEL REACHES ZERO...



In the event you are felled in battle, you will be asked if you wish to return to Pioneer 2. If you agree your character will be sent to the medical center and revived so that you can restart. Note that all your money (Meseta) as well as the weapon you had equipped will be left behind in the place where you fell. If you decline to return to the medical center, your current game data will be saved and the game will end. In the online mode, if you decline to return, your character will remain inactive until a team member revives you or you press A and select "yes" to return to Pioneer 2.

JOINING IN MID-PLAY



When playing online, it is possible to join a team already in the field provided there are less than four players already in that team. If a password has been set the joining player must input the password in order to join, but if no password has been set, anyone can join in. Whenever a new player joins, the game will temporarily pause and the message "PLAYER has joined. Please wait." will appear. As soon as the new character appears, gameplay will resume.

CAUTION: THIS GAME CANNOT BE PAUSED!

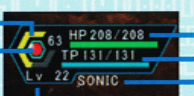
Because pausing a network online game can inconvenience other players, it is not possible to pause this game either ONLINE or OFFLINE. If you need to temporarily interrupt and discontinue gameplay, it is recommended that you select "Quit Game" from the main menu and then restart gameplay later. (When playing online, rejoin your team by selecting "Join Team" at the visual lobby information counter. [See p. 10])

Essentially the game displays used for the online and offline modes of PSO are the same. However, because the online mode has a few additions, the online mode game display is explained here.



STATUS SUMMARY

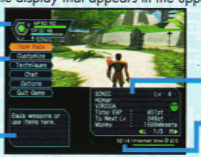
This item provides a simple overview of your HP/TP status, current level, your Photon blaster gauge, etc. To help keep track of everyones' positions on the radar map, each player is automatically assigned one of four colors.



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MAIN MENU

Press the Start Button to display the main menu used for a variety of actions such as equipping weapons, using items, customizing your Action Palette, etc. **Note that gameplay does not pause while the main menu is displayed. All menu operations take place in REAL TIME.** You can monitor gameplay via the reduced sized game display that appears in the upper right portion of your screen.



DETAILED PLAYER STATUS This window displays full details of your character's status. Use Trigger L/R to toggle between the three screens of information.



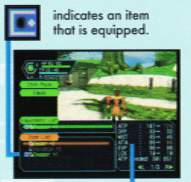
PLAYER NAME	CURRENT LEVEL	ATP - NORMAL ATTACKING POWER		EFR - FIRE ATTACK RESISTANCE	
CHARACTER TYPE		DFP - DEFENSE POWER		EIC - ICE ATTACK RESISTANCE	
SECTION ID		MST - SIZE OF TECHNIQUE EFFECT		ETH - LIGHTNING ATTACK RESISTANCE	
TOTAL EXPERIENCE POINTS		ATA - ACCURACY RATE OF ATTACK		EDK - DARKNESS ATTACK RESISTANCE	
POINTS NEEDED TO REACH NEXT LEVEL		EVP - RATE OF DEFENSIVE EVASION		ELT - LIGHTNESS ATTACK RESISTANCE	
MONEY		LCK - TECHNIQUE LUCK			

The number to the left indicates equipped status (the number to the right indicates unequipped status).

INTERNET TIME This globally compatible format for telling time developed by Swatch, is based on Internet Time Units called ".beats" (24 hours divided into 1000 beats). It is especially useful when arranging meeting times with PSO players from around the world.

ITEM PACK Use the item pack menu to equip weapons or armor, utilize tool items, take care of your MAG (see p. 23), view a map of the area you are currently in, review quest information, etc. Your item pack can hold a maximum of 30 total item types (including weapons and armor) at a time. Use ↑↓ to make selections and press A to enter. Press B to return to the previous menu.

EQUIPMENT Select this item to equip your character with weapons or armor. Use ↑↓ to select an item from the Equipment List and press A to display the Item List containing the available options you can equip. A window to the lower right displays the attributes the currently selected item will yield if it is equipped (use Trigger L/R to toggle between the three screens of information). Once a weapon or armor item is equipped, a violet & white box will appear to the left of the item name. Also, an item name will appear in green if it has a high Photon efficiency



ITEMS Select this to use/equip, discard or sort the items in your item pack. Use ↑↓ to select an item from the Item List and press A to display the Purpose menu. Next use ↑↓ to select an option as described below. A window to the lower right displays information about or attributes of the currently selected item (use Trigger L/R to toggle between the information screens). With tool items, a maximum quantity of 10 of each item type can be carried at a time. When your item pack is full it is a good idea to sell or deposit items in the city Check Room.

ITEM ATTRIBUTES Shown in **RED** if increased, **BLUE** if decreased.



USE Select to use this item right away. For items that are currently equipped this option will change to Remove (un-equip). For items that can be equipped, this option will change to Equip.

DROP Select this to discard the item. To pick up the item again, close the main menu and press A to pick up the item again.

SORT Select to sort the items in your pack. Then select whether to do so Automatically or Manually (item by item). Press B when finished sorting manually to return to the Item list display.

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INTRODUCTION TO ITEMS FOUND IN PSO A variety of weapon, armor and tool items are available on the planet Ragol and the shops of the city on Pioneer 2. Each type is distinguished by their boxes as follows:



WEAPONS There are three main categories of weapons found in PSO that correspond with each of the three professions. In general, "blade" weapons are used by Hunters, "gun-type" weapons are used by Rangers and "cane-style" weapons are used by Force. Your ATP (attacking power) and ATA (accuracy) will increase whenever a weapon is equipped.



Each weapon requires a certain level of experience in order to be able to use it. If your character has yet to reach the level required, you will not be able to equip the weapon. Furthermore, some weapons can only be used by members of certain professions. Weapons that have special abilities are indicated by the weapon name color (see p. 13). Also weapons with unknown capabilities should be taken to the tekker for assessment.



ARMOR There are various types of armor and shields that are used to protect from enemy attack. Of the two main classes of armor protection "frames" can be used by all professions, however "armor" can only be used by Hunters and Rangers. Similarly, of the two main classes of shield protection (equipped to the left hand), there are barriers that can be used by all professions and shields that can only be equipped by Hunters and Rangers. Your DFP (defensive power) and EVP (rate of defensive evasion) will increase whenever armor is equipped.



As with weapons, individual armor items also require certain levels of experience to be obtained before they can be used. Some types of armor have "slots" which can be further equipped with "units" to provide even greater protection or other specialized effects.



TOOL ITEMS There are a wide variety of useful tool items available in the world of PSO that will assist you in your adventures. Item names ending in "mate" indicate items which are used for HP recovery while item names ending in "fluid"are used for TP recovery. Item names starting with "anti" are used to return those affected with poison or paralysis to normal.



Techniques are acquired via items called "technique disks." Use "telepipes" to create temporary teleport gates to the city. If you happen to have an item called "scape doll" with you if you are felled, you will be resurrected automatically. Items will disappear when they are used.

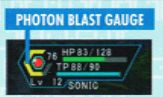
MAG Each player has a mysterious little protector unit called a MAG. When equipped, the mag floats just behind your character's shoulders. If it is raised properly your mag will grow and change. Eventually it will acquire an attack technique called a "Photon blast" that you can utilize in battle. Care for your mag via the mag menu and that appears when you select MAG from your Item Pack (use Trigger L/R to toggle between status screens).



GIVE ITEMS Select an item from the displayed list to give to your mag.
PHOTON BLAST View the available Photon blast actions.
REMOVE Select to remove (or equip) your mag.
DROP Select this to discard your mag.







When your MAG has developed to a certain level, it will be able to save up Photon power discharged when you attack enemies. The rate of storage is indicated by the yellow Photon blast gauge. Once this gauge reaches 100% you can utilize the saved power in the form of a Photon blast action. To do so, use Trigger R to toggle the Action Palette to display the available Photon blast actions. Then press the corresponding controller button. Remember that your mag can only do this once their level is high enough. Essentially a Photon blast is the release of stored Photon energy accumulated inside the mag. However, how the mechanism of this process and what effects can occur are still largely unknown.







AREA MAP Select this item to view an overhead map of the entire area you are located in. Only the areas in which you have entered will be displayed. Use the D-Pad to move the map and Trigger L/R to zoom in/out.

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QUEST BOARD When you are undertaking a quest, select this item to review details about your mission. Use Trigger L/R to toggle between screens, ⬅➡ to move the cursor and press A to check information.



CUSTOMIZE Select this item to customize your Action Palette.



A total of six actions, 3 to each of the two palettes available, can be assigned to your Action Palette. With the Action Menu displayed use Trigger R or ⬆⬇ to toggle between the two palettes. Use ⬅➡ to select an action space and press A to display the Action List. Then use ⬆⬇⬅➡ to select an action and press A to have it replace the action currently assigned to the Action Menu. If you attempt to replace the same action to an action space where that action is already assigned the setting will be cleared and no action will be assigned. When you are finished customizing your Action Palette, press B to close the Action Menu and return to the Item Pack menu. For details on the actions available, see p. 27-28.

TECHNIQUES Select this item to utilize your characters TP to perform a technique. (Character types that cannot use techniques do not have this item.) Use ⬆⬇ to select a technique Type, then select a technique from available options and press A enter. For details on techniques and their effects, see p. 28.



ACQUIRING TECHNIQUES Techniques are acquired or learned via items called "Technique Discs" that can be found in the field or purchased at the tool shop in the city. Once you obtain a technique disc, select it from the Item List and then "use" it in order to enable usage. Techniques themselves have multiple levels and each requires that your character obtain a certain level of MST before it can be acquired.

CHAT Here you can modify your chat settings, guild card, send Simple Mail, etc. Use ⬆⬇ to select an item, press A to enter or B to return to the previous screen.

SHORT CUT Select this to create and assign (or delete) a chat balloon to each of the D-Pad keys or soft keyboard F keys that can then be easily displayed during gameplay. With the List displayed, use Trigger L/R to toggle between screens and ⬆⬇ to select a short cut key. Then press A to display the "Register/delete" menu. Select Register to input a message and then confirm your entry.

SYMBOL CHAT Here you can create and register symbol chat messages to the symbol chat list. Each symbol chat message can be composed of face parts to create an expression and object parts (a maximum of four). With "The Registered data" list displayed, use ⬆⬇ to select a current symbol chat message to edit or select "Not in use" to create a new one.



GUILD CARD Guild Cards are a simple form of communication that you can trade with other PSO players. By collecting Guild Cards you can easily keep track of the other players you meet.



● **MY CARD:** To edit your own card, select "Write Comment" and input a message. To send your card to another player online, select "Send" and then select a player from the displayed list.

● **CARD LIST:** View or delete cards you have collected from other users. You can also search for current information on a player whose card you have.



1. Use ⬆⬇ to select a card from the card list and press A (use Trigger L/R to toggle between screens).
2. Select "Search" to find out where that player is currently located. If the player is found, an icon will appear to the right of your status summary. To delete a card, select "delete" and then confirm as requested.



3. Select "Search Results" to display the results. The information displayed will vary depending on where the player. If the player is online you can send them a Simple Mail (See p. 26) and if the player is in the visual lobby you can select "Meet in lobby" to be transported to where that player is located.

● **SEARCH RESULTS** Display the results of player search.

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SIMPLE MAIL You can input and send a mail message of up to 55 characters to a another player online whose guild card you have. Select "Send Mail" from the Simple Mail menu and then select a player from the list displayed. Once you have input the message, select enter and then confirm.

When another player sends you a simple mail message, an envelope icon will appear next to your status summary. To read the message, select "Received Mail" from the Simple Mail menu to display any mail received.



LOG WINDOW When chatting in the visual lobby you can normally only read the chat balloons of those players nearby. However, by displaying the Log Window you can see the chat messages of everyone in the same lobby. Provided that your Log Window setting is ON, simply select "Log Window" from the Chat menu to display the log window on the left half of your display. While the Log Window is displayed you can input chat messages. Use ⬆⬇ to scroll through the log. To close the log window, press B or the Start Button.



OPTIONS Select "Options" from the main menu to modify the following game settings during gameplay. Use ⬆⬇ to select an item from the Options menu and press A to enter. Then use ⬆⬇ to select the desired setting and press A to enter. Press B to return to the previous menu.

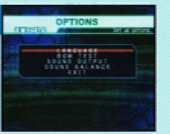


Map Direction	Set whether fix the map position relative to your movements.
Key Config	Select the preferred Trigger L/R settings.
Cursor Position	Set whether to save the the cursor to the last position used.
Message Speed	Select a speed at which chat balloons are displayed.
Jump Pack	Select whether to enable the Jump Pack.
Auto Disconnect	Set a time limit at which to automatically save the current game data and disconnect from the network in the event that you remain idle (e.g., if you leave the controller untouched) for the amount of time set.

QUIT GAME Select this to disconnect from the network (if playing online), save your current game data and exit the game.

OPTIONS

Select OPTIONS from the PSO title screen menu to modify the following game settings. Note that these settings cannot be modified during gameplay. Use ⬆⬇ to select an item from the OPTIONS menu and press A. Then use ⬆⬇ to select the desired setting and press A to enter. Press B to return to the previous menu.



LANGUAGE	Select this to modify the language setting of PSO.
BGM TEST	Select this item to playback the BGM (Background Music) tracks used in PSO. Use ⬆⬇ to select song and press A to play it. Press B to stop playback. Press B again to return to the OPTIONS menu.
SOUND OUTPUT	Set the sound output to either STEREO or MONAURAL
SOUND BALANCE	Adjust the volume balance. Use ⬆⬇ to select either BGM or SE (Sound Effects) and then use ⬅➡ to adjust the levels.
EXIT	Select to return to the title screen.

The following introduces some of the many basic actions you will encounter in PSO.

AUTOMATIC ACTIONS

There are a number of actions that you can perform automatically in the field simply by pressing A when one of the following icons appears in the bottom space on your Action Palette. The exception to this is the CHAT icon which always appears in the upper space on both Action Palettes.

CHAT COMMUNICATE Enable the chat features.	PICK UP AUTO ACTION Pick up an item.	PRESS AUTO ACTION Press or push an object.
TELEPORT AUTO ACTION Activate a transporter.	TALK AUTO ACTION Speak to a NPC.	VIEW AUTO ACTION View an object.

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ATTACKING ACTIONS

These are the main attacks used in battle. For details, see p. 17.

ATTACK STANDARD — High accuracy, low damage.

ATTACK HEAVY — Low accuracy, high damage.

ATTACK EXTRA — Low accuracy, some weapons can yield a special effect.

TECHNIQUE ACTIONS

The five types of techniques found in PSO are simple attack, normal attack, hard attack, healing and support. Each technique requires a certain level of experience in order to be acquired or used.

FOIE ATTACK — Hurls a fireball at one enemy.

BARTA ATTACK — A penetrating linear ice attack.

ZONDE ATTACK — Lightning strike on one enemy.

RESTA HEALING — HP recovery technique.

ANTI HEALING — Normalizes a player's condition.

REVERSER HEALING — Revives a fallen team member.

JELLEN SUPPORT — Lowers the enemy's ATP.

SHIFTA SUPPORT — Raises a team member's ATP.

RYUKER SUPPORT — Opens a teleport gate to the city.

ZALURE SUPPORT — Lowers the enemy's DFP.

DEBAND SUPPORT — Raises a team member's DFP.

TOOL ACTIONS

You can either assign tool items to your Action Palette or use them via the item menu of your item pack.

MONOMATE RECOVERY — Restores 70 HP.

MONOFLUID RECOVERY — Restores 70 TP.

ANTIPARALYSIS RECOVERY — Removes paralysis.

MOON ATOMIZER REVIVE — Revives a fallen team member.

ANTIDOTE RECOVERY — Neutralizes poisons.

TRAP VISION SUPPORT — Reveals hidden traps.

TELEPIPE SUPPORT — Opens a teleport gate to the city.

WEAPONS

BLADE | GUN | STAFF

ELEMENTS

Weapons with special abilities can use various "elements" to yield unique effects such as the following:

DRAIN — Use to steal HP from an enemy.

FIRE — Burns an enemy with a fire attack.

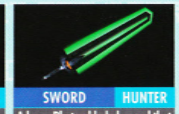
ICE — Freezes an enemy with an ice attack.



SABER ALL — A sword with a Photon blade that can attack one enemy.



DAGGER HUNTER — A pair of short Photon swords that can attack one enemy.



SWORD HUNTER — A large Photon bladed sword that can attack multiple enemies.



SLICER ALL — A boomerang style blade that can attack multiple enemies.



PARTISAN HUNTER — A long sword with a Photon blade that can attack multiple enemies.



HANDGUN ALL — A small gun that fires Photon bullets



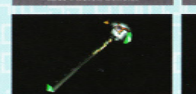
RIFLE RANGER — A long-range gun that fires Photon bullets.



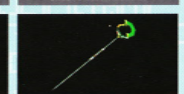
MACHINE GUN ALL — A pair of rapid-fire guns that shoot Photon bullets.



SHOTGUN RANGER — A shotgun that fires a spray of Photon bullets.



CANE FORCE — This common staff with weak ATP can only be equipped by Forces.



ROD FORCE — A battle rod that can only be equipped by Forces.



WAND FORCE — A technique wand that can only be equipped by Forces.

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ARMOR & SHIELDS

ARMOR & SHIELDS

FRAME — ALL
This beginner oriented protector can be equipped by all professions.

ARMOR — HUNTER/RANGER
A basic protector that can be equipped by Hunters & Rangers.

PSY ARMOR — HUNTER/RANGER
A basic protector that can be equipped by Hunters & Rangers.

GIGA FRAME — ALL
A protector with unit slots that can be equipped by all professions.

BARRIER — ALL
This beginner oriented protector can be equipped by all professions.

SHIELD — HUNTER/RANGER
A basic protector that can be equipped by Hunters & Rangers.

CORE SHIELD — HUNTER/RANGER
A basic protector that can be equipped by Hunters & Rangers.

GIGA SHIELD — HUNTER/RANGER
This beginner oriented shield can be equipped by all professions.

Some types of armor have open slots that can be equipped with "units" such as the following to provide even greater protection or other specialized effects. Each slot (a maximum of four) can hold one unit.

UNITS

RESIST/FIRE — PROTECT
Boosts fire resistance.

RESIST/COLD — PROTECT
Boosts ice resistance.

RESIST/SHOCK — PROTECT
Boosts lightning resistance.

RESIST/LIGHT — PROTECT
Boosts light resistance.

RESIST/DARK — PROTECT
Boosts dark resistance.

CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of PSO. Credits for the original development staff of the game are listed in the credits of the game itself.

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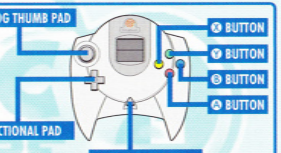
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Ricky Viray
Chris Olson
Sirr Less

SONIC ADVENTURE 2 - THE TRIAL

DREAMCAST CONTROLLER

With this trial version you can play as Sonic through the first part of the upcoming Sonic Adventure 2 game. Once the title screen appears, press the Start Button to start the game.

To return to the title screen at any time during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons.





When using the Jump Pack (sold separately), always be sure to insert the Jump Pack into Expansion Socket 2.

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

BASIC CONTROLS & SONIC ACTIONS

OPEN/CLOSE PAUSE MENU — START BUTTON

PAN THE CAMERA — TRIGGER L/R

WALK & RUN — ANALOG THUMB PAD

JUMP — A BUTTON

JUMP DASH — A IN MID-AIR

If any enemies are nearby, Sonic will automatically home in and attack.

BOARD

Use the Analog Thumb Pad ◀ ▶ to steer the board, press A to jump and B to brake. To perform cool board tricks, press A while on the jump ramps

ITEM SELECTION

Use the Directional Pad/Analog Thumb Pad to select and press A to enter/proceed to next screen.

SOMERSAULT — B BUTTON

Use this move to attack enemies, bust up containers or perform rolling flips in the air.

SPIN DASH — HOLD B BUTTON

Press and hold B to start Sonic spinning and release to dash off at supersonic speed!

GRIND

Sonic can grind railings! Use the Analog Thumb Pad ◀ ▶ to control Sonic mid-grind and press B to leap off.

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PLAYING THE GAME & GAME OVER

- Proceed through the game field while collecting rings. Get the GOAL RING at the destination point to clear the stage but if you run out of lives its game over.
- Whenever you successfully pass a POINT MARKER along the route you will restart from that point if you lose a life after passing it.

SONIC ADVENTURE 2 - THE TRIAL

- You can survive any damage inflicted by an enemy if you have at least one ring. However, if you are attacked when you have no rings, you will lose a life.
- Select RESTART from the pause menu to forfeit an extra life and restart from the begining. Note that you cannot select this option if you have no extra lives.

ACTION STAGE DISPLAY & PAUSE MENU



PAUSE MENU

CONTINUE
Resume play.

RESTART
From the begining.

EXIT
Quit and return to the title screen.

ACTION BUTTON & ACTION WINDOW

A/B ACTION BUTTON

B TOGGLE ACTION WINDOWS

Use the action button to perform actions such as picking up or viewing items, etc. A window will appear at the top left corner of the display to indicate the appropriate action. When more than one action is possible at a time, press B to toggle the action window



ACTION WINDOW

PICK UP Pick up/carry items. Approach an item to display this window.

BRAKE Press to brake when boarding.

WHISTLE Use to locate hidden creatures. Press to display this window.

VIEW Press to find out about an item. Approach a mysterious item to display this window.

STAY TUNED FOR MORE ACTION PACKED EXCITEMENT IN SONIC ADVENTURE 2!!

In addition to collecting rings or defeating enemies to build your score, you will be able to earn bonus points at certain hidden locations by performing special actions in succession to create ACTION LINKS. Seek out these places and perform action links to gain the highest ranking!

With this trial version you can only play in one part of the adventure field, but with the full version of Sonic Adventure 2 there will be many more characters and exciting action stages available.

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site http://www.sega.com/customer_service
- e-mail support@sega.com
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.

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SONIC ADVENTURE 2
coming 2001
Anniversary
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