

SETTING UP

Sega Marine Fishing is a one player game. Connect the Dreamcast Controller or the Fishing Controller (sold separately) that you will be using to play the game into Control Port A of the Dreamcast console. You will not be able to play with the controllers connected to any other port.

MEMORY CARD

Connect the memory card to the Dreamcast Controller, in order to be able to save game files. You may use the memory card connected to any socket of the Dreamcast Controller, connected to any Port.

NOTE: Never remove the memory card or disconnect the controller while the game data is being saved or loaded.



PLAYING WITH THE FISHING CONTROLLER

The Fishing Controller does not have an Extension Socket for a memory card. To save game files when using the Fishing Controller, connect a Dreamcast Controller (with an inserted memory card) into any of the Control Ports. You will not be able to use the Dreamcast Controller to play Sega Marine Fishing when the Fishing Controller is being used.



THE JUMP PACKTM (SOLD SEPARATELY)

Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller. The Jump Pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play.



STARTING UP



TITLE SCREEN

The Title Screen is displayed once the opening sequence is finished. You can skip the opening sequence by pressing the Start Button. Press the Start Button to display the Mode Selection Menu.



MODE SELECTION MENU

Use ★♥ on the Analog Thumb Pad or the Directional Pad (D-Pad) to select a mode, then press the Start Button to enter your selection.

ARCADE	This mode is a direct port of the Arcade Version.
ORIGINAL	Play in a FREE FISHING mode or MINI GAMES,
	or view your collection in the Aquarium.
NETWORK	Connect to the network server, participate in
	competitions, or exchange e-mail.
SAVE	Save the game file.
LOAD	Load the game file.
OPTIONS	Modify various game settings.

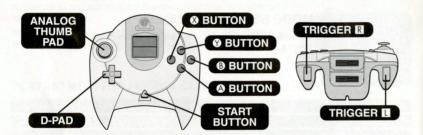
For detailed explanations, refer to THE MODES (p.11).

NOTE: Never touch the Analog Thumb Pad or the Triggers **1/1** while turning the **Dreamcast** power ON. Doing so may disrupt the controller initialization procedure and result in **malfunction**.

CONTROLS/GAME DISPLAYS

To return to the Title Screen at any point during game play, simultaneously press and hold the ②, ③, ② and Start Buttons on the Dreamcast Controller or the Fishing Controller.

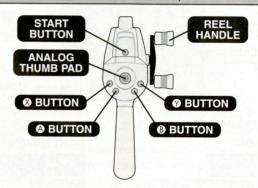
THE DREAMCAST CONTROLLER



ANALOG THUMB PAD/D-PAD	Move Selection Cursor/Move Cast Indicator/
	Rod Control/Hook
BUTTON	Enter a Mode or an Area/Cast Lure
® BUTTON	Cancel
⊗ BUTTON	Change Camera (Aquarium Mode)
♥ BUTTON	Lure Selection
TRIGGER R	Reel Lure/Move Camera (Aquarium Mode)
TRIGGER	Move Camera in Reverse (Aquarium Mode)
START BUTTON	Start Game/Pause (Display Pause Menu)

Read the Fishing Controller Instruction Manual thoroughly before using the Fishing Controller to play Sega Marine Fishing.

THE FISHING CONTROLLER (SOLD SEPARATELY)



ANALOG THUMB PAD	Move Selection Cursor/Move Cast Indicator
第17月7日 1958年 北京安长	Rod Control/Hook
⊗ BUTTON	Enter a Mode or an Area/Cast Lure
® BUTTON	Cancel
⊗ BUTTON	Change Camera (Aquarium Mode)
♥ BUTTON	Lure Selection
REEL HANDLE	Reel Lure/Move Camera (Aquarium Mode)
START BUTTON	Start Game/Pause (Display Pause Menu)
FLICKING THE CONTROLLER	Cast Lure (see p.8)/Hook (see p.9)

HOME PAGE

This is where you can download or upload files. When the HOME PAGE is selected, the top page will be displayed. Move the pointer to the banner ENTRANCE, and press & to connect to the Official Page. For controls to the HOME PAGE, please refer to the Dreamcast Browser guidebook.

Sega Marine Fishing Official Page

Complete the user registration and log in, and you will have an access to the Main Page for the registered users, and be able to download/upload the Fishing Competition Entry Sheet and Fish Mail data. You can also send e-mail to a specific user.

LOGGING IN TO THE MAIN PAGE

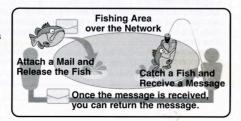
Inside the Official Page, move the pointer to the LOG IN menu, press @ and the LOG IN screen will be displayed. Enter your account name and password and you will advance to the Main Page. If you do not have a password, register your name, address, and e-mail address.

Sega Marine Fishing Main Page

This is the page for registered users. Select either ROOM OF FISH MAIL or COMPETITION. Move the pointer to the menu of your choice and press **3** to enter these pages.

ROOM OF FISH MAIL

Here you can download fish mail data, upload the mail you fished through FISH MAIL FISHING, and return the mail to its sender. Here is an explanation of how to download mail data and release Fish Mail.



DOWNLOADING FISH MAIL DATA

Here, you will download Fish Mail Data necessary to play FISH MAIL FISHING. It is possible to download in pages outside the ROOM OF FISH MAIL too, so access the downloading page according to the directions.

SELECT A FIELD TO DOWNLOAD

When you have accessed the downloading page, you will first select a field to download. In each field there are fish containing a mail sent by another user. Check the checkbox of the field of your choice, and move to the next screen.

2 SELECT A GENDER AND DOWNLOAD

Next, select the gender of the mail senders. Check the checkbox of your choice and press the DOWNLOAD button, and you will be prompted to confirm whether or not you want to download. Select YES. Select the memory card to save the data to, and the downloading will begin.

FISH MAIL FILE



File name: MARINE_F.MAI

SENDING (RELEASING) THE FISH MAIL

Through Fish Mail, Sega Marine Fishing users can communicate with one another. Write a message and release the fish to the field.

II SELECT A FIELD AND FISH TO RELEASE

First, check the checkbox of the field you want to release the mail into. Next, check the type of fish you want to attach to the mail. You can release one fish per field, a total of three at a time. There is no expiration time on the mail and the user can cancel at any time.

2 WRITE A MESSAGE AND RELEASE

When the field and the fish have been selected, write a message (max 200 letters). Check the contents with the Confirmation screen, and press SEND to complete.



Sailfish
A fish with a very large dorsal fin. Using this fin, it can quickly change direction.



Napoleon Fish

They make a deep hole as a permanent nest. Their foreheads stick out as they grow. Under the Treaty of Washington, it is strictly prohibited to fish them.



Dolphin Fish

A fish with an attractive face. It is very easy to recognize the gender of this fish. The one with an angular forehead is male and the one with a round forehead is female.



Yellowfin Tuna

They live in very wide areas, near the Equator in the Atlantic, the Indian and the Pacific Oceans. Their bodies are rather elongated.



Dogtooth Tuna

They can reach over 2.5m in length and over 200kg in weight. They mainly prey on sardines and squids.



Amberjack

A silver-gray fish with a rather round back. As they are attracted to breakwaters and beaches, they are great targets for lure fishing.



Blue Marlin

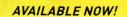
A fish with a trade-mark long, elongated upper jaw. This jaw can be a very strong weapon against other fish.



Permit

An unusual fish in the offshore that attracts particular fishing fans. Basically they are small, but on rare occasions you may encounter a large one that reaches 18kg.

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Virtur Tennis"

The Onities Agree

"I consider Sega's Virtua Tennis an almost perfect sports game... it represents the tennis experience as religiously as a video game ever could."

- Gamer's Republic

"Virtua Tennis has virtually nothing wrong with it... it's one of the sweetest games you'll ever play on Dreamcast."

- Official Dreamcast Magazine

"I've said this several times in the last year, but here it goes anyway-this is the most incredible-looking sports game I've ever seen."

- Electronic Gaming Monthly



sega.com/virtuatennis

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