Sega ⊚ Dreamcast™

Sega Dreamcast Programmer's Checklist
Game Title:
Rev. Date:
Date:
Checked By:

				1. Controller Button Functions
Δ	Y	N		Is the A button used for "Accept" (perform operation)?
Δ	Y	N		Is the B button used for "Cancel" (reject operation)?
	Y	N		Do the A/B buttons have priority over the X/Y buttons?
				1.1 Various Controller Exceptions
	Y	N	N/A	Do the settings for the A, B and START buttons conform to the arcade settings in a virtual arcade game if the original button settings still exist and a special controller is being used?
				1.3 Cancel Operations
	Y	N	N/A	Is there a Cancel button to speed up message processing?
	Y	N	N/A	Does pressing the B button cancel voice messages?
Δ	Y	N		Does the START button cancel Movies (except for movies that are required to play the game)?
Δ	Y	N		Does pressing and holding the A button cause rapid message processing?
Δ	Y	N		Does pressing the B button cancel rapid message sending?
				1.4 Analog Direction Keys, Digital Direction Buttons
Δ	Y	N		Are the digital buttons used? (For selecting options, or camera angle, for example)

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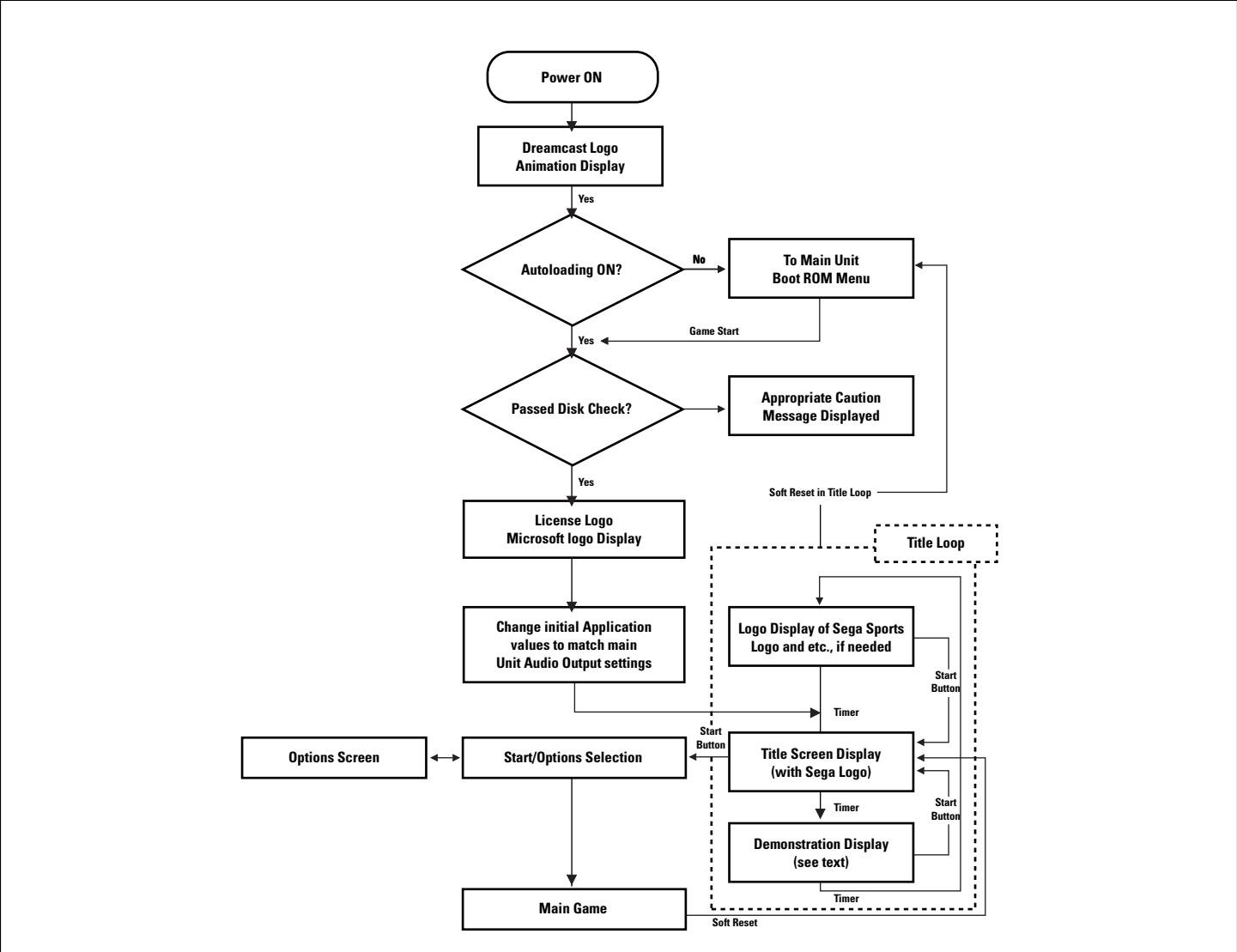|				**2. Controllers and Control Ports**
Δ	Y	N		Do the A/B and START buttons, and the D-pad, all have a function?
Δ	Y	N		Game does not start unless a compatible controller is connected?
				2.1 Using a Control Port
				2.1.1 Single-User, Single-Controller Applications
Y	N	N/A		Are all of the A - D control ports usable whenever a compatible controller is connected?
Δ	Y	N	N/A	When compatible controllers are connected to multiple ports, do they operate in A-B-C-D order, with the other ports then disabled?
				2.1.2 Multi-User, Single-Controller Applications
	Y	N	N/A	Is port A used for player 1, port B for player 2, and so forth?
	Y	N	N/A	When starting a game, does startup and operation begin with the first port having a compatible controller connected, from A to D?
Δ	Y	N	N/A	Can compatible controllers connected to ports exceeding the number of players start or operate the game? (The answer should be "N".)
				2.1.3 Single-User, Multi-Controller Applications
	Y	N	N/A	Can the user start the game from any of ports A through D to which a compatible controller is connected?
				2.2 Checking Control Ports
Δ	Y	N		With no compatible controller connected, if the user powers up the system, and connects any compatible controller, is it properly recognized and enabled for start and operation?
	Y	N	N/A	In multi-player games, if the user connects any compatible controller in mid-play, is that controller recognized?
				2.3 Case of Controller Removed from Port
Δ	Y	N		If a controller is removed from an active port after a game begins, does the game pause, and does the following message appear? "A Controller was removed, or a VMU is being recognized."
Δ	Y	N		If a memory card is removed or inserted after a game begins, does the game pause, and does the following message appear? "A Controller was removed, or a VMU is being recognized."
				2.4 When a Controller is Removed and then Reconnected to the Same Port

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				2. Controllers and Control Ports
Δ	Y	N		When a controller is removed from a port that has been used, and a compatible controller is then reconnected to that port, does input resume?
				2.5 A Controller is Reconnected to a Different Port During the Game
Δ	Y	N	N/A	In a game where multiple players use a single controller, is input resumed if a controller is reconnected to a different port during the game (2.1.2)? (The answer should be "N".)
Δ	Y	N		In a single-player game, is input resumed if a controller is reconnected to a different port during the game (2.1.1, 2.1.3)?
				2.6 Hardware Keyboard Support
Δ	Y	N	N/A	If an application is designed to take input from a hardware keyboard and no keyboard has been connected, is a software keyboard (or character input screen) displayed to allow players to provide character input?

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				3. Sequences Before Game Start
Δ	Y	N		Does the game sequence follow the flow chart depicted below?

Power ON

Dreamcast Logo
Animation Display

Yes

Autoloading ON? — No → To Main Unit Boot ROM Menu

Yes ← Game Start

Passed Disk Check? → Appropriate Caution Message Displayed

Yes

License Logo
Microsoft logo Display

Soft Reset in Title Loop

Title Loop

Change initial Application values to match main Unit Audio Output settings

Logo Display of Sega Sports Logo and etc., if needed

Start Button

Timer

Options Screen ↔ Start/Options Selection

Start Button

Title Screen Display (with Sega Logo)

Start Button

Timer

Demonstration Display (see text)

Start Button

Timer

Main Game

Soft Reset

				3.1 Title Display and Demo
				3.2 Audio Output Settings When Loading an Application
	Y	N		Does the stereo/monaural output setting change to match the Boot ROM settings?
				3.3 Application Loading
	Y	N		Does the game load reasonably quickly?

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				4. Soft Reset
				4.1 Soft Reset Timing
Δ	Y	N		Is a "soft reset" possible at any time except during saving and disc access?
				4.2 Soft Reset Button Operation
Δ	Y	N		Does a soft reset occur when the A + B + X + Y buttons are all held down and the START button is pressed?
Δ	Y	N		Does a soft reset occur if any other buttons are pressed while the A + B + X + Y buttons are all held down when the START button is pressed?
Δ	Y	N	N/A	In the case of racing and gun controllers or a keyboard where the soft reset buttons is impossible, is there a selectable reset option?
	Y	N		Does no other button combination except the above (A + B + X + Y + START button) execute a soft reset?
				4.3. Soft Reset and Controllers (Control Ports)
Δ	Y	N		Is a Soft Reset possible from all controllers (ports) in use?
				4.4 Soft Reset Execution
				4.4.1 Simple Application Case
Δ	Y	N	N/A	Does a Soft Reset from the Title Loop jump to the Main Unit Boot ROM Menu?
Δ	Y	N	N/A	Does a Soft Reset from the main game jump to the Title Screen?
				4.4.2 Sampler Disc System Case
	Y	N	N/A	Does a Soft Reset from within each game jump to the Title Screen of the corresponding main game?
	Y	N	N/A	Does a Soft Reset from the Title Loop of any title jump to the base Title Screen?
	Y	N	N/A	Does a Soft Reset from the base Title Screen Title Loop jump to Main Unit Boot ROM Menu screen?

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				5. Logos
				5.1 Sega License Logo and Microsoft Logo display
				5.1.1 Dragon OS Environment Development
Δ	Y	N	N/A	Does a game designed for the Dragon OS environment display the Sega License Logo immediately after power is turned on, and are the Sega License Logo and Microsoft Logo displayed at the same time, without any modifications?

<div align="center">

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It appears lighter when output to a TV screen.

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				5.1.2 Non-Dragon OS Environment Development
Δ	Y	N	N/A	Does the Sega License Logo appear immediately after the power is turned on, and is it clearly displayed without any modification?

<div align="center">

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(It appears lighter when output to a TV screen.)

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				5.3 Other Logos Display
	Y	N	N/A	When display of another logo is required, does it appear in the Title Loop after the Title Screen or Demo (e.g., at the head of the second round of the Title Loop)?

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				6. Title Screen
				In the following descriptions, the Title Screen is defined as the "Game Start Screen." The period before the START button is pressed at this screen is referred to as "Before Game Start," and the period afterward is called "After Game Start." Also, the conditions after a game has been started are referred to as "during the main game."
Δ	Y	N		Does the Title Screen display the Title Logo, "PRESS START BUTTON" and copyright?
				6.1 Title Logo Display
	Y	N		Does the Title Logo appear for at least two seconds?
				6.3 Advancing to Next Screen
Δ	Y	N		Can the user only advance to the Main Game or Start/Option screen if the START button is pressed at the Title Screen?

				7. Demos
				In the following guidelines, a Story Demo is an explanation of the game story mainly using movies, etc., and a Play Demo is an automatic demonstration of actual game play (the main game).
				7.1 Screen Display
	Y	N		Does the text: "PRESS START BUTTON" appear onscreen during the Demo?
	Y	N		Does the text: "DEMO PLAY" appear onscreen during the Demo?
	Y	N	N/A	Does the current high score appear onscreen during the Demo?
	Y	N	N/A	Does the previous play score appear onscreen during the Demo?
				7.2 Advancing to the Next Screen
Δ	Y	N		Does pressing the START button during the Play Demo immediately bring up the Title Screen?
Δ	Y	N		Does pressing the START button during the Story Demo immediately bring up the Title Screen?
	Y	N		If the user does not press the START button, does the demo finish and revert to the Title Display in the Title Loop or display a logo screen?

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				8. Start/Option Selection
				8.1 Difference from the Title Screen (Game Start Screen)
Δ	Y	N		Is there a Start/Option Selection screen separate from the Title Screen?
Δ	Y	N		Does the Start/Option Screen appear when the START button is pressed at the Title Screen?
				8.2 Start Menu Selection Limitations
	Y	N		Are all Game Options displayed, with only the valid Options selectable? (For example is "Vs. Mode" in a two-player game grayed out with only one controller connected?)
				8.3 Advancing to the Next Screen
	Y	N		Does pressing the START button advance to the main game or option selected in each menu?

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				9. Options
	Y	N	N/A	Are Options provided whenever possible, unless they would destroy the character of the game or if the game is a port of an original that has no options?
Δ	Y	N	N/A	In games where it would disturb the flow of the game to have the Start/Option button bring up the Options Screen and then return to the Title, such as in an RPG/Adventure, can the options be set by an Options command from within the game?

				9.1 Options

Δ	Y	N	N/A	Do the following options appear for arcade ports and others?
				
				`LEVEL (of difficulty) EASY >NORMAL< HARD`
				`PLAYERS (number of) 1 2 >3< 4 5`
				`CONTROL (button setting)`
				`RAPID (continuous shooting)  >ON< OFF`
				`AUDIO (output setting) >STEREO< MONAURAL`
				`SOUND (test) >BGM01<`
				`            SE02`
				`            VOICE00`
				`Initialize Settings (return to initial settings)`
				`EXIT`

Δ	Y	N		Do the terms "Default" or "Reset" refer to the initialization of settings and the initial settings? (The answer must be "N")
	Y	N		Is there a Stereo/Monaural selection provided?
				9.2 Storing Option Settings
	Y	N		Do the Option settings remain after a soft reset?
	Y	N		Is the Stereo/Monaural setting masked from the save data? The Stereo/Monaural setting should conform to the BIOS setting.
				9.3 Stereo/Monaural Audio Output Settings
	Y	N		If the user changes the audio output setting in the application's Option Screen or otherwise, does the Main Unit's Boot ROM setting immediately change to correspond?
				9.4 Advancing to the Next Screen
	Y	N		When EXIT is selected and any action button is pressed, or when a Start/Option button is pressed from any location in the Options Screen, does the game return to the Start/Option Selection Screen?

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				10. Main Game Screen Display
				10.1 Important Item Display Limitations
	Y	N		Does no important information appear within a margin of at least 8 dots horizontally or 16 dots vertically from the game screen (for 320x240 dot displays)?
	Y	N		Does no important information appear within a margin of at least 8 dots horizontally or 32 dots vertically from the game screen (for 640x480 dot displays)?
				10.2 Consistency of Terminology
	Y	N		Do the definition of terms remain consistent throughout the game? E.g., the use of the word "Tournament" should be consistent with "Tournament Mode."
				10.4 Display of Voice Messages
	Y	N	N/A	If voice messages are sent during gameplay, is the message also displayed onscreen unless this would be impractical, such as during a movie?
	Y	N	N/A	If message display would be inconsistent with the character of the game, does the package or manual contain a disclaimer such as "This game may be unsuitable for the hearing impaired."?
				10.5 Compatibility with Old TVs (Sync Interval Compatibility)
	Y		N	Does the game avoid suddenly switching the screen from black to white?
				10.6 Persistent White Display
	Y	N		If a white screen appears, does it persist for fewer than 300 seconds, and cover less than 2/3 of the screen?
	Y	N		If the user takes no action for 300 seconds, including during game Pause, does a screen saver activate?

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				11. Score/High Score/No. of Players
				11.1 Score / High Score / No. of Players

Δ	Y	N	N/A	Are the following terms used for Score / High Score Indication?
				
				`"SCORE"`
				`"PLAYER 1/PLAYER 2" or "1P/2P"`
				`"HI SCORE", "HIGH SCORE" or "TOP"`

				11.2 No. of Players Indication
	Y	N	N/A	Is the machine currently being operated by the player not counted in an indication of the number of remaining players? If the user is waiting for 2 other players, the game would say "waiting for 2 more players to join, not 3.
				11.3 High Score Retention
	Y	N	N/A	Do the high scores remain intact after a soft reset during main game play?

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				12. Pause
Δ	Y	N		Does the game contain a Pause feature?
				12.1 Pause Operation
Δ	Y	N	N/A	Does pressing the START button initiate a Pause?
	Y	N	N/A	In mutliplayer games, can any player initiate a Pause?
Δ	Y	N	N/A	Can only the user who initiated the Pause unpause the game?
				12.2 Screen Display During Pause
Δ	Y	N	N/A	Does the word "PAUSE" appear onscreen when the game is paused?
Δ	Y	N	N/A	Does the game indicate the initiator of the Pause, such as "PLAYER 1 PAUSE" or "PLAYER 2 PAUSE"?
				12.3 Screen Saver Function During Pause
				12.4 Pause Limitations
Δ	Y	N		Can the user Pause the game on any Logo Screen? The answer should be "N"
Δ	Y	N		Can the user Pause the game on the Title Screen? The answer should be "N"
Δ	Y	N		Can the user Pause the game during the Demo? The answer should be "N"
Δ	Y	N		Can the user Pause the game on a blank screen? The answer should be "N"
				12.5 Pause Sound
	Y	N		Is all sound muted during Pause?
	Y	N		If the user Pauses the game during any music or sound effect, does the music or sound effect continue from the Pause point when the game is resumed?
				12.6 Hiding Commands During Pause
				12.7 Processing from Pause Screen
Δ	Y	N	N/A	In racing games, on the Pause Screen, is there a menu to allow the user to select "Retire the Course," "Retire" and "Resume"?
Δ	Y	N		Does only the START button cancel the Pause?

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				13. Continue
	Y	N	N/A	Is there a Continue function?
				13.1 Continue Indication
	Y	N	N/A	Can the user choose whether to continue or not, by either a "YES/NO selection system" or a "Countdown system"?
				13.2 Continue Operation
	Y	N	N/A	With a Countdown Continue system, does only pressing the START button continue the game?
				13.3 Advancing to the Next Screen
	Y	N	N/A	If the user chooses not to Continue, does the game return to the Title Screen?

				14. Ending/Credit Scroll
				14.1 Operation at Ending/Credit Scroll
Δ	Y	N		Can a soft reset be implemented during the Ending/Credit Scroll?
Δ	Y	N		Other than soft reset, is there no way to cancel the Ending/Credit Scroll?
				14.2 Advancing to the Next Screen
Δ	Y	N		When ending and credit scrolling are finished, does the game return to the Title Screen either by timer or by the action of any button?

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				15. Backup
				15.1 Save File
Δ	Y	N	N/A	Has the Save File Name been registered on the Master ROM Release Form?
				15.1.1 Save File Name
Δ	Y	N	N/A	Does the Save File Name include only 1-byte upper-case English letters, numbers, underscore and period?
Δ	Y	N	N/A	Is the Save File name exactly 12 characters?
Δ	Y	N	N/A	When multiple files are saved by one game, are the first 9 characters of each file name the same?
	Y	N	N/A	If saves are possible at various stages, are the last 3 characters of the file names sequentially numbered, and do other files (key configuration data, additional game options, etc. have the last 3 characters alphabetic?
Δ	Y	N	N/A	Does the Save File Name use no lower-case letters?

Δ	Y	N	N/A	Does the game conform to the following Standard?
				
				`Game Option File  DRAGOON3.SYS`
				`Typical Game Save File  DRAGOON3.001`
				`DRAGOON3.002`
				`DRAGOON3.003`

	Y	N	N/A	Do the Save File Names clearly indicate the game to which they relate?
				15.1.2 VMU Comments
Δ	Y	N	N/A	Do any VMU Comments consist of up to 16 characters, and does no title appear?

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15. Backup

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0			SP	0	@	P	`	p				ー	タ	ミ		
1			!	1	A	Q	a	q			。	ア	チ	ム		
2			"	2	B	R	b	r			「	イ	ツ	メ		
3			#	3	C	S	c	s			」	ウ	テ	モ		
4			$	4	D	T	d	t			、	エ	ト	ヤ		
5			%	5	E	U	e	u			・	オ	ナ	ユ		
6			&	6	F	V	f	v			ヲ	カ	ニ	ヨ		
7			'	7	G	W	g	w			ァ	キ	ヌ	ラ		
8			(	8	H	X	h	x			ィ	ク	ネ	リ		
9			)	9	I	Y	i	y			ゥ	ケ	ノ	ル		
A			*	:	J	Z	j	z			ェ	コ	ハ	レ		
B			+	;	K	[	k	{			ォ	サ	ヒ	ロ		
C			,	<	L	\	l	¦			ャ	シ	フ	ワ		
D			-	=	M	]	m	}			ュ	ス	ヘ	ン		
E			.	>	N	^	n	~			ョ	セ	ホ	゛		
F			/	?	O	_	o				ッ	ソ	マ	゜		

Usable characters for file names and VMU Comments

	Y	N	N/A	
	Y	N	N/A	Is the status at game save time or the game name written as a VMU Comment?
Δ	Y	N	N/A	Does the VMU Display follow the following standard? • Game screen indication • Name of saved game • Game mode name • Player name, etc.

15.1.3 Boot ROM Comments

	Y	N		
Δ	Y	N		Are Boot ROM comments up to 32 single-byte or 16 double-byte uppercase English characters?
Δ	Y	N		Is the game title (or a shortened form of the title, if necessary) written as a Boot ROM Comment?

15.1.4 Save File Icon

	Y	N	N/A	
Δ	Y	N	N/A	Does each application have its own unique icon?

15.1.5 Visual Comments

	Y	N	N/A	
Δ	Y	N	N/A	Are there any Visual Comments that are offensive to prevailing tastes?

15.1.6 File Size

15.1.7 Other Data to Save

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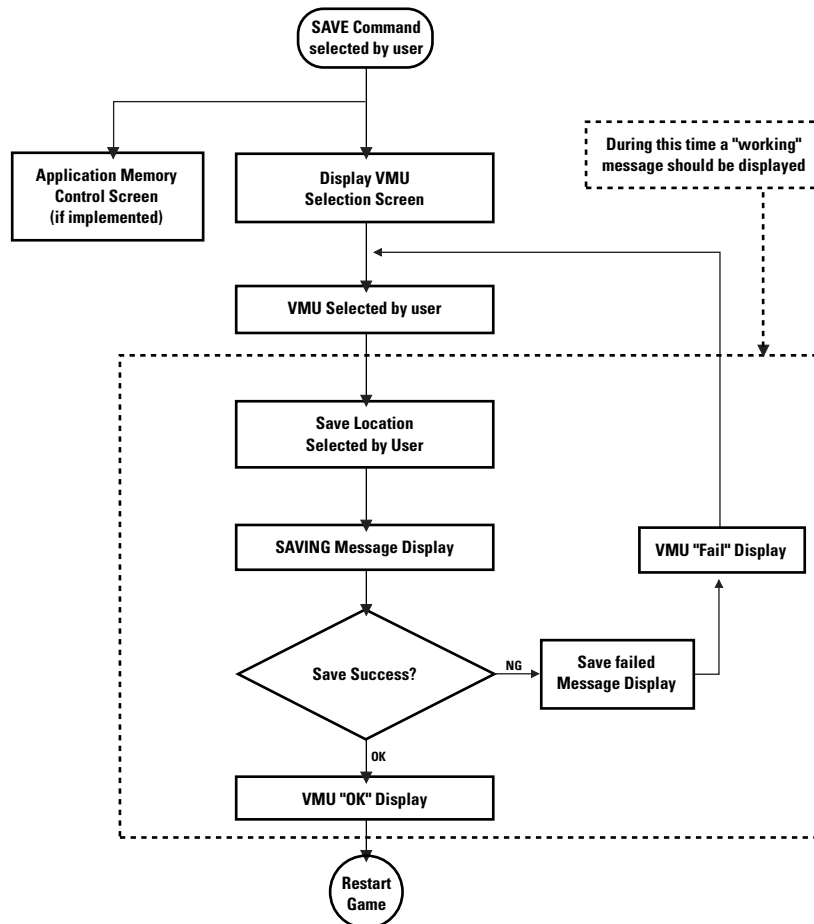
		15. Backup		
		15.1.8 Other Data to Save		
		15.2 Memory Card (Visual Memory) Selection		
		15.2.1 Applications that have a memory card selection screen when saving		

For applications that have a memory card selection screen at save (and load) time, and supports multiple VMUs.

In this case, the user selects the VMU at each save.

Δ	Y	N	N/A	Is any VMU in a usable port selectable?
Δ	Y	N	N/A	When the user selects the port and expansion socket for a VMU, is the selection (e.g., Port A Expansion Socket 2) clearly indicated?
Δ	Y	N	N/A	Can the user insert and remove the VMUs with the power on (except during actual save operations)?
	Y	N	N/A	With an incompatible controller connected, can the user access the VMU connected to that controller?

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				15. Backup
	Y	N	N/A	With any controller connected to an unused port, can the user access the VMU connected to that controller?

				15.2.2 With an application that performs autosave,
				Once a VMU has been selected, operation is the same as for a single VMU (during the whole game).

Flowchart:

Game Start Time

- Select VMU for Save file at time of Game Start
- Application Memory Control Screen (if implemented)
- Display VMU Selection Screen
- During this time a "working" message should be displayed
- VMU Selected by user
- Save Location Selected by User
- Game Start

During Game Play

- Game Play (Autosave)
- VMU Removed? — No → Game Play (Autosave); Yes ↓
- Display Caution and pause game until VMU replaced
- VMS contains same save data? — No → Restart Game; Yes → Game Play (Autosave)
- Restart Game

In this case, the VMU for the save file is selected when starting the game,
and the save file is overwritten during the game.

Δ	Y	N	N/A	Is any VMU in any usable port selectable?
Δ	Y	N	N/A	When the user selects the port and expansion socket for a VMU, is the selection (e.g., Port A Expansion Socket 2) clearly indicated?

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				15. Backup
	Y	N	N/A	With an incompatible controller connected, can the user access the VMU connected to that controller?
	Y	N	N/A	With any controller connected to an unused port, can the user access the VMU connected to that controller?
				15.2.3 Specific Ports for Save Data
				A single VMU should be used when only data like high scores and key configurations are to be saved, or when a VMU selection screen is not provided because it does not suit the character of the game. In this case, when high score or key configuration data is changed, the application can freely write to the VMU.
	Y	N	N/A	Is the port (controller) and extension socket of the VMU used for the save file predefined? It should not say "please insert VMU into port 1, controller A", for example. The answer should be "N".
	Y	N	N/A	When multiple VMUs are inserted into multiple controllers or expansion sockets, and the ports and sockets are not predefined, does the VMU that is inserted into a port (controller) being used by the current game have priority?
				15.3 Memory Card (Visual Memory Unit) Initialization
				15.4 Executing Save
	Y	N	N/A	Except in the case of autosaving, is a caution message such as "Saving, do not turn Power off" displayed on the TV screen while a save is in progress?
Δ	Y	N		Are you unable to perform a Soft Reset while a save is executing?
	Y	N		If the user attempts to overwrite a previously saved file, does a caution message such as "This file already exists. Is it okay to overwrite? (YES/NO)" appear?
	Y	N	N/A	If the user attempts to overwrite a VM Special Game file, does a caution message such as "A VMU Special Game is installed. If overwritten, it cannot be played any more. Is it okay to overwrite? (YES/NO)" appear?
				15.4.1 Saving When Activating Autosave
				15.5 Caution Messages
Δ	Y	N		If there is insufficient free space on a currently installed VMU, does a caution message such as "There are not enough free memory blocks. XX empty blocks are required for saving. If the game is started, saving will not be possible." appear?
Δ	Y	N		With no VMU connected, is there an indication of the required space (blocks) needed and caution message such as "A VMU with at least XX empty blocks is required for saving."?
Δ	Y	N		If the save location of high scores and configuration data is assigned to Port A extension socket 1, is the port and expansion socket indicated in a caution message, such as "A VMU is not inserted in Port A Extension Socket 1. Please insert a VMU at this location to save High Score."?

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				15. Backup
Δ	Y	N		Is it possible to play the game with no VMU inserted?
				15.6 Memory Control Screen
	Y	N	N/A	If a Memory Control Screen is included, does no "Delete All Files" command appear?
				15.7 Loading Saved Files
Δ	Y	N		When loading a saved file, does a message such as "Loading..." or equivalent indication appear?
Δ	Y	N		If the integrity of a loaded file is damaged, does a caution message such as "the file did not load correctly" appear?
	Y	N		If a file is damaged, does it remain in memory until the user manually erases it?
				15.8 Prohibited Terms
				15.9 VM (Visual Memory) Displays
	Y	N	N/A	Except in the case of Autosave, are the results of a save or load displayed immediately upon completion by such as "OK", "NG" on the LCD?
	Y	N	N/A	Except in the case of Autosave, are the results of a save or load signaled by appropriate audible beeps?
	Y	N		Can the Visual Memory sounds be turned on and off by a user option?
	Y	N		Except in the case of Autosave, after a VMU is selected and until a save or load is completed, does a message such as "Selecting..." appear on the LCD?
	Y	N	N/A	In the case of a game that Autosaves, does a caution message appear to indicate selecting or saving to the selected Visual Memory?
				15.10 Handling Long Save Times
	Y	N	N/A	In games that create large save files, can the user return to normal game processing without waiting for saves to finish?
				15.10.1 Display of Return to Normal Processing
Δ	Y	N		If the user saves a game, does an on-screen indicator (such as a progress bar at the bottom) appear?

				16. Image and Animation Restrictions
	Y	N		Do no animation functions, such as rotation, appear with the Sega Dreamcast logo other than those performed by the Boot ROM?

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17. Changing Discs for Multi-Disc Applications				
17.1 Disc Switching Preconditions				
17.2 Booting with Discs after the First				
Δ	Y	N	N/A	If the user starts a game from a disc other than Disc One, does each disc change follow the Title Loop Standards, not including the Demo, Start/Option Screen, or Option Screen?
17.2.1 Exceptions for Booting from Discs after the First				
17.3 Soft Reset During Gameplay				
Δ	Y	N	N/A	If the user executes a soft reset, does the game jump to the Title Screen of the disc currently inserted in the Main Unit?
17.3.1 Soft Reset from the Disc Switching Screen				
Δ	Y	N	N/A	If the user executes a soft reset on the Disc Switching Screen, does the game jump to the Main Unit Boot ROM Menu?
17.4 Switching Discs During Gameplay				
Δ	Y	N	N/A	If the user must switch discs, does a message such as, "Press the OPEN button to open the disc lid and change the disc. After replacing Disc X with Disc Y, close the disc lid." appear?
	Y	N	N/A	If the user switches discs, does the game resume without displaying boot sequence screens such as the Boot ROM menu, Logo or Title Screen?
	Y	N	N/A	Can the user switch discs from the Disc Switching Screen without having to go to the Boot ROM menu, even if the OPEN button is pressed when switching discs?
	Y	N	N/A	Can the user save the game immediately before switching discs?
Δ	Y	N	N/A	When switching discs, if the user inserts the wrong disc, does a message such as "This is not Disc X for [Application Name]. Press the OPEN button to open the disc lid and replace the disc. After inserting Disc X, close the disc lid." appear?
Δ	Y	N	N/A	If the user opens the disc drive lid to exchange discs in a multi-disc game, do the message screens appear correctly?
17.5 Loading From Multiple Discs				
(Loading Save Files for Different Discs)				
Δ	Y	N	N/A	If a save file is loaded for a disc other than the one currently inserted, is a caution message displayed, such as "Press the OPEN button to open the disc lid and replace the Disc. After inserting Disc X, close the disc lid."?

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				17. Changing Discs for Multi-Disc Applications
Δ	Y	N	N/A	If the user inserts the wrong disc, does a message such as the following appear: "This is not Disc X for [Game Name]. Press the OPEN button to open the disc lid and replace the disc. After inserting Disc X, close the disc lid."?

				18. Processing When the Disc Lid is Opened
				18.1 General Rules When the Disc Lid is Opened
Δ	Y	N		Does the Main Unit Boot ROM Menu appear if the user presses the OPEN button on the Main Unit to open the disc lid (except when the user must switch discs in a multi-disc game)?
				18.2 Exception When the Disc Lid is Opened
Δ	Y	N	N/A	If the game requires the user to switch discs, is a disc switch only possible when the game instructs the user to do so?
	Y	N	N/A	If the user switches discs at the correct time, does a caution message instruct the user to replace the game disc?
	Y	N	N/A	Does a disc switch only occur if absolutely necessary to continue play?
				18.3 When the Disc Lid is Opened during a Save Operation
Δ	Y	N		Is it impossible to access the Main Body Boot ROM menu while a save is in progress?

				19. Networking Issues
				19.1 Network Connection Functions
	Y	N	N/A	Does the network connection procedure within an application require rebooting, or do any messages appear which call for or suggest rebooting or resetting? (The answer should be "N".)
Δ	Y	N	N/A	Does the telephone line connection disconnect when a soft reset is executed or when the disc tray is opened?
	Y	N	N/A	If there is no user input for a reasonable period (about 2 minutes for a fighting-type game, and longer for other applications such as Web browsers), does the phone line disconnect?
	Y	N	N/A	Is there an optional setting should provided to allow the user to select time-out disconnect?
				19.2 Web Browser/Mailer/Chat Applications (and Functions)

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				19. Networking Issues
	Y	N	N/A	When establishing a Web connection, does the game check the Main Unit Flash for connection setting data (IP addresses, etc.), and if present, give that data top priority when making the connection?
	Y	N	N/A	If an application includes a function to set an IP address, does it change the setting in the Main Unit Flash?
	Y	N	N/A	If a networking application requires a long time for user entry, such as for text entry (because a software keyboard may be used), can the user enter the text in an offline (disconnected) state?
	Y	N	N/A	Do any applications which require extensive text entry support a hardware keyboard?
	Y	N	N/A	Do any applications that include a Web connection function load either the Sega Dreamcast server home page or a home page specific to the application as the starting page of the Browser or Web Viewer?
	Y	N	N/A	Is an appropriate message displayed when the line connection is lost, including the reason for loss?
Δ	Y	N	N/A	If the connection was dropped due to lack of user input, does the following message appear: "Connection lost due to lack of input within the time-out period."?
Δ	Y	N	N/A	If the connection was lost due to a line error, does the following message appear: "A problem occurred with the phone line. Press any button to continue."?
				19.2.1 VMU File Download
	Y	N	N/A	Is any file with 'VMU' as the last three characters a VMU single application, and is it saved as an executable file format?
	Y	N	N/A	With no free VMU space available, if the user attempts to download a VMU File, does a caution message appear?
	Y	N	N/A	Is the user unable to download VMU Files that do not comply with the VMU file name rules (12 characters)?
	Y	N	N/A	Is the user unable to download VMU Files larger than 128K?
				19.3 Matching Service Functions
	Y	N	N/A	Is the Pause function disabled whenever connecting to the matching service on a network?
	Y	N	N/A	With the user connected to a matching service, does a caution message such as "Please do not reset the machine or open the disc lid while fighting, as it may cause problems for your opponent" appear?
				19.4 About Internal Clock Adjustment During Network Connection

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				20. Loading Files from Disc
	Y	N		When a file is loading from a disc, unless the game is able to start or resume immediately, does a Loading Screen appear?

				21. DA Track Control
	Y	N		If the user inserts the Sega Dreamcast disc into any non-Dreamcast system, is there a vocal "Caution Announcement"?

				22. Internal Clock Functions
	Y	N		Are any clock adjustment functions inaccessible from within the main game?

				23. Ethics Considerations
	Y	N		Is there an ESRB Rating for this game?

				24. Trademark/Copyright Notice
Δ	Y	N		Does the game avoid infringing on a 3rd party's copyrights, portrait rights, property rights, patents, trademarks, designs or other rights by using without obtaining the permission of the maker or owner of the product, character names, photos portraits, designs, marks, music and etc.?
Δ	Y	N		Does the game avoid taking any uncompetitive action that would damage a 3rd party, such as using similar products, characters, designs, etc.?
Δ	Y	N		Does the game avoid defaming the character or infringing the privacy of a 3rd party?
				24.1 Actual Trademark Examples
Δ	Y	N		Does the term "Role Playing" appear at any point in the game?
Δ	Y	N		If the term "RPG" is used, is there a notation that it is a trademark of Bandai (KK)?
				24.2 Examples of Infringement of Intellectual Property Rights
				24.2.1 Claims Related to Trade Names and Trademarks

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				24. Trademark/Copyright Notice
				24.2.2 Claims Related to Copyrights, Designs and Others
				24.2.3 Claims Related to Portrait Rights, Publicity Rights, etc.

				25. License Acknowledgment when using Libraries and Patents
				List of Display Obligation for Licensor Logos and Text

				26. VMU (Visual Memory) Illustration
	Y	N	N/A	In illustrating Visual Memory, does it appear as it would appear when placed in front of the user?

				27. Visual Memory Single Application Creation Standards
				27.1 Controller Button Functions
Δ	Y	N	N/A	Is the A button used for "Accept"?
Δ	Y	N	N/A	Is the B button used for "Cancel"?
	Y	N	N/A	Do the buttons act when pressed rather than when released? (Except in rapid-fire mode)
				27.2 Title Display (Title Loop)
Δ	Y	N	N/A	Is the copyright displayed?
Δ	Y	N	N/A	Is the Title Screen generated and displayed?
				27.3 Game Start
Δ	Y	N	N/A	Does pressing the A and B buttons together from the Title Display start the main game?
	Y	N	N/A	Is the text "Press A+B" displayed on the Title Screen?
				27.4 Single-Unit Applications Using Visual Comments for Save Files
				27.5 Processing When Power is Low
Δ	Y	N		If a low-voltage interrupt occurs, does the application finish storing any data and other processes, and then immediately display a caution message such as "Please replace the batteries," and disable any further input from the mode buttons or other keys?
				27.6 Visual Memory Single Application File Name Registration

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				27. Visual Memory Single Application Creation Standards
				Note: The name of the executable file for a single-unit application should always be registered along with the save file of a Sega Dreamcast application. (Register with the Planning Department and Software Promotion Department using the special document for this purpose.)
	Y	N	N/A	Do the documentation requirements for the executable file's name, icon and etc. follow the save file Standards?
	Y	N	N/A	Are the last three characters of a 12-character single-application file name 'VMU'?
				27.7 Interconnecting Visual Memory Units
				27.7.1 Before Connecting
	Y	N	N/A	If the user interconnects Visual Memory Units while an application is executing, does the screen display a caution message such as "Waiting for Connection..." to indicate the status to the user?
	Y	N	N/A	While the above "Waiting for Connection..." (or similar) message is displayed, does the game return to the previous menu either after a time-out period or by the user pressing the B button?
				27.7.2 While Connected
	Y	N	N/A	While the memory units are interconnected, does the game display a caution message such as "Now exchanging data..." to indicate the status of the connection?
				27.7.3 Finishing the Connection
	Y	N	N/A	When finished with the connection, does the game display a caution message such as "Please separate the VMUs" to indicate that the exchange is finished and the Visual Memory Units may be separated?
				27.7.4 Prohibiting Continual Connection
	Y	N	N/A	Does the game prompt for Visual Memory separation as soon as an exchange is finished?
				27.8 Connecting Visual Memory to the Main Unit Controller
	Y	N	N/A	In the game mode (executing a game with Visual Memory), if the Visual Memory Unit is inserted into the Main Unit Controller, is the mode not switched by the software (although it is possible to detect the connection to the Main Unit Controller, pause the game mode, and then switch modes to recognize the VMU, these processes should not be done in the game)?

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