

Dreamcast™



SEGA®



SEGA SMASHPACK

VOLUME 1

GREAT

12

GAMES

PRODUCTS RANGE FROM
EVERYONE TO TEEN

E-T
CONTENT RATED BY
ESRB

51146

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 any thing 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.

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INTRODUCTION

Truly, there are more active gamers in the world today than at any other time in the history of our beloved pastime. And while many claim to know what gaming is all about, most have just recently jumped on the bandwagon of the world's most dynamic form of entertainment. Thus, in the new realm of online gaming, 128-bit processors, true 3D graphics, and blazing frame rates, we often find ourselves missing something. Strangely, that "something" can be hard to identify or describe. The games of today are undoubtedly brilliant works of art created through a combination of ridiculously long hours, daily dedication, and teams of highly skilled artists, designers, programmers, and producers, but amid all this advancement, things are sometimes forgotten. Sega, always eager to push the envelope of technology and creativity, has made great strides over the years to accomplish one invariable goal: to produce the highest quality video entertainment the world over.

Within this collection of games, you will bear witness to this goal as evidenced by the numerous game titles that exist on this one disc. For those of you already familiar with these remarkable titles, you'll likely recognize that the "something" missing in many of today's games can be found in spades within this collection. And for those of you new to these classics, you're in for an even more profound experience: the discovery of gaming's true essence: the undeniable satisfaction that goes along with finely-tuned gameplay, brilliant game design, and visionary characters. Welcome to the first installment of Sega's Smash Pack series: games that play as well today as the first day they were released to the public, games that make gamers proud to be gamers—profound games that instantly remind us why we ever started playing games in the first place.

Thank you for purchasing Sega Smash Pack, Vol. 1.

STARTING THE GAME

NOTE: Sega Smash Pack Vol. 1 contains games that range from one to four players. Before turning the Sega Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

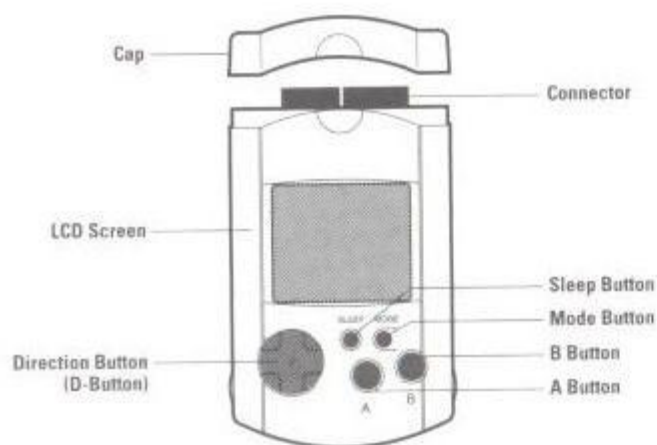
SEGA DREAMCAST HARDWARE UNIT



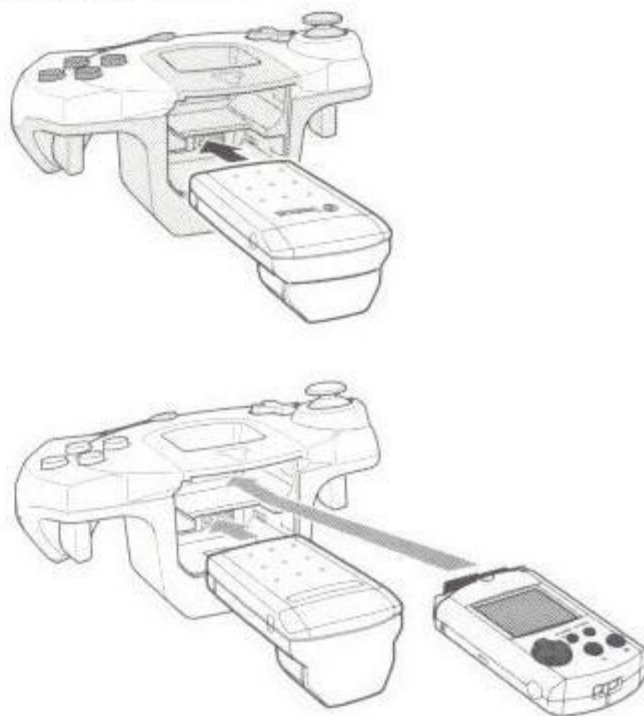
Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port**.

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller if you wish to save your game data.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



SEGA DREAMCAST JUMP PACK™



CONTROL SUMMARY

Game controls are set to their defaults upon start-up, but users have the option to alter the control scheme by selecting "configure" before playing each of the ten Genesis games included on the disc. When playing Sega Swirl™ or Virtua Cop™ 2, please consult the "options" menu to make changes to the controls.

The default controls for each of the Genesis Games are:

Sega Dreamcast Controller

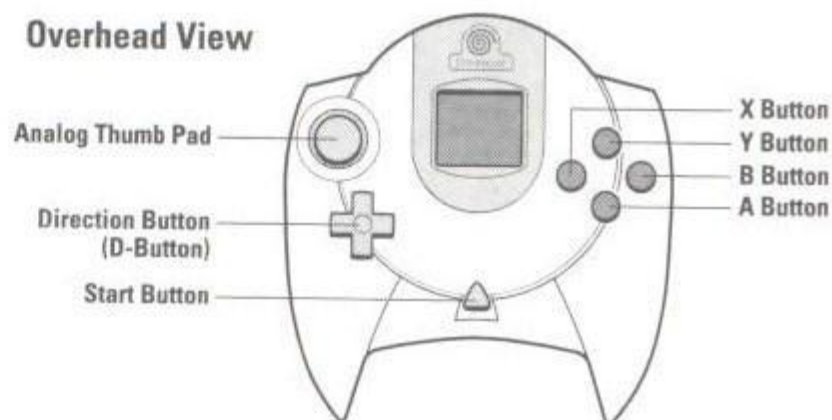
Start Button
A Button
B Button
X Button
Y Button
Right Trigger
Left Trigger

Original Genesis Controller

Start Button
B Button
C Button
A Button
X Button
Y Button
Z Button

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



GAME SELECTION MENU

After pressing the Start Button on the title screen, the Game Selection Menu will appear. Highlight the game you would like to choose and then press the A Button on your Sega Dreamcast Controller. If you select one of the classic Genesis games, the Game Options Screen will appear. See the Game Options Screen Section for more information about the options on this screen. SEGA Swirl and Virtua Cop 2 will start as soon as you select these games from the Game Selection Menu.

GAME OPTIONS SCREEN

If you choose one of the Genesis games (all of the games except for SEGA Swirl and Virtua Cop 2) from the Game Select Screen, an extra menu will appear with a variety of special options. You can return to this screen at any time during the game by simultaneously pressing the A, B, X, Y, and Start Buttons on your Sega Dreamcast Controller. Here is a summary of the options for this menu:

Start Game: Select this option to launch the game or restart the game from the beginning.

Resume Game: Once you have started a game, select this option if you would like to continue at the exact point in the game you were at before you brought up the Controls Menu.

Controls: Select this option to assign the buttons on your Sega Dreamcast controller.

Save Game: Select this option to save the Genesis cartridge state.

NOTE: You MUST save within the Genesis game AND from this menu to properly save your game!

Show Credits: Select this option to see the list of people who worked on this game.

Return to Menu: Leave the current game and go to the Game Select Menu.

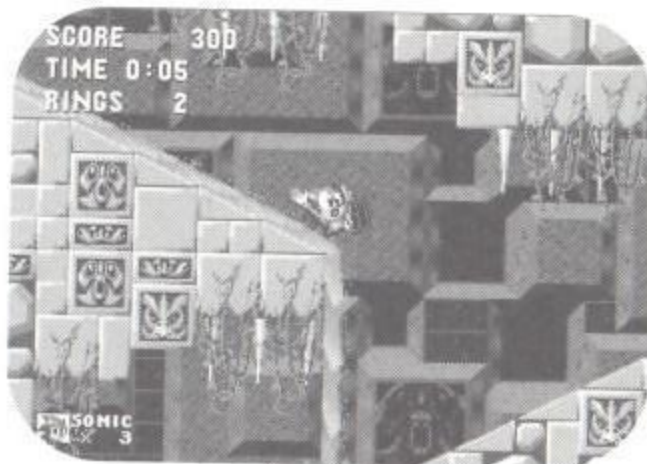
SONIC THE HEDGEHOG

Bust the video game speed barrier wide open with Sonic the Hedgehog. Blaze by in a blur using the super sonic spin attack. Loop the loop by defying gravity. Plummet down tunnels. Then dash to safety with Sonic's Power Sneakers. All at a frenzied pace.

Help Sonic escape bubbling molten lava. Swim through turbulent waterfalls. Scale glistening green mountains. And soar past shimmering city lights. There's even a 360 rotating maze. You've never seen anything like it!

Sonic has an attitude that just won't quit. He's flip and funny, yet tough as nails as he fights to free his friends from evil. So just wait. Sonic may be the world's next SUPER hero . . .

Button.....	Action
D-Pad	Move
Start	Start/Pause
X.....	Jump
A.....	Jump
B.....	Jump
A+B+X+Y+Start.....	Return to Game Option Screen



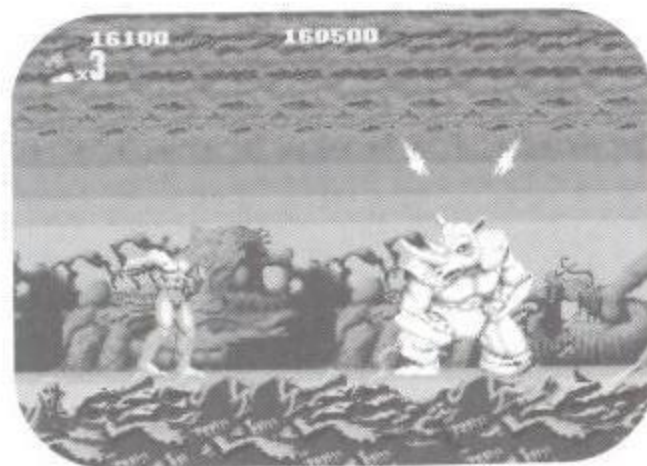
ALTERED BEAST

It is the time of gods and myths and legends. When men are warriors and courageously fought unnatural enemies in the endless battle of good against evil. It is the time of the Altered Beast. Summoned by Zeus, God of Thunder, you have been awakened from the dead to challenge the wicked Neff, God of the Underworld, for the fate of Athena. And Athena is no ordinary girl. She is the daughter of Zeus and must take her rightful place among the gods if only you can free her from her imprisonment.

Although you were once a brave and awesome Roman Centurion, the rigors of this journey demand a supernatural display of strength. And so you are bestowed with the powers of the Altered Beast. The power to transform your being into a part animal, part human creature of formidable force. But to achieve this rare form of vitality you must earn it.

By conquering foes and capturing spirit balls, you'll muster the energy to transmute from one beast to another. And each time you do, you'll advance one round closer to the realm of the underworld where Neff awaits the final confrontation. With five complete rounds to clear, the number of underlings you must defeat is staggering. But Neff promises to be the most loathsome enemy yet, so prepare yourself for the worst. And remember, Zeus didn't bring you back from the grave to fail!

Button	Action
D-Pad	Move
Start	Start/Pause
X	Punch
A	Kick
B	Jump
A+B+X+Y+Start.....	Return to Game Option Screen

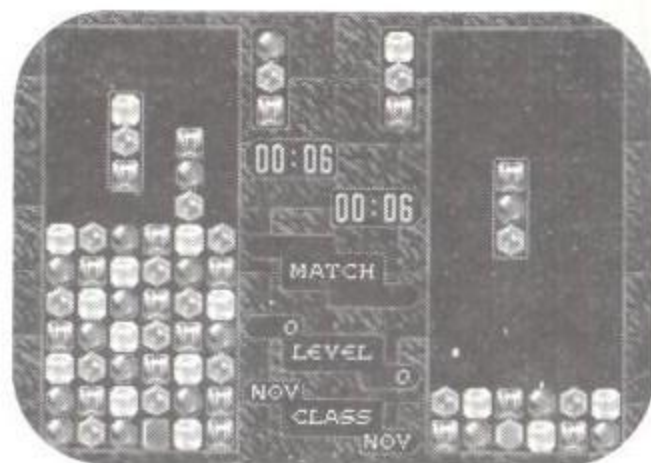


COLUMNS

The basic rules for Columns are thus: line up three or more jewels of like color horizontally, vertically, or diagonally and they'll shatter—allowing any jewels above them to drop into their place. Combinations are not only possible—but highly encouraged as point totals will multiply based on how many jewels shatter in sequence.

Take on a friend in arcade mode or compete in a Flash Challenge, where you're forced to work through layers of pre-placed jewels in an effort to shatter the flashing jewel at the very bottom of the screen.

Button.....	Action
D-Pad.....	Move
Start.....	Start/Pause
X.....	Shift Jewels
A.....	Shift Jewels
B.....	Shift Jewels
A+B+X+Y+Start.....	Return to Game Option Screen



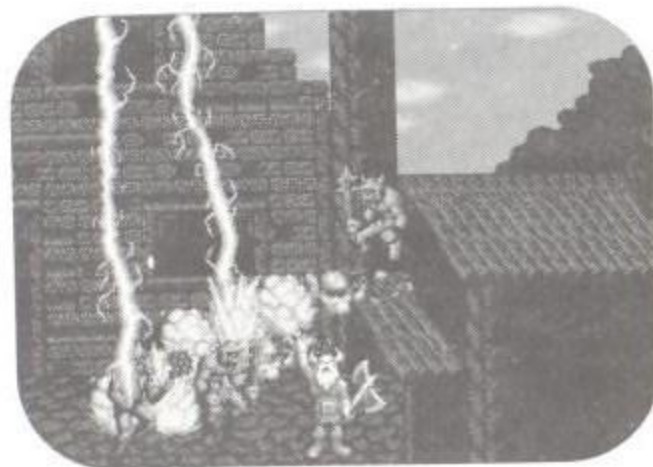
GOLDEN AXE

Yuria is a strange land, with evil oppressors. Death Adder's soldiers have invaded every village. And Death Adder himself has massacred thousands. Worse yet, he's kidnapped the King and his daughter, the Princess, and seized the Golden Axe. Only the strongest and craftiest warriors now have any chance of defeating him.

Three warriors appear to challenge Death Adder. Ax-Battler, the terrible Barbarian, arrives from the far plains. His mighty strength and courage is a match for any enemy. Tyris-Flare, the Amazon, appears from the deep jungles to overcome the oppressors. With sword-skill and Fire Magic she vows to save the Kingdom. Gilius-Thunderhead, the Dwarf, swings a deadly axe. His tricks and speed in battle can outwit even the most brutal giant.

These three, like many others, have lost cherished loved ones in the war against the reptile fiend, Death Adder. Now they sweat to defeat him—even at the cost of their lives. The challenge is overwhelming: defeat all of Death Adder's soldiers and beasts, travel the treacherous route to his castle, demolish Death Adder Jr., and then face your most powerful enemy, Death Adder himself.

Button.....	Action
D-Pad.....	Move
Start.....	Start/Pause
X.....	Magic
A.....	Attack
B.....	Jump
→→, ←←.....	Dash
A+B+X+Y+Start.....	Return to Game Option Screen



PHANTASY STAR II

In the vastness of space, the Algo Star System floats like a dust fleck in a sunbeam. Cruise closer. Around the parent star, Algo, whirl its three children: Palm, Mota, and Dezo. Closest to Algo is Palm, the economic and intellectual stronghold of the system. Thinkers and rulers live here, high in ivory towers, away from the hubbub of everyday life. Next is Mota, the shining jewel. This fertile farm planet is a tropical paradise, peaceful, prosperous, and happy. On Mota, everyone has everything they want. No one has to work hard—or even work at all. Dezo is the farthest out—and the most mysterious. Not much is known about this dark planet. Among the planets, Mota's history is the most troubled. From far in her past comes the legend of Alis, the courageous young woman who fiercely fought—and succeeded—in ridding Mota of the evil oppressor Lassic.

But now another tragedy oppresses Mota. This one is far worse than Lassic, being not a person, but an unknown evil! Everything is affected by it: the climate, the machinery, even nature. Tour Mota and experience weird research labs, creepy dungeons, catastrophic floods, and exploding planets! Thrill to Mother Brain blowing her circuits! Chill to Climatrol in chaos! Sweat when the killer lurks in the tunnel!

Travel light—in Knife Boots and a Carbonsuit. Stalk boldly into unguarded wilds armed with magic: Eijia, Foi, and Zan. Stay for lunch with savage Biomonsters: Head Rot, Pug Hit, and Slugmess. Planet-trot with friends: Hugh the Biologist, Shir the Thief, Kain the Wrecker. Trade Titanigear with Rudo the Hunter.

What's happened to Mother Brain, the controlling entity on Mota? Why have things gone so horribly wrong? Who is smart enough to solve the riddle? And who is brave enough to save the planet? The future of the Algo Star System is up to you!

You begin in Paseo, accompanied by Nei. Take a look around and feel free to speak with the other citizens. You may enter many of the buildings and will soon learn to recognize them based upon their signage. Stop by the library to learn more about the planet. Check in at the Clone Lab if one of your comrades is killed. There are also weapons shops, armories, tool shops, hospitals, and teleport stations. And don't forget the Data Memory vault—you'll need to store your memories here in order to save your game!

Others will join your party throughout the game. Be sure to equip them with the proper weapons and armor. When engaged in battle, you'll control each member's actions—ordering them to attack (battle), use magic (technique), change weapons, defend, or run.

Button	Action
D-Pad	Move/Navigate Menu Choices
Start	Start/Pause
X	Converse/Inspect Boxes
A	Cancel/Close Boxes
B	Open Update Box/Activate Commands
A+B+X+Y+Start	Return to Game Option Screen



NOTE: Remember to save your progress both within the game as well as on the Options Menu!

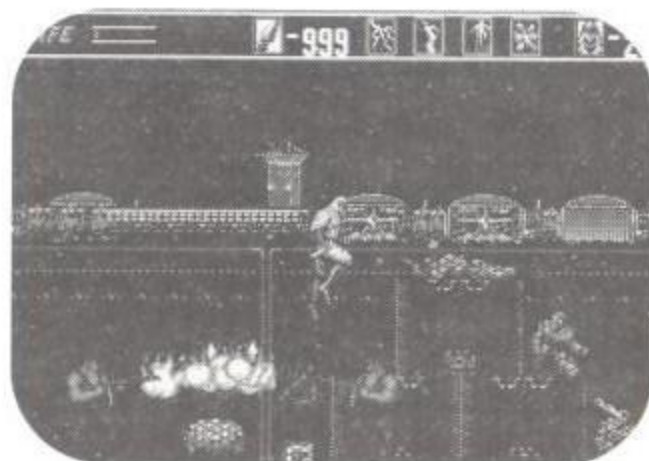
REVENGE OF SHINOBI

In the impenetrable mountain hideaways of Japan exist mystic warriors, the ninja. These masters of battle possess seemingly impossible powers. In combat they leap to dazzling heights. When hit, they remain unhurt. They can summon fire from the sky to torch the enemy! You studied ninja ways since you were small. In the dojo you began as the weakest one, and anyone could overcome you. But every day you practiced and meditated. At last you mastered the skills of leaping, somersaulting, and throwing the deadly shuriken. Finally a day came when the sensei revealed to you the secrets of Shinobi, the art of stealth. And at last he taught you Ninjitsu—the ninja magic.

You are Joe Musashi, the master ninja. Your hands and feet are lethal. In your grasp, every ninja weapon is an instrument of death. Now an evil, powerful enemy, the Neo Zeed, has sent out its own ninjas, soldiers, spies, and villains to take over the world. As a warning to you, they assassinated your sensei and kidnapped the beautiful Naoko.

You swear to annihilate the Neo Zeed. You stalk them around the world, destroying them wherever they exist. You never sleep. You never stop. And you don't give up! Until this vicious enemy is destroyed, your world won't be safe!

Button.....	Action
D-Pad	Move
Start.....	Start/Pause
X.....	Ninja Magic
A.....	Attack
B.....	Jump
A+B+X+Y+Start.....	Return to Game Option Screen



SEGA SWIRL

Align swirls of the same color to create large combos and score big points. The swirls can only be vertical or horizontal, not diagonal. The more swirls in a group, the larger the point total. To gather swirls of large groups, you may remove single swirls, but beware—you'll lose penalty points for doing so!

You can play by yourself or with up to four friends (in Turn-based modes or real-time), as well as over email (play against other SEGA Dreamcast, PC, and Computer-controlled opponents). You can also submit your top scores to SEGA to be compared and posted online with other high scores that have been submitted by PC and SEGA Dreamcast users around the world.

Try your hand at the Level, Level Challenge, and Practice Modes—then take on some friends in Versus Mode. In Versus Mode, two to four players can compete in a head-to-head challenge on a single screen where each player is trying to gain the most points to win the game. Each player can be a human or computer opponent and is designated a color: Player 1 is Orange, Player 2 is Blue, Player 3 is Purple, and Player 4 is Green.

Swirls of your own color are worth twice as much for you. If Player 1 does a combo of 3 blue swirls, it is worth 20 points, but a combo of 3 orange swirls is worth 40 points to player 1. Watch out for singles of your own color. Since Singles are worth -100 points, Singles of your own color are twice as bad (-200 points!!). When all of the Swirls of your color have been removed, you are knocked out of that game. When all of the players have been knocked out, the game is finished, and the top scorer wins.

SEGA SWIRL

Once you've practiced up, try a split-screen versus game where gameplay is real-time, not turn-based. This makes action fast and furious, although the fastest person is not always the player with the highest score! Users play until one of the players reaches the score designated at the beginning of the game. Games can be from 3000 points up to 25,000 points. Each player has his or her own quarter of the screen. Two to four players can play with each player being designated a color, just like Versus Mode and Email Mode: Player 1 is Orange, Player 2 is Blue, Player 3 is Purple, and Player 4 is Green. Combos of your own color are worth double. When any player removes all of the Swirls of any color from their quarter of the screen, all of the remaining swirls of the same color are automatically removed from the other players' screens with no points for these swirls. Once all of the Swirls have been removed, new boards instantly appear and gameplay continues until a player reaches the desired score.

Button Action
 D-Pad Move Cursor
 Start Start/Pause
 X Display Level Goals
 A Remove Highlighted Combo



SHINING FORCE

The Continent of Rune has slumbered in peace for 50 generations. A horde of invaders swarm across the border, while a dragon that has slept for centuries stirs in its tomb. Only the King's youngest swordsman and his war party can defy the Dark Dragon's evil power and crush the mighty army!

You can command an army of up to 10 warriors (out of a possible 30!). Not only will you be responsible for placing them in battle, but you'll also decide how they attack, what spells they cast, which items they use, and what weapons and armor they will equip. If you haven't experienced the thrills of tactical turn-based combat before, take your time and plan each move. Like a classic game of Chess, each battle unfolds differently based on each individual move. It's important that you take advantage of your surroundings and place your party members accordingly. Rushing up onto the enemy is rarely the best strategy, but thoughtful planning and incorporation of long-range and short range attacks will secure your victory!

Button.....	Action
D-Pad.....	Move
Start.....	Start/Pause
X.....	Open Options Boxes and Status Windows /See Opponents' Statistics /Speed through Messages
A.....	Cancel Selections/Speed through Messages
B.....	Open Options Boxes/See Opponents' Statistics /Speed through Messages
A+B+X+Y+Start.....	Return to Game Option Screen

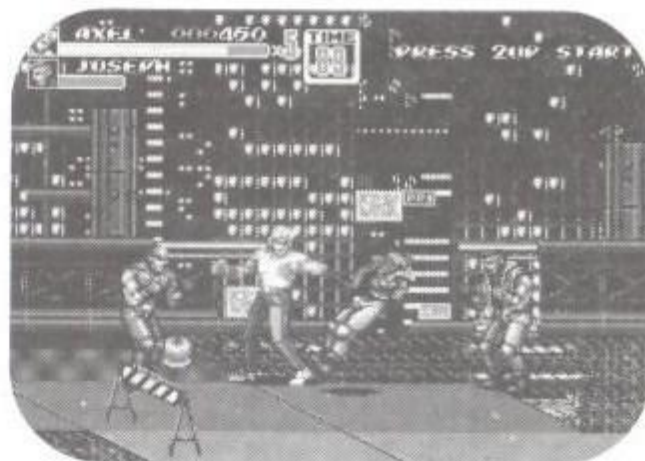


NOTE: Remember to save your progress both within the game as well as on the Options Menu!

STREETS OF RAGE 2

Original rumblers Axel and Blaze slam the asphalt with bigger, better, totally devastating attacks! Skull-crushing ex-wrestler Max Thunder joins up with earth-shattering body slams and spinning fist attacks. New thrasher Skate slices punks with high-speed in-line skate attacks and spinning jump kicks. Go crazy with jaw-shattering, bone-busting punches, head-cracking jump kicks and secret weapons. Gangs of dirt bikers dive into you from every side. Smash 'em with a pipe as they speed by. You'll have to fight your way through the streets to take on the man behind the mayhem. Just be sure to take a friend!

Button	Action
D-Pad	Move
Start	Start/Pause
X	Special Attack
A	Attack
B	Jump
A+B+X+Y+Start	Return to Game Option Screen



VECTORMAN

The future of the human race looks hopeless when maintenance drones accidentally replace the orbot leader's head with a salvaged atomic bomb. All the orbots on Earth are immediately ordered, via television receivers, to stop cleaning up the planet and to start manufacturing weapons for an impending ambush of the returning humans. Only one orbot, a sludge barge pilot who was out of communications range, is unaffected by the evil takeover. You are that pilot: Vectorman! The only hope of saving the entire human race hinges on the destruction of the villainous WarHead. You must seek him out by following a trail of television receivers around the Earth, and then confront him in a battle that will decide the fate of humanity, and of the planet Earth itself!

Button	Action
D-Pad	Move
Start	Start/Pause
X	Shoot
A	Shoot
B	Jump
A+B+X+Y+Start.....	Return to Game Option Screen



VIRTUA COP 2

Trouble in Virtua City . . .

Detective Janet Marshall, a former subject profiler, has joined up with the VCPD Special Investigations Unit. She's tracking the person responsible for the murder of her partner, and nobody's going to get in her way.

Just last summer, Michael "Rage" Hardy and James "Smarty" Cools shut down the EVL Inc. criminal empire. Three of the head figures in the EVL syndicate were brought to justice, but the body of Joe Fang, believed to have been burnt up in a helicopter crash, was never recovered.

After the downfall of EVL Inc., the VCPD began a comprehensive investigation into their black market and gun-running activities. The Virtua City Bank is under suspicion of involvement in an immense money-laundering operation, and the bank vice-president has recently met with an "accidental" death.

Following his death, a secret database was discovered, showing periodical transfers of funds between EVL and the Virtua City Bank, but the money—equivalent to a small country's GNP, has somehow disappeared. Rage, Smarty, and Janet smell a rat, and it doesn't smell good. It's time to avenge a murder, find Joe Fang, and bring justice back to Virtua City.

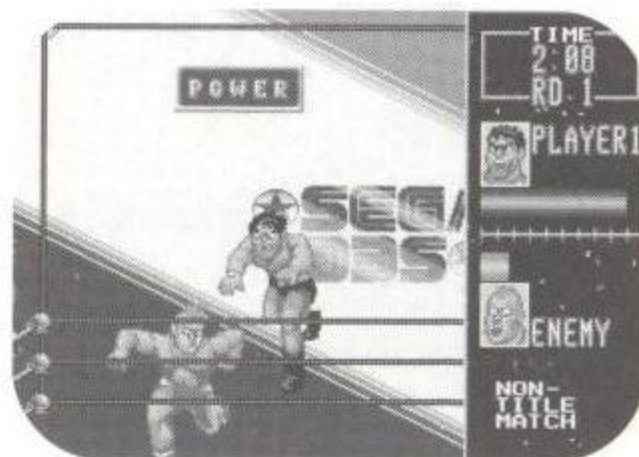
Button.....	Action
Analog Pad	Move Cursor
Start.....	Start/Pause
A.....	Shoot
B.....	Reload



WRESTLE WAR

Unleashed in U.S. arcades, but never in the home—Wrestle War is jam-packed with wrestling's best elements: intense power struggles, feverish button-mashing, and some killer special moves. Take on the computer or go head-to-head with a friend. Just don't go in taking the competition lightly—or you'll be hitting the mat like a big fat sack of bricks.

Button	Action
D-Pad	Move
Start	Start/Pause
X	Punch/Pull Opponent Up From Mat
A	Kick
B	Pin/Attempt Perfect Plex (when opponent is standing but stunned)
A+B+X+Y+Start	Return to Game Option Screen



CREDITS

Original Genesis Emulator by:

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Kazuro Morita

Artist

Toshirou Hara

Tester

Maho Miura

Producer

Yasuo Tanaka

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Special Thanks

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Joe Culley, Jin Shimazaki, John Goodale,
John Golden, Masaharu Yoshii, Yoshiki Ooka,
Osamu Shibamiya, Klayton Vorlick, Bob Schonfisch,
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Dennis Lee, Jason Kuo, Wilco Ibes,
Doug Broadhurst, Neal Robison, Kathy Schoback,
John Byrd, Dylan Bromley, Joe Votour,
Carlton Matthews, David Rudolph, Mike Tucker,
Judy Jette, Charlie Bellfield, Teri Higgins,
Heather Hawkins, Karen Brown, Gwen Marker,
Billi Siedow, Tina Mendez, Alex Villigran,
Bob Dales, Tom Dudley, Lu Luna, Don Nolan,
Leonard Sloomaker, Leslie McKnew,
Demery Barnett, Arnold Feener, Munawwar Daimee,
John Amirkhan, Todd Slepian, Polly Escalona

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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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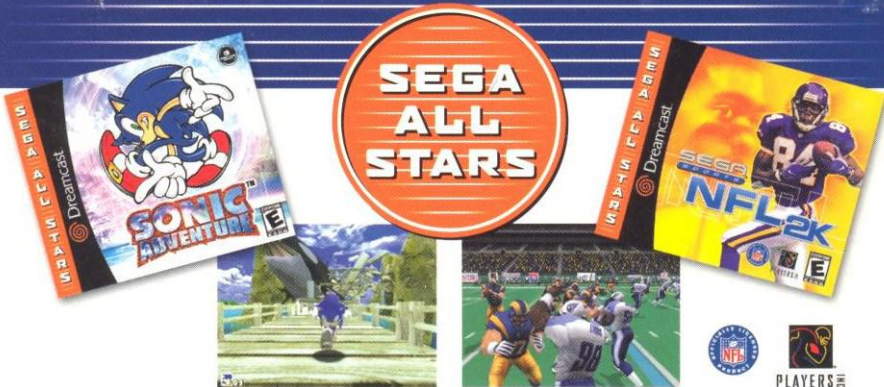
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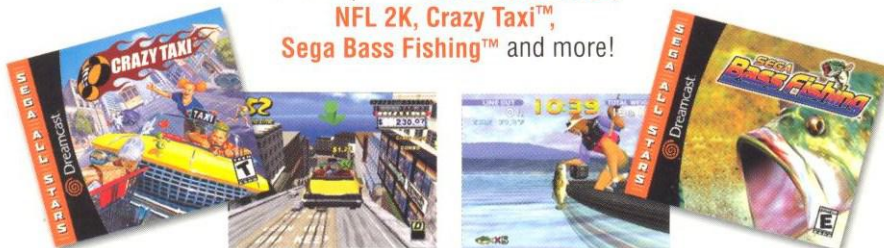
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