

## **Sega Dreamcast Master ROM Release Form (MRRF)**

Licensee Company Name:									
TEL:	Licensee's Manager in Charge:								
FAX:	Developer's Manager in Charge:								
Developer Company:									
TEL:	SEGA Account Manager:								
FAX:									
If the licensee company and the developer company are the same, then enter the licensee company only.									

Title In	formation:						
Name	Name		Japan	North America	ROM	ROM Date:	
					Information	ROM Ver.:	
			Europe	Others	Version		Final
						Sample/ Store Demo Version	For Resale A ver

For "ROM Date", enter the date when the ROM is created. For "ROM Ver", take final version as 1.000 and subsequent bug fixes as 1.001, 1.002, etc. For resale or repeat A version, start from 2.000. For the software sales region, circle the appropriate region. For regions other than Japan, North America and Europe, enter name of the country in the space provided.

Product No.										
T-										
T-										
Limited Version					/	/				

Application Development Environment								
A	SEGA Library							
В	Windows CE for Dreamcast OS							

	Peripheral Information 1												
Name	Control Pad	Gun Controller	Arcade Stick	Steering Wheel	Analog Key w1	Analog Key X2	Analog Key Y1	Analog Key Y 2					
Bin													
Text													
Name	Trigger L	Trigger R	Second Direction Button	Z Button	Y Button	X Button	A Button	B Button					
Bin													
Text													

The controller can be identified according to the buttons that can be used. "Basic Buttons" consists of the first direction buttons, A button, B button, and the START button.

The standard controller included in the main unit consists of the basic buttons, X, Y, analog keys X1 and Y1, analog triggers L and R.

	Peripheral Information 2												
Name	Memory Card or Visual Memory Unit	Jump Pack Unused Unused		Unused Unused		Unused	Box VGA						
BIN													
Text			•	•	•	•	•						
Name	Unused	Unused	Unused	Unused	Reserved	Reserved	Reserved	Reserved					
BIN	0	0	0										
Text		•	Fixed at spa	ice (20h)	•								

Other Peripherals									
Modem unit									
Be sure to enter peripheral information	1 and peripheral information 2 accurately.	Enter 0 for "Unused" peripherals.							

Be sure to enter peripheral information 1 and peripheral information 2 accurately. Enter 0 for "Unused" peripherals. For other peripherals, be sure to indicate all of them that are in use.

Backup																	
File data																Has executable file?	
Boot-ROM comment															Yes	No	
Data for sort															If you choose "Yes		
File size Max.					bl	ocks	3	•	•			•	•	Max.	files		

	Information to "burn"	
Environment	Write directly from PC to GD-R	*Be sure to submit 3 GD ROM masters *Also submit TRAVAN as preliminary tool.
Software for writing	CRI CD CRAFT	*Be sure to use SEGA-recommended writing software to write.

	Play	
Number of Players	One only	Two or more players
Play Method	1-to-1 game	Multiple players, simultaneous play

Included Documents														
Common	•	Quality Assu	Quality Assurance Checklist											
Documents	•		Floppy disk with Table of Contents file and script file "required every time." Table of Contents sheet (required every time, printed from.TXT file)											
	•		Game operation manual and hidden techniques and command list (required only for master version delivery)											
	•	ESRB Rating	ESRB Rating form											
	•	Delivers GD	Delivers GD-ROM sets, usually <b>6</b> sets.											
	•	TRAVAN Ba	ıck Up Taj	pe of Mas	ter GD									
	•	Processed	(Year)		(Month)		(Day)		Processed date					
	•	Being processed	(Year)		(Month)		(Day)		To be processed					
VMU Executable	•	Processed	(Year)		(Month)		(Day)		Processed date					
File Checklist?	•													

Licensed Tools												
Name of Tools	Location of Use	Indication of License										
TrueMotion for Dreamcast		Software package	Manual	_	• TV screen							
MPEG sofdec		Software package	Manual	_	• TV screen							
Cinepak preliminary		Software package	Manual	• Label	• TV screen							
• MPEG1 / Audio		_	_	_	_							
• ATRAC2		Software package	Manual	• Label	• TV screen							
Dual Speech		_	Manual	_	_							
• ASR1600/C		Software package	Manual	_	_							
• ADX		Software package	Manual	• Label	• TV screen							
• XG Lite		_	Manual	• Label	_							
• Q-Sound		Software package	Manual	• Label	_							
• Iwango / Dwango		Software package	Manual	_	_							
• FontWorks		_	Manual	_	_							
• NEC Font		_	• Manual	_	_							

## Agreed Indication

Enter company name, ©, ®, etc. to display on the game screen (in advertisement area)

Example: © SEGA ENTERPRISES, LTD., 1998,1999 REPROGRAMED BY © SEGA 1995, etc.

Manufacturer		
☐ Denon		
☐ Maxell		
☐ Sanyo-Verbatim		
□ WEA		
Additional Messages		
Description of changes from the previous version and bug fixes		

## **Network Checklist**

Check the following if you have indicated use of "Modem Unit" in the ROM delivery report.

Network Information
Network SDK is used in the SEGA Library environment.
Network SDK is used in the Windows CE for Dreamcast OS environment.
Other environments

Feature List			
Is ISP information being used?	YES		
	NO		
If you choose "YES"	Information of SEGA network server can be used		
	Information other than SEGA network server can be used		

Network Features available during connection				
http://www.	Select all features that are available.			
Mail (SMTP/POP)				
Chat (IRC)	Write down special features., if any.			
Billing (Webmoney/others)				
Others				

Browsing				
Names of plug-ins as browser feature				

Travan tape back-up Master Information						
Date Recorded	/ /	Written By:				
Drive Used	TapeStor Travan NS 8 STT28000N-RCVT	NO.				
Tape Used	IMATION(3M)TR-4 MINICARTRIDGE	NO. of tapes				
	Table of Contents	CIM	Data Recorded (bytes)			
File Name	1	CIM				
	2	CIM				
	3	CIM				

Divide into two tapes if the number of files exceeds three.

## **Check Items**

☐ Data is recorded in non-compress mode	
☐ Disc images are in CD CRAFT CIM format	
$oldsymbol{\square}$ No differences are found from GD-ROM data of the same version	
☐ Seagate Backup is used.	
☐ No other data than specified the above is recorded	
☐ All the file names are listed on tape label.	
☐ After recording, Write-Protect Switch is set to Read-Only Position	1