



Dreamcast

CocoCafé
Hot Springs

DEATH CRIMSON 2

death crimson 2

Melange & Platinum



ECOLE



Before using Dreamcast software

To parents: If a small child is using this product, please make sure a parent or guardian reads the instructions together with the child and explains them to them.



When using this software, keep the room well lit and keep a sufficient distance from the TV screen to avoid straining your eyes. Also, for the sake of your health, take a 10-20 minute

break every hour and do not use the software when you are tired or not in close contact with the screen. Using the software for long periods of time or close to a TV screen can cause vision loss. ● In very rare cases, some people may experience temporary muscle spasms or loss of consciousness when exposed to strong light stimuli, flashing lights, or watching a TV screen. If you have experienced such symptoms, be sure to consult a doctor

before using this software. Also, if you experience any of these symptoms while using the software, stop using it immediately and consult a doctor.

● Remove the disc only after it has completely stopped spinning. Touching a spinning disc may cause injury or damage to the disc. ● This disc is for use with Dreamcast only. If used in an audio CD player, Do not use loud music as it may cause damage to your hearing.

Precautions for use

● Please handle the disc with care to avoid scratches, dirt, fingerprints, etc. on both sides.

Do not bend the disc or damage the center of the disc. Do not use discs that have been cracked, deformed or damaged and have been repaired with adhesive, etc., as this may cause malfunction or failure.

● Do not write anything on either side of the disc or affix stickers, etc. ● After use, place the disc in the original case and store it in a cool, dry place.

Store the product away from places where it may become hot or dry. When wiping the product, use a soft, diluted cloth used for cleaning lenses, etc., to gently wipe the product from the center to the outer periphery in a radial motion. Do not use thinner or benzene.

Do not use this disc in a regular CD player, etc. as it may cause equipment failure or damage to speakers, etc.

Do not use this product for any other purposes. Please also read the instruction manuals for the Dreamcast console and any peripheral devices you are using.

Depending on the software, a memory card (Visual Memory [sold separately]) may be required to save files.

For details, please refer to the instruction manual for each software.

*This software records your play history (play information) such as the title name, how long you played the software, and how you played the software in the "main unit memory." This information is used to record your previous play history (play information) for various software.

It is intended to be used to change the way the game unfolds depending on how you play and progress.

Patents: U.S. Nos. 4,442,466/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999

ACCESS® ACCESS Co., Ltd.

Easy Communication Everywhere, Java specification quasi-module
NetFront® JV-Lite®



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● from NEC Office Systems. This software is based in part on the work of the Independent JPEG Group. ● This software is equipped with the email receiving function of Dream Flyer.

Dream Flyer is a trademark of Collabco Inc.

Please note

For the sake of your health, please take adequate rest while playing.

If you experience any health problems while playing, immediately stop using the game and consult a doctor. To avoid danger, play at least 1.5 meters away from the screen. The Dreamcast Gun cannot be used with some TVs, such as projection TVs and TVs with filters. If you are unable to fire the gun properly, turn up the brightness of the TV.

story

Twenty years have passed since Kosuke Echizen (Combat Echizen) defeated Death Bisnoth. Danny, a fellow mercenary of Echizen, was brutally murdered, and Greg was attacked by someone. Danny's wife, Martha, appears at the home of Lily's daughter, Yuri, who is Greg's friend. Martha tells Lily that Danny is dead and that Greg is also being targeted, but Lily goes missing while searching for Greg.

Yuri and a young man named Yasushi Yanami who happens to visit them together begin investigating the mysterious organization SMO in search of clues about Lily.

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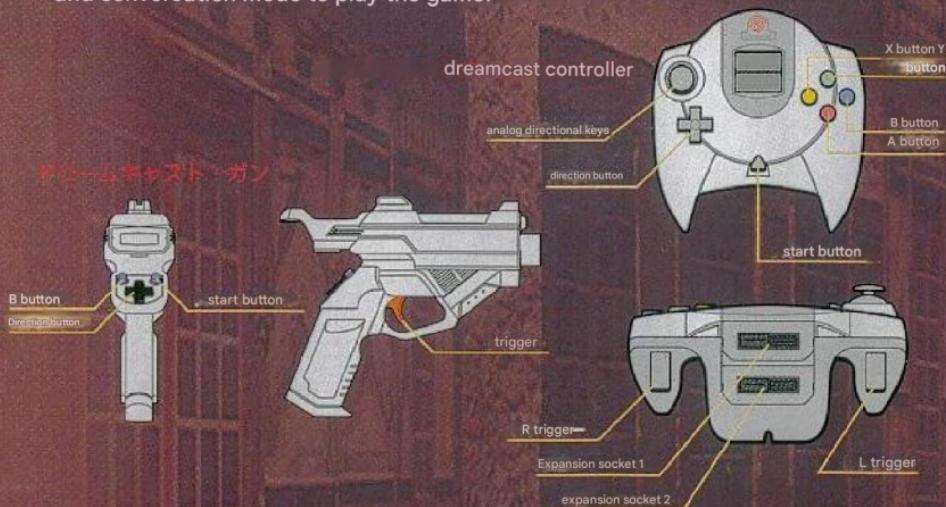


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Controller

Controller

Death Crimson 2 can be played by up to four people at the same time. Each player's bullets are displayed on the screen. Also, bullet holes of the same color as the bullets are displayed when they are fired. You can control the game using only the Dreamcast Gun, but even if you use the Dreamcast Gun, it is more comfortable to switch to the controller during walk mode and conversation mode to play the game.



Precautions

- Before turning on the power to the main unit, connect compatible peripherals such as controllers to the control port on the Dreamcast main unit.
- Operation with unsupported controllers is not guaranteed.
- When turning on the unit, do not move the analog directional pad or L/R triggers. Doing so may cause malfunction.
- Do not plug a microphone device into the Dreamcast Gun as it will cause trigger noise during recording.
- Do not insert the Jiggle Pack into Expansion Socket 1. It may come off during operation.

Basic operations

Basic

dreamcast controller

game start,

Select items.

cancel,

Pause and unpause,

Eye movements during shooting,

Canceling gaze movement during shooting,

Firing bullets during shooting,

Reloading while shooting,

Use of optional guns while shooting.....

Cursor movement during shooting.

Dash while in walk mode,

Movement during walk mode,

Investigating clues while in walk mode,

Changed character display during walk mode.

Skip lines in conversation mode;

Soft reset.....

start button

Confirm with directional buttons, A or start button

B button

start button

L trigger + directional button (Note 1)

L trigger (Note 1)

A button

B button

Press and hold the A button (Note 1)

analog directional keys-

X button + direction button

Directional buttons or analog directional pad

A button

Y button

L trigger

A/B/X/Y buttons + start button

Dreamcast Gun (Note 2)

Game start..

Select items

cancel,

Pause and unpause....

Eye movements during shooting,

Firing bullets during shooting.

Reloading while shooting, -

Use of optional guns during shooting,

Movement during walk mode,

Investigating clues while in walk mode,

Soft reset...

start button

Use the directional buttons, trigger or start button to confirm

B button

start button

Directional buttons (Note 1)

trigger

Aim the Dreamcast Gun off-screen and press the trigger or B button

Hold the trigger (Note 1)

...direction button

trigger-

Trigger + B button + Start button

■ [Note 1] This will only be effective on the controller or Dreamcast Gun that was operated first.

■ [Note 2] When playing with the Dreamcast Gun for the first time, be sure to set the aim.

If you play without adjusting it, your aim may become misaligned during the game.

■ If you have connected the Jiggle Pack to the Dreamcast Gun, connect a controller to another port and then connect a memory card to the expansion socket to save your data.

How to start the game

Start Game

before starting the game

Insert the memory card (Note 1) into the Dreamcast controller. The microphone device only works with the Dreamcast controller. The Purupuru Pack works with both the Dreamcast Gun and the Dreamcast controller.

For the microphone device and the Purupuru Pack, be sure to use the expansion socket 2 with the Dreamcast controller.

Unable to find the data file
for "Death Crimson 2". To keep
the data for "Death Crimson 2", you
need a large block. Memory cards that
can be saved to have been found in the
following sockets. Please start
button on the screen. Please translate
the "Seigun Sojitto".

Horton socket 2
Check Seder Memory Card

■(Note 1) A memory card (Visual Memory [sold separately]) is required to save files.
The game save data for "Death Crimson 2" is 5 blocks. For voice data, please refer to
"Using the Microphone Device" on page 8. While saving, do not turn
off the power to the console or insert or remove the memory card, other
expansion units, or controllers.

game start

Specify the memory card. If you have multiple memory cards,
select the memory card you want to use. Press the start button
on the title screen to proceed to the main menu.



Menu screen

Mission Mode..... You enter a mode where you compete for scores regardless of the story.

Story Mode..... This is the main mode in which you play according to the story.

Gun Setting..... Aim the Dreamcast Gun.

Option..... Use the microphone device and set various options.

Dream Passport..... You can view messages of support and connect to the Internet (Note 2) to download new placement data (Note 3).

■(Note 2) Please refer to the "Additional Information" on page 15 of this instruction manual.

■(Note 3) The number of blocks required for the downloadable placement data varies depending on the length of the stage.

Gun Setting

Aim setting

When using the Dreamcast Gun, the aim may be off depending on the TV you are using. If this is the case, please adjust the aim.

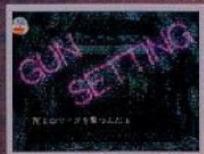


Select GUN SETTING from the main menu.

Begin with the start button.



Shoot the mark in the upper left.



Next, shoot at the bottom right and then the center.



Check your aim. If you're happy with it, press the start button to finish.

To do it again, press the B button.

- Try to aim the TV screen from the front as much as possible. Aiming at an angle may cause the TV to malfunction.
- When adjusting the sights, please align the muzzle. When doing so, please do so as close as possible. Aiming from a distance and adjusting the sights may cause malfunction.
- When using a VGA monitor, the brightness is lower than that of a normal TV, so the operation may not be stable. In this case, please make the screen brighter or move closer to the screen when playing.

Option settings

option

Set various options

Sets stereo/mono.

Sets the jiggly pack on/off.

Display high score.



How to use microphone devices

In Death Crimson 2, you can change the voice that plays when you are attacked by an enemy, the damage voice.



Select the damage voice settings.

In Mission Mode, you can choose from the voices of Yasu, Yuri, Bat, and Echizen.

You can also select "Use custom voice" to record and use your own voice using the microphone device.

You can record while holding down the A button. Press the B button to confirm.

After recording, you can adjust the volume by using the up and down directional buttons.

You can record up to 3 patterns. The total recording time is 3 seconds.



You can select the memory card. You can also load the saved voice data (Note 1).

Note 1 Storing voice data requires 96 blocks at 16 bits (better sound quality) or 49 blocks at 8 bits (worse sound quality).

Precautions when using microphone devices

Please make sure to connect the microphone device to the controller's expansion socket 2. Connecting it to any other socket may cause it to malfunction.

Do not plug or unplug the microphone device while recording, as this may cause the device to malfunction.

The sponge on the microphone is to reduce noise during recording.

It can be very dangerous if small children put the sponge part in their mouths, so parents should be very careful.

Mission Mode

session mode



Mission mode is a score attack mode. You can play regardless of the story.

Select Mission Mode from the menu screen.

Select a level. A is beginner level, which is easy, but the score does not increase much. F is mercenary level, which is difficult, but the score increases quickly. New missions are added as your karma increases.

Some enemies do not attack. Moths only attack yellow moths. To get a high score, you need to defeat non-attacking enemies as well.

When you shoot drums or boxes, items sometimes appear. Try to get as many items as you can.

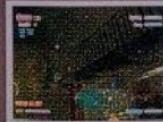
Shooting civilians on the screen will damage you.

If you shoot at a specific spot on the enemy, you can perform a continuous attack. This is called a follow-up shot. Follow-up shots are an important point for getting a high score.

In order to realize a realistic battle, Death Crimson 2 has no invincible time. Also, if you receive multiple attacks, your life will decrease by the number of times you receive them.

Use the gaze movement function to pull enemies on the edge of the screen to the center and attack them.

By using the optional gun, you can perform continuous attacks.



story mode

Story Mode

Story mode is what could be called the main part of Death Crimson 2.

Yanami Yasushi and Yuri Rosenberg must work together to find clues about Lily and solve the mystery surrounding Crimson.

Initial screen

If you select New Game on the initial screen, you can play Story Mode from the beginning.



About play mode

There are four story modes in Story Mode. The player progresses through the game by controlling the modes that change at each scene.



Shu ファイティングモード

In this mode, you defeat enemies that appear one after another. Collect items and shoot down enemies to increase your score.



movie モード

The story progresses automatically while the movie is being shown.



会話モード

In this mode, characters appear and you progress through the game while having conversations.

Press the A button to proceed to the next step. You may be given a choice, which may affect the outcome later.

Walkmo

The player controls the character on the screen to proceed through the game. Pressing the A button in a suspicious location may reveal clues.



Shooting Mode

shooting mode



Techniques in shooting mode

About levels in shooting mode

In the shooting mode of the story mode, you can choose the level at the start. If you want to aim for a high score, choose a difficult level, and if you want to advance surely, choose an easy level.



If you die during the game, you can choose to retry and play again.



When you clear a stage, you can choose to save and move on or retry. When aiming for a high score in Story-Mode; it is important to get as high a score as possible in each stage.



Techniques in walk mode

In Walk Mode, the story progresses by pressing the A Button in front of a suspicious location.

Once you get used to it, using the analog directional keys is comfortable.

You can dash by pressing the x button on the controller and then pressing a directional button.

Even if you have been to a place before, new developments may occur if you return to it after visiting another place.



Be careful of traps, they can occur multiple times.

Characters

Character



Kou Yanami

21 years old. Freelance photographer. Born January 21st. Blood type: A, 178cm, 65kg. Favorite food: ostrich steak. Curious and proactive. He meets Yuri and helps her, but gets caught up in Crimson's crazy world.



Yuri Rosenberg

19 years old. Student of the Faculty of Sociology at Porvenir University. Born on July 24th. Blood type: O, 159cm, 45kg, B83. W58, H85. Favorite food: mangosteen. While searching for clues after her mother's disappearance, she gets caught up in an unknown trouble and her mind is driven to the brink.



Patrick Lewis

15 years old. Helps his father at his airplane maintenance factory. Born October 11th. Blood type B, 168cm, 55kg. A headstrong boy with a bad mouth, but a kind heart. His hobby is riding motorcycles, and he accidentally meets Yuri and gets involved in an incident, which leads to him piloting an airplane.



Kosuke Echizen

Code name: Combat Echizen. Born May 5th. Blood Type O, 181cm, 70kg. Favorite food is fried rice noodles. 20 years ago, together with Greg, he sealed away the infectious disease known as Koma Syndrome, and fought and defeated the enemy that brought about the disease, Death Bisnos, but his whereabouts are unknown since then.



Greg Prummel, 57 years old. Former

professor of sociology at Porvenir University. Born June 7th. Blood type O, 172cm, 72kg. He once fought alongside Echizen, but

after his retirement he returned to the university and achieved many accomplishments,

becoming a professor at a young age. However, he suddenly suffered from mental illness, and even after recovering, he continues to live in a sanatorium.

Greg Plewmel

enemy character

Enemy



Armour
McNelly

Attack methods: Sword, bare hands



armor jobs

Attack methods: Laser gun, knife



armor gates

Attack method: Missile cannon



Attack method: ramming



Globus

Stage 1 Dachau Warehouse Boss



Admiral Zaza

mysterious big man

Experience points

When it's full, your credits will increase. If you hit an enemy, your credits will go up, but if you miss, your credits will go down. You need to aim well and not waste your bullets.

Evolution value

When it's full, you can use the optional gun. After that, the maximum energy of the optional gun will increase. It will increase if you hit an enemy, but it will not decrease if you miss.

Karma value

When your karma exceeds a certain level, the crazy world of Death Crimson will unfold. It accumulates every time you defeat an enemy after you first start playing. It will continue to accumulate unless you erase the data on the memory card. When your karma level increases, you can play new stages in Mission Mode.



Item/Supplement

Item / Supplement

Various items appear in Death Crimson 2. Use items wisely to gain an advantage in battle.

Descosmos

Fills your life to full. If your life is already full, it will increase by 1 credit.



Desmarron

Credit up:



death flash

It will instantly destroy all enemies on the screen. Be careful as it will also hit civilians.



[Note]

If you select Dream Passport from the start menu of Death Crimson 2, you can read cheering messages and connect to the Internet to download new placement data. If you are not a registered user, you cannot select Dream Passport from the start menu.

[About user registration]

If you are not a registered user with Sega, please register as a user on "Dream Passport 2."

If you don't have "Dream Passport 2", please purchase it from Dreamcast Direct. You will only be responsible for the shipping fee (900 yen) when purchasing. *We are currently not accepting user registrations for "Dream Passport" with orange GD-ROM. Internet:

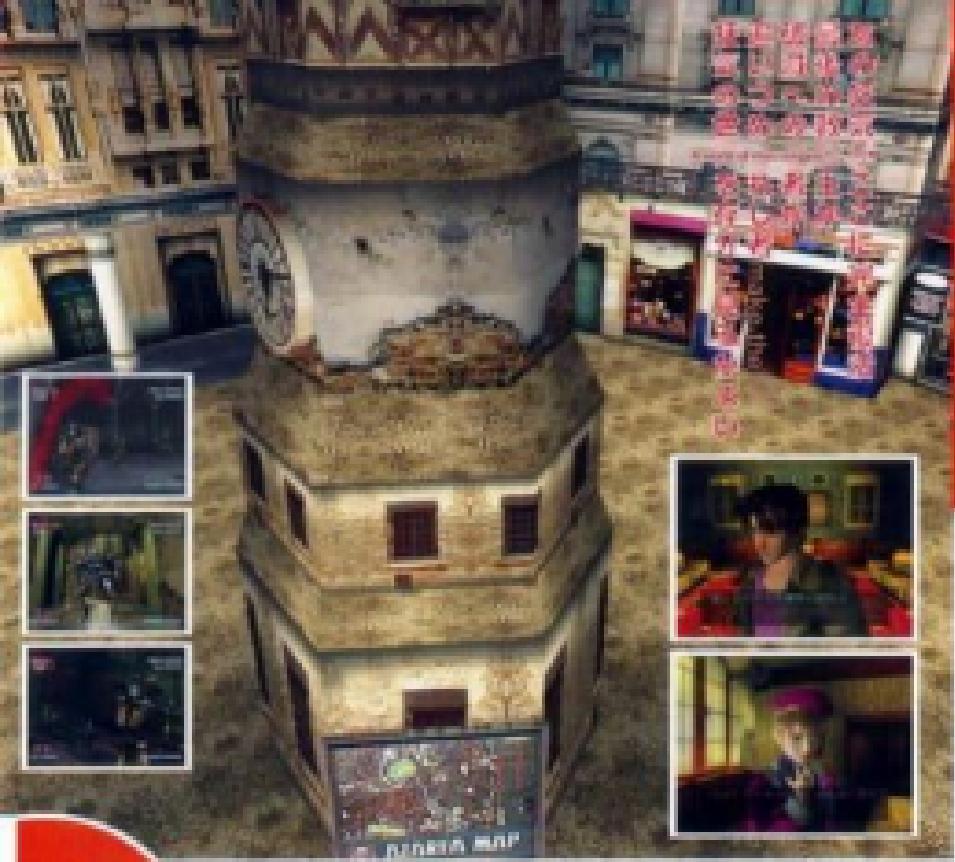
Where to purchase

<http://www.d-direct.ne.jp/> (Open 24 hours a day, 365 days a year)
TEL: 03-5352-1505 (Reception hours 14:00-22:00 Open all year round)

[About connection method]

Please refer to the Dreamcast console's instruction manual for instructions on how to connect the console to a telephone line.

For detailed instructions and explanations on how to use the Internet, please refer to the "Dream Passport 2" guidebook. You are responsible for any communication charges incurred when connecting to the Internet.



Home Search

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PLAYERS

Shooting

Memory Backup for Look +

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