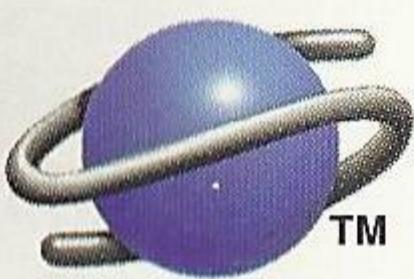


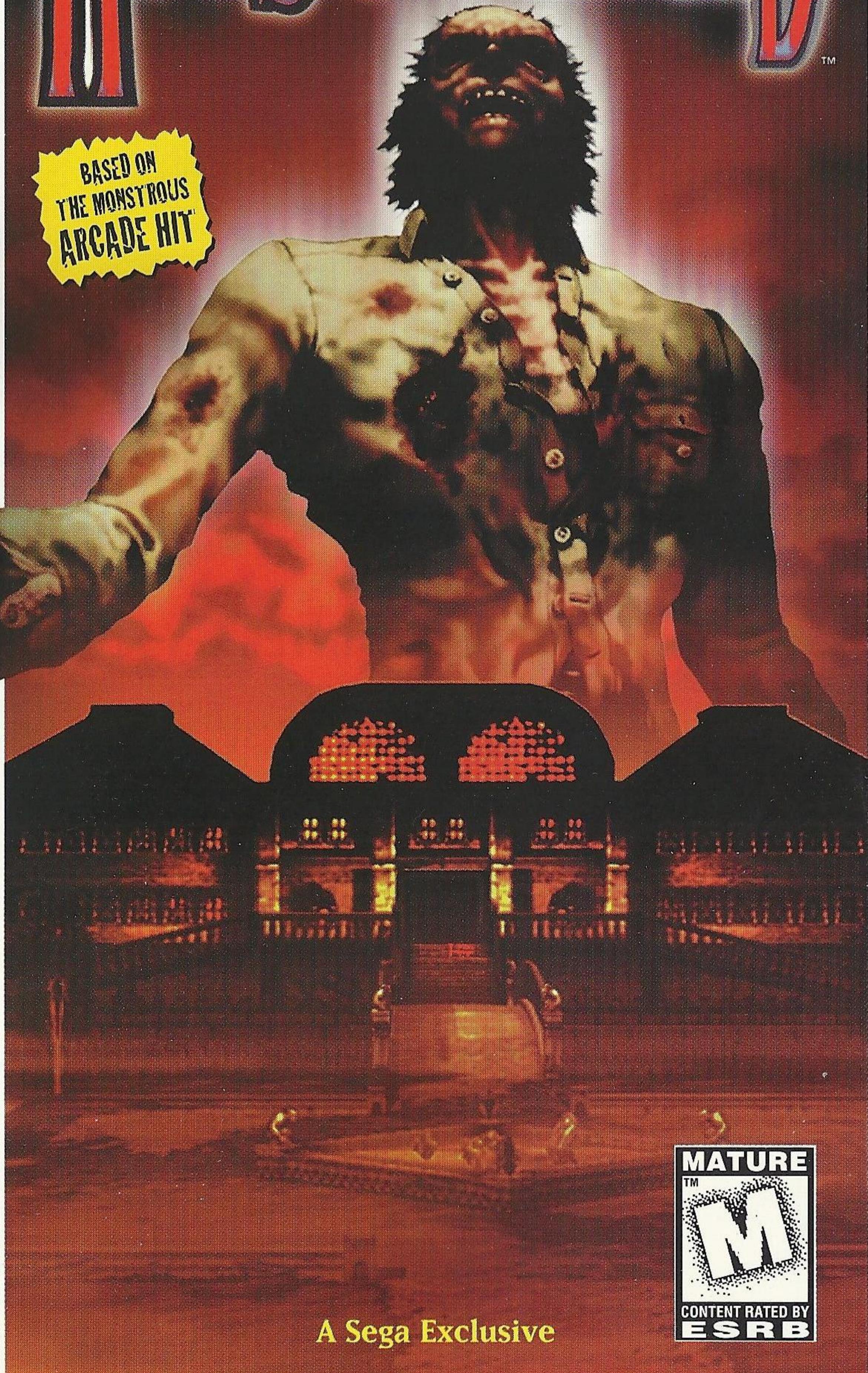
SEGA®



SEGA
MAGAZINE

THE HOUSE OF THE DEAD

BASED ON
THE MONSTROUS
ARCADE HIT™



A Sega Exclusive

MATURE
TM
M
CONTENT RATED BY
ESRB

81802

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by SEGA for home play on the Sega Saturn 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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For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.



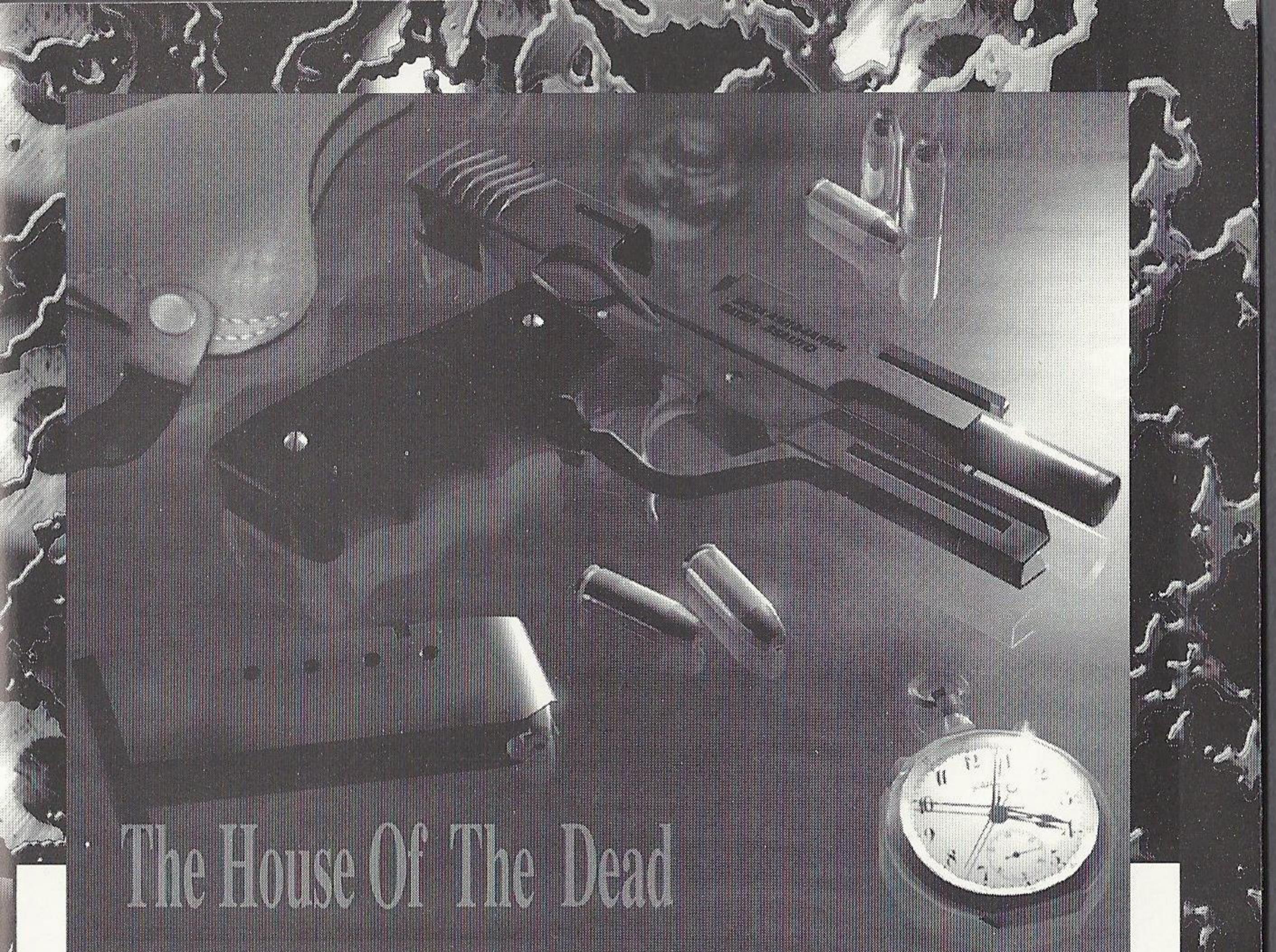
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The House Of The Dead

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The House of the Dead



10.17.1998

There have been reports of research personnel missing at the DBR Corporation genetic engineering center. This clandestine laboratory is governmentally funded to conduct experiments into the weapons potential of artificially-generated and sustained life forms. Due to the sensitive nature of these researches, news of the disappearances was not made public.

Yes. One must take care not to startle the sheep before the slaughter. The adrenaline spoils the flavor of the meat.

12.18.1998

A team of special operatives was dispatched to the laboratory to investigate suspicious activities by Dr. Curien, the former director of DBR. The following is a transcript of the garbled final transmission from the team:

"...Dr. Curien's project is in its final stages...if the media gets ahold of... What the? Request immediate backup... we're getting creamed out here... the research staff is in danger...." (transmission ends)

They left out the part where he started screaming – "Oh no get it off me! It's eating my brains!"

12.20.1998

The decision has come down from above to send two crack agents, Thomas Rogan and 'G,' to investigate the status of the missing research staff and the team of operatives. Agent Rogan has taken a special interest in the case as his fiancée, Sophie Richards, is employed by DBR....

...and he already put money down on the ring.

Mission Objectives

- 1) Determine the nature of Curien's research
- 2) Conduct a sweep of the site and confirm the status of the research staff and special ops team
- 3) Take defensive action as appropriate
- 4) Assist any survivors

**Survivors? There weren't even any leftovers.
But we'd love to have you for dinner.**

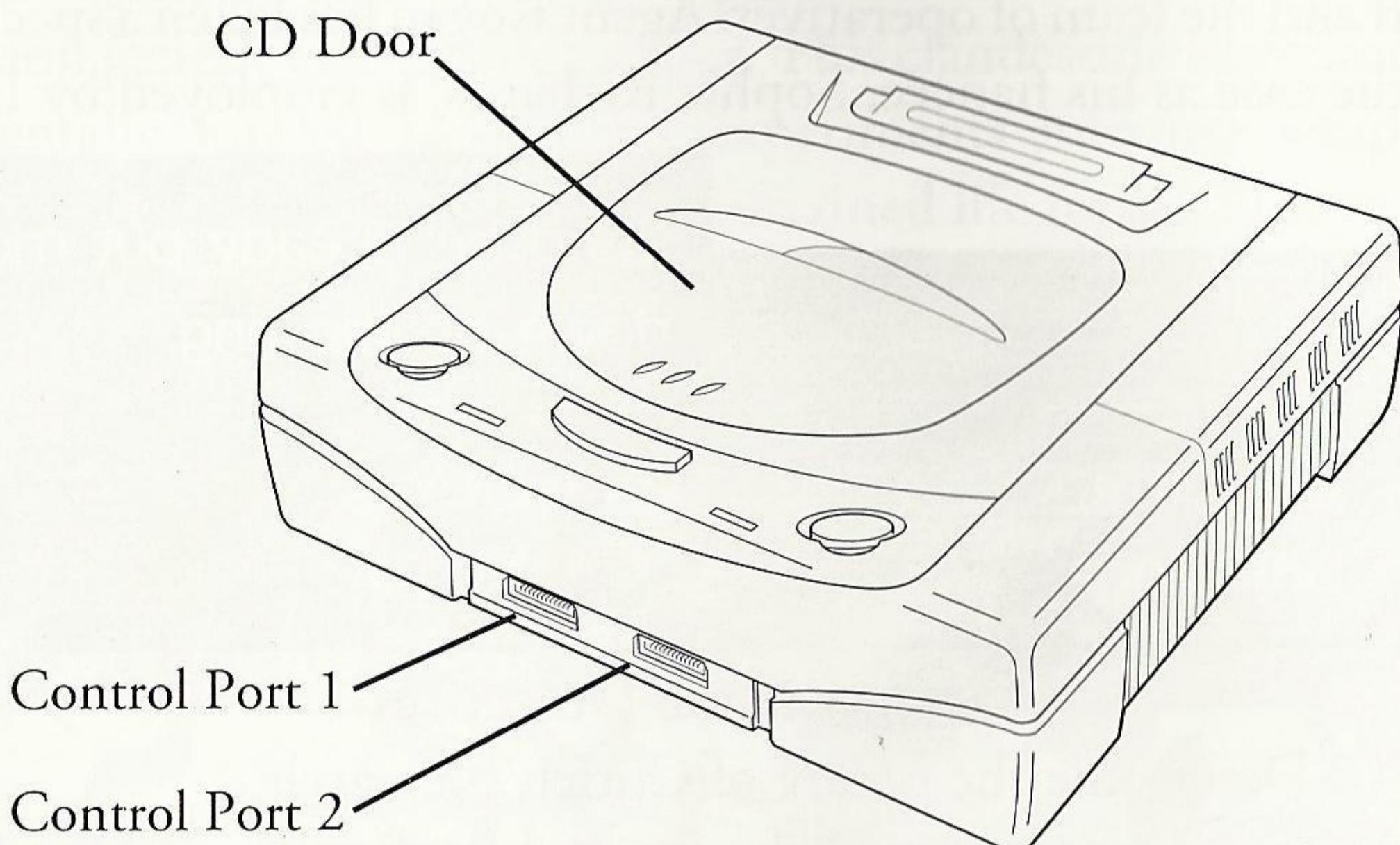
Dr. Curien

Starting Up

Sega Saturn

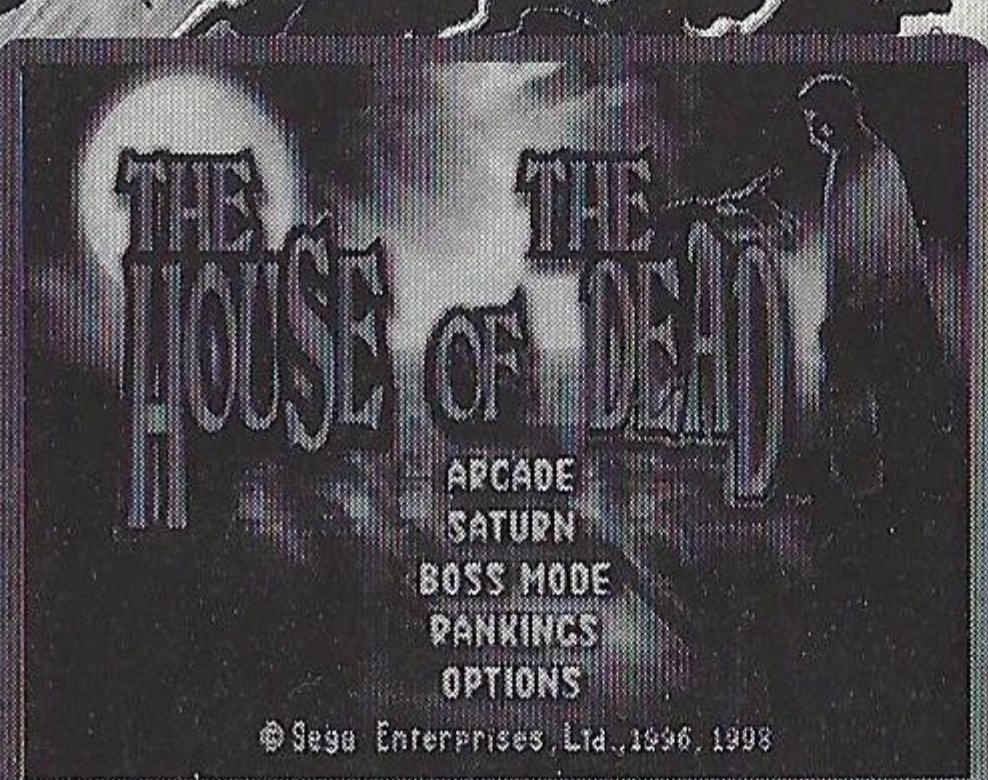
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1 (or the Sega Saturn Stunner – sold separately, see page 22). For two-player games, plug a second control device into Control Port 2.
2. Place the *The House of the Dead* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

Important: This Sega Saturn CD contains a security code that allows it to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



When you first load *The House of the Dead*, the Sega logo appears, followed by the Title screen. Press Start from the Title screen to enter Mode Select, or wait to watch the intro movie and game demo. If the movie gets too scary for you, press Start at any time to return to the Title screen.

In Mode Select, highlight game modes by pressing the D-Pad up/down (or pulling the trigger on your Stunner). Press Button A, C or Start to enter the highlighted mode.



ARCADE

Blast undead mutants to smithereens in this faithful port of the arcade hit (page 10).

SATURN

A Saturn-only version of the game that lets you choose the character you take on a zombie-hunting romp (page 11).

BOSS MODE

Sharpen your aim against the final boss from each stage (page 11).

RANKINGS

View the top scores or times for each mode (page 12).

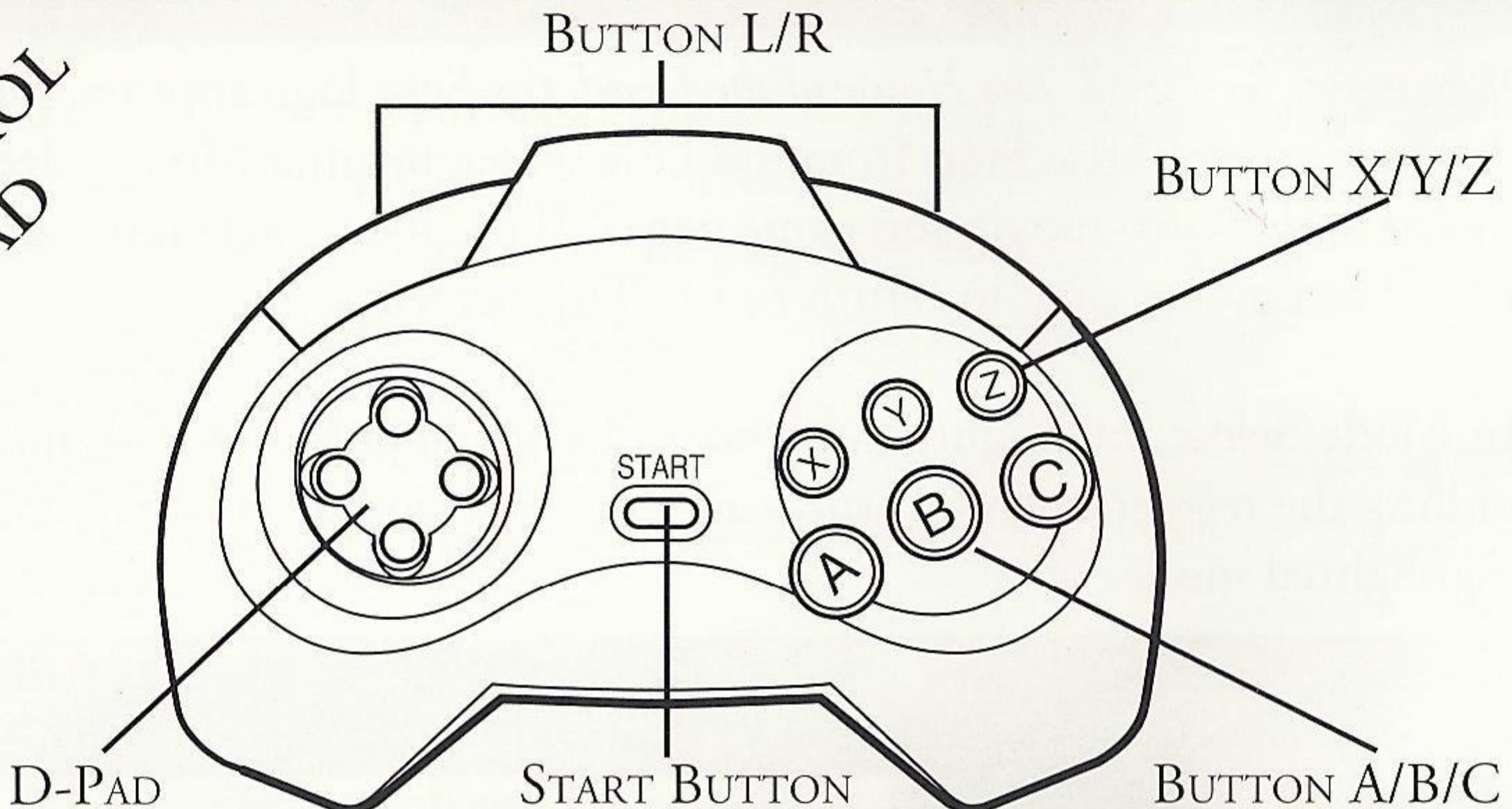
OPTIONS

Change gameplay features and sample audio effects heard in the game (page 12).

"Oh, sorry – you weren't using that prefrontal lobe for anything special, were you?"



CONTROL PAD



CONTROL PAD

D-PAD

- Move gunsight
- Scroll through/change selections
- Fire*
- Reload*
- Speed up gunsight*
- Start game
- Pause/resume gameplay

BUTTON A

BUTTON C

BUTTON B

START BUTTON

BUTTON A

BUTTON C

BUTTON B

START BUTTON

- Move gunsight
- Scroll through/change selections
- Fire*
- Reload*
- Speed up gunsight*
- Start game
- Pause/resume gameplay

Note:

To use the Analog Thumb Pad, set the Mode Switch to O mode prior to play.

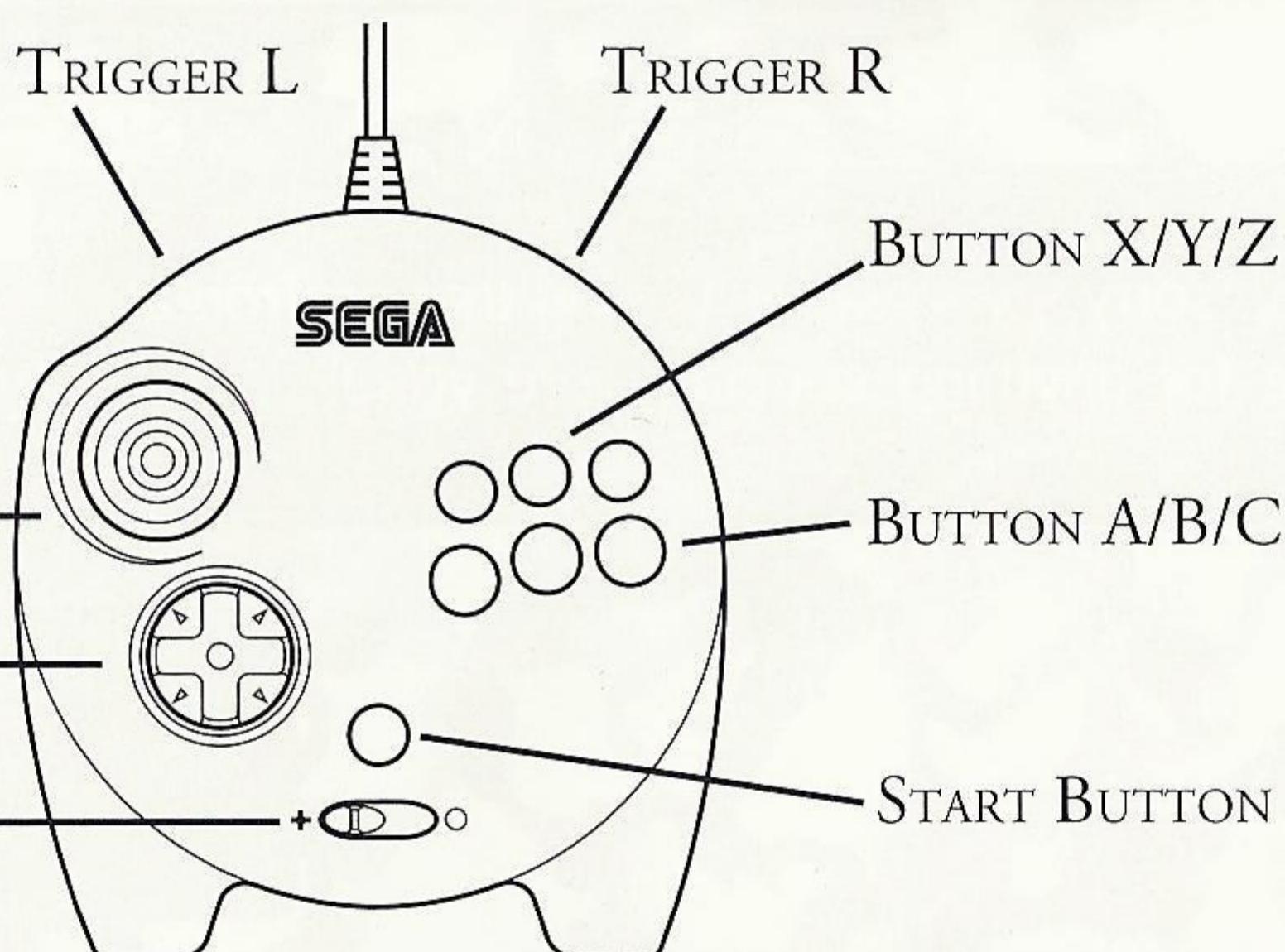
*These Control Pad and 3D Control Pad button functions can be changed in Control Configuration (see page 13).

3D CONTROL PAD

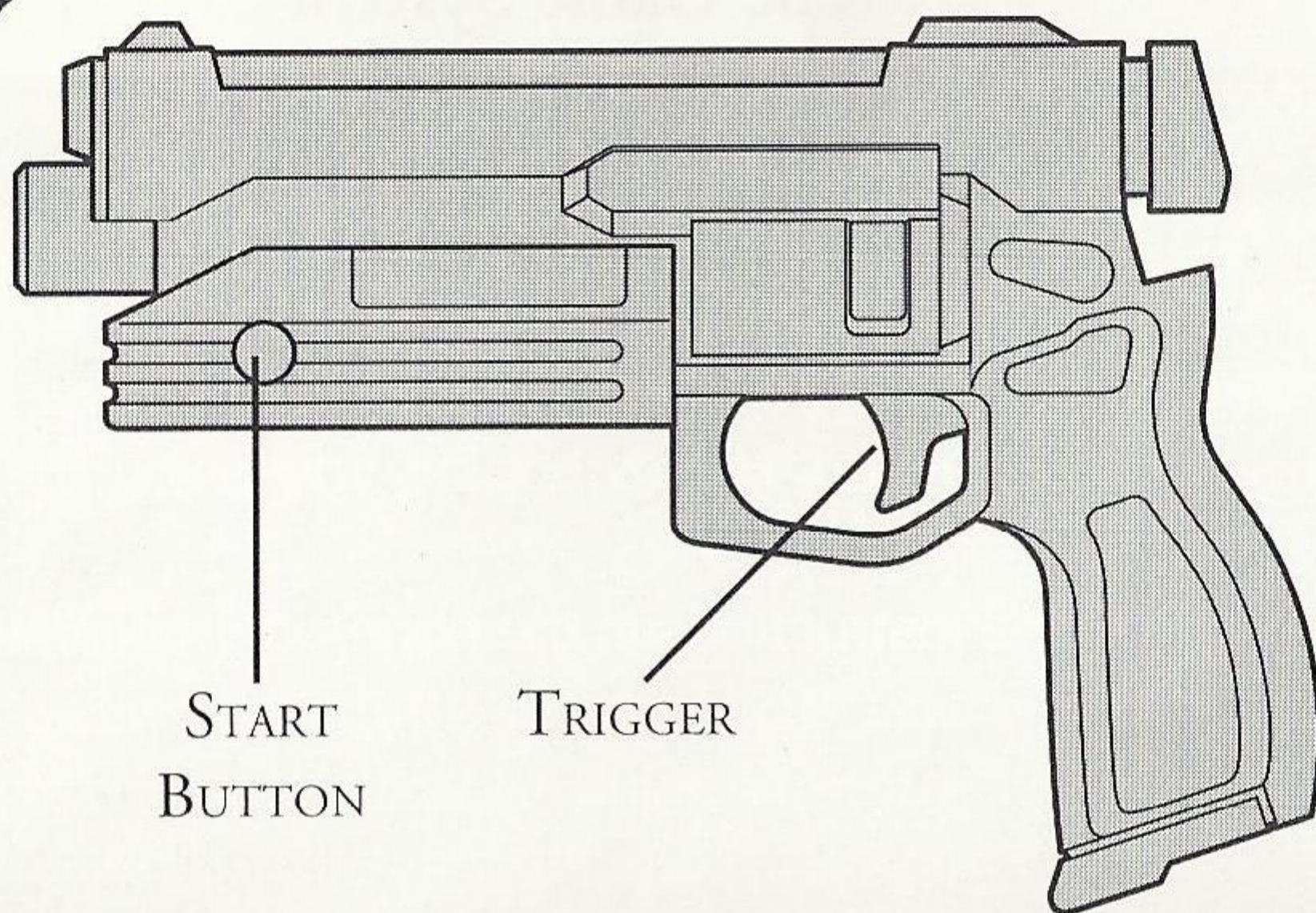
ANALOG THUMB PAD

D-PAD

MODE SWITCH



STUNNER



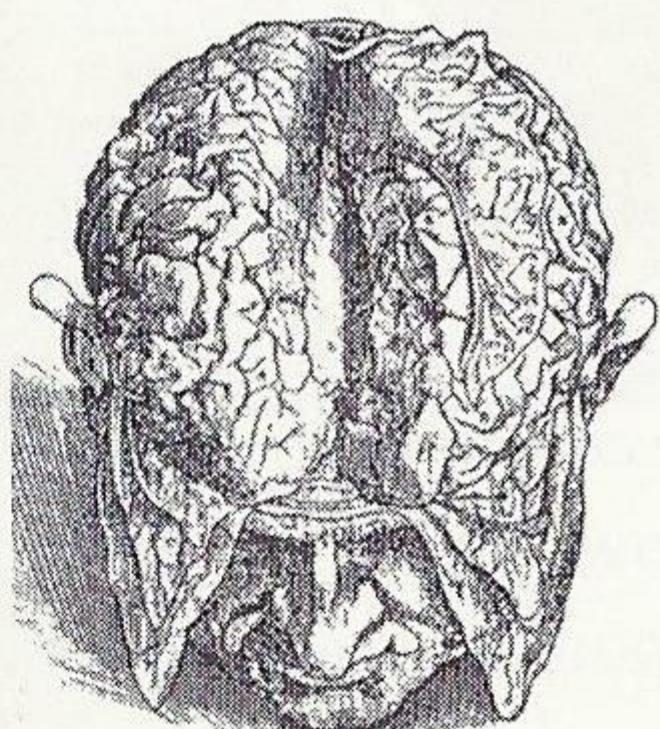
STUNNER™ (sold separately – see page 22)

TRIGGER

START BUTTON

- Fire
- Scroll through selections
- Start game
- Pause/resume gameplay
- Enter/change highlighted selections

USE
YOUR
HEAD



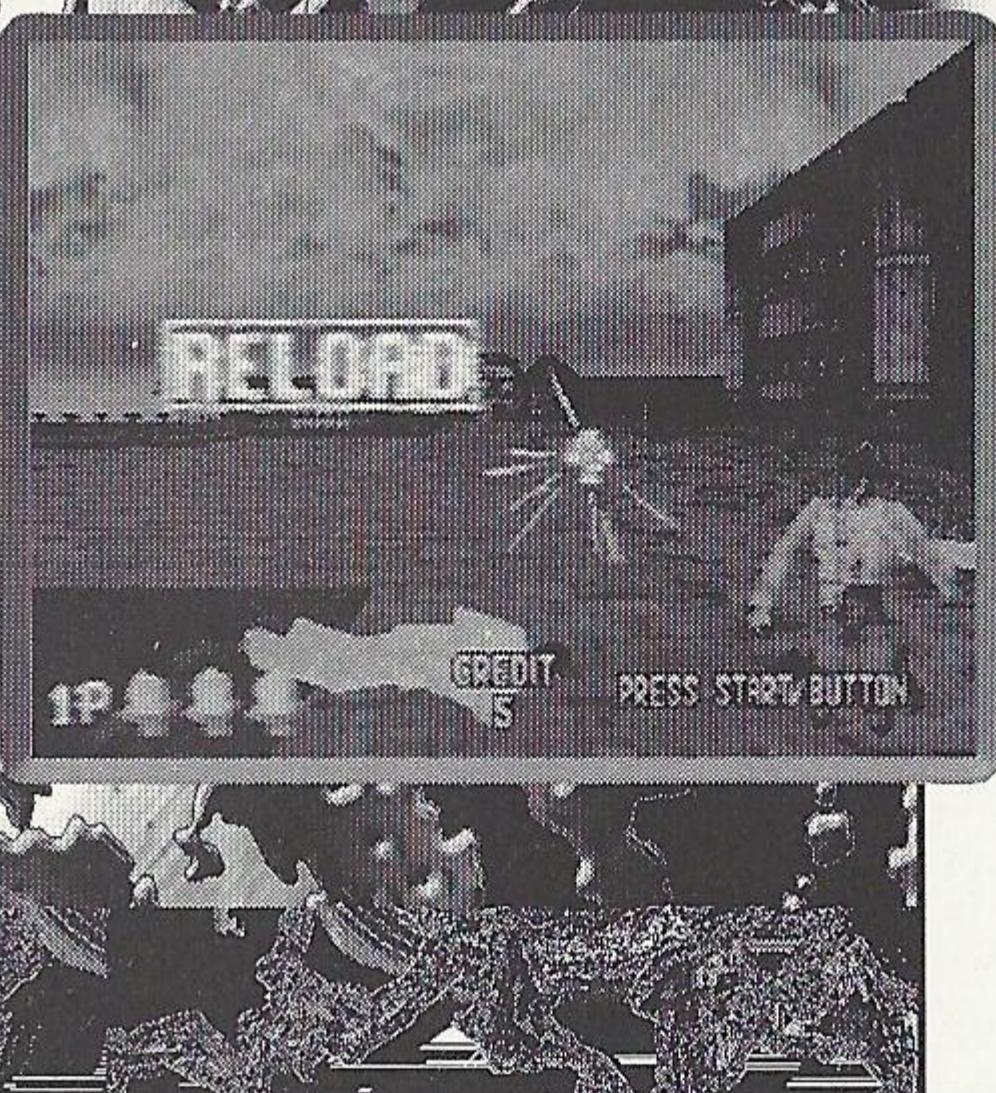
If you want to make a
brain omelette, you're
going to have to break
a few skulls.

DBR
Corporate handbook

The Game System

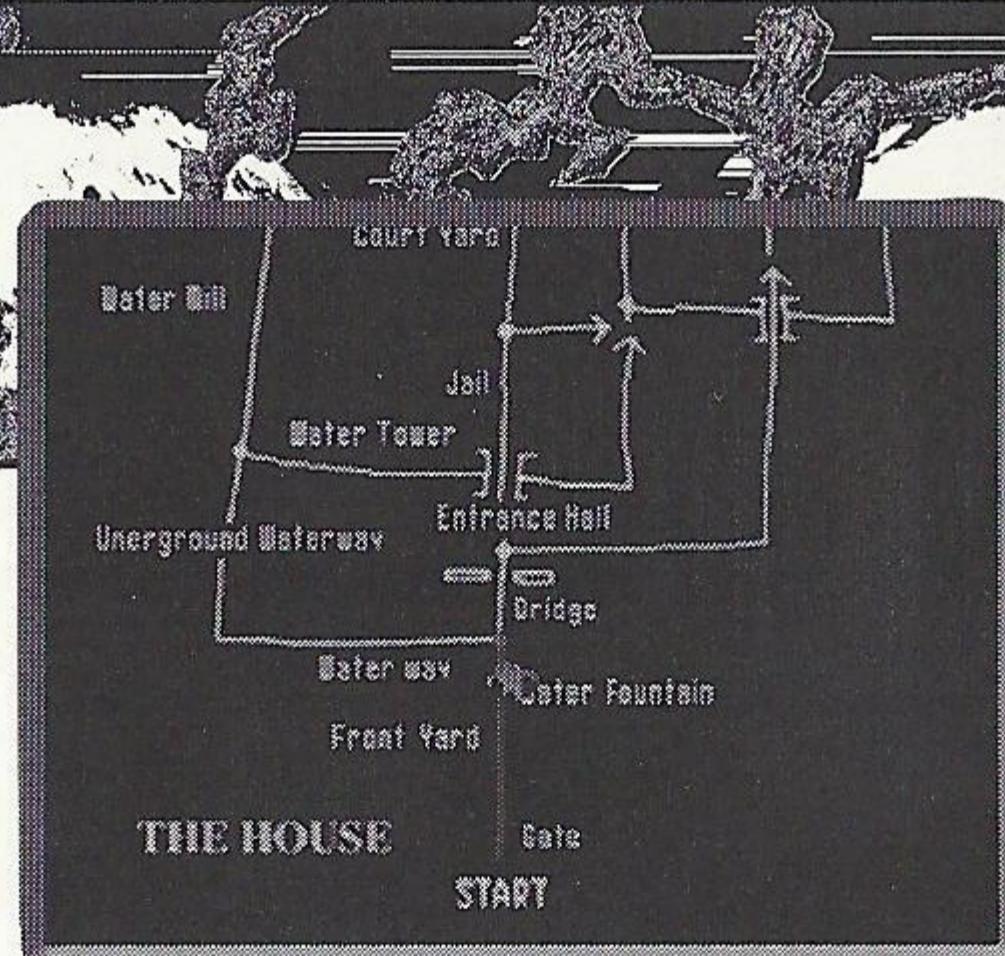
"Welcome to my estate. I trust you'll find your stay here a pleasant one. I'm afraid I won't be able to come greet you personally, but I've sent some of my creations to make you feel right at home. I've prepared some wonderful surprises for you. Here's hoping you enjoy them."

"I leave you with these instructions in the hopes of making this an enriching experience for all involved. You see, I'm a firm believer in the value of an education. A brain is a terrible thing to waste."



Reloading

They might get away with a bottomless cup of bullets in the movies, but this is reality; sometimes your gun runs dry. When it does, the message RELOAD appears onscreen. Press the Reload button on your control device, or aim your Stunner offscreen and pull the trigger to fill'er up with lead.



Forking Paths

In Arcade and Saturn modes, the course of the game changes depending on how you play. There are several crucial turning points in each stage where your actions determine the course. The paths will lead you into different parts of the DBR grounds. Some paths are easier than others; pay attention as you fight your way through each stage to discover which route is the best for you.

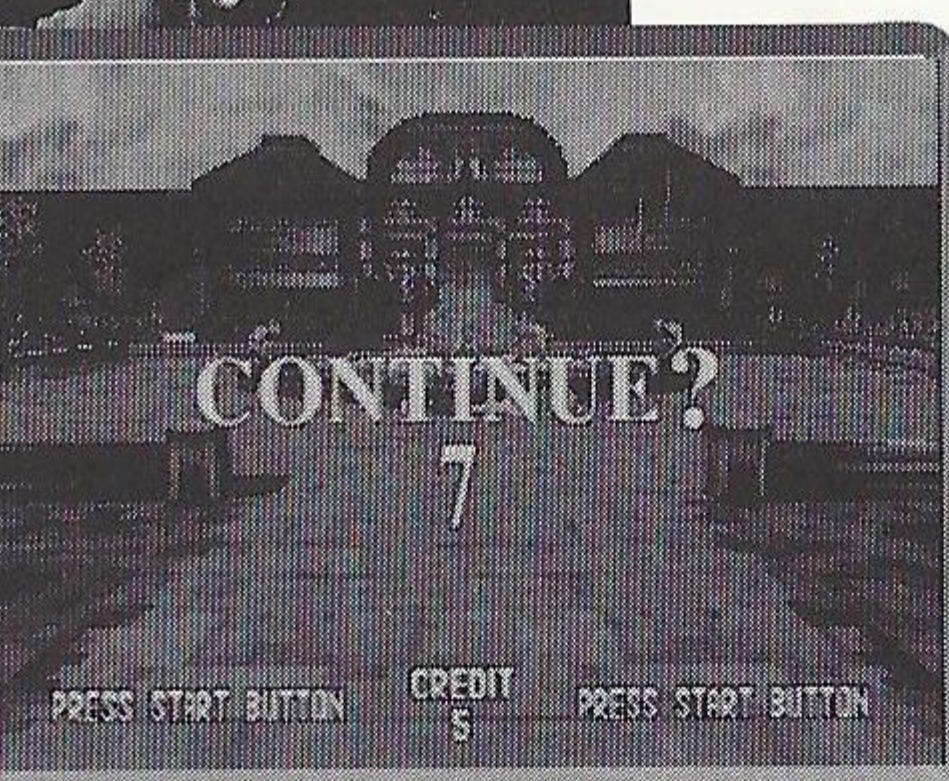
Hidden Items

When you're not occupied by the armies of undead, try shooting barrels, skulls and other likely containers that appear in the background. They occasionally contain hidden items, such as Life Ups, that will help you in your fight. Shoot an item you have uncovered to acquire it.



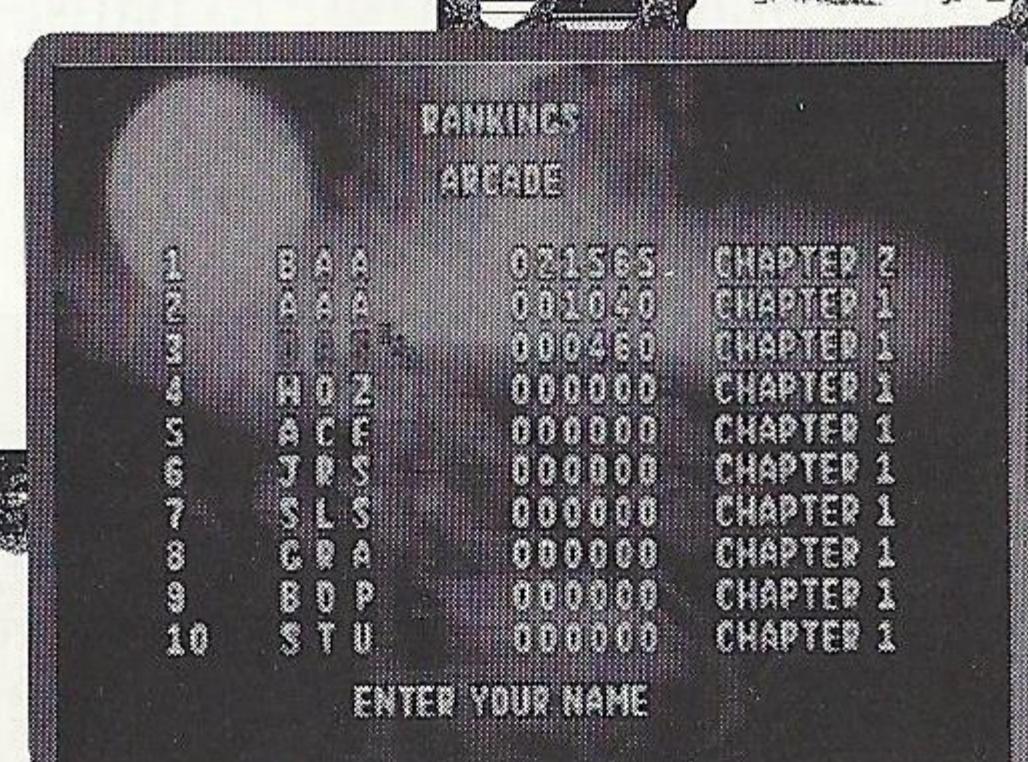
Game Over and Continue

Each time you get hit by an enemy, or shoot an unlucky innocent, you lose a Life. When you lose your last Life, the game ends. If you have a Continue remaining, you can continue the game from the point where you lost your last Life. The number of Continues per game can be set in Options (page 12). When you run out of Continues, it's Game Over. Only the dead never die.



Name Entry

If you finish a game in any mode with a record score or time, the Name Entry screen appears, letting you enter your initials.



Gunsight

Indicates the current position of your gun's aim. (The gunsight does not appear in games using the Stunner.)

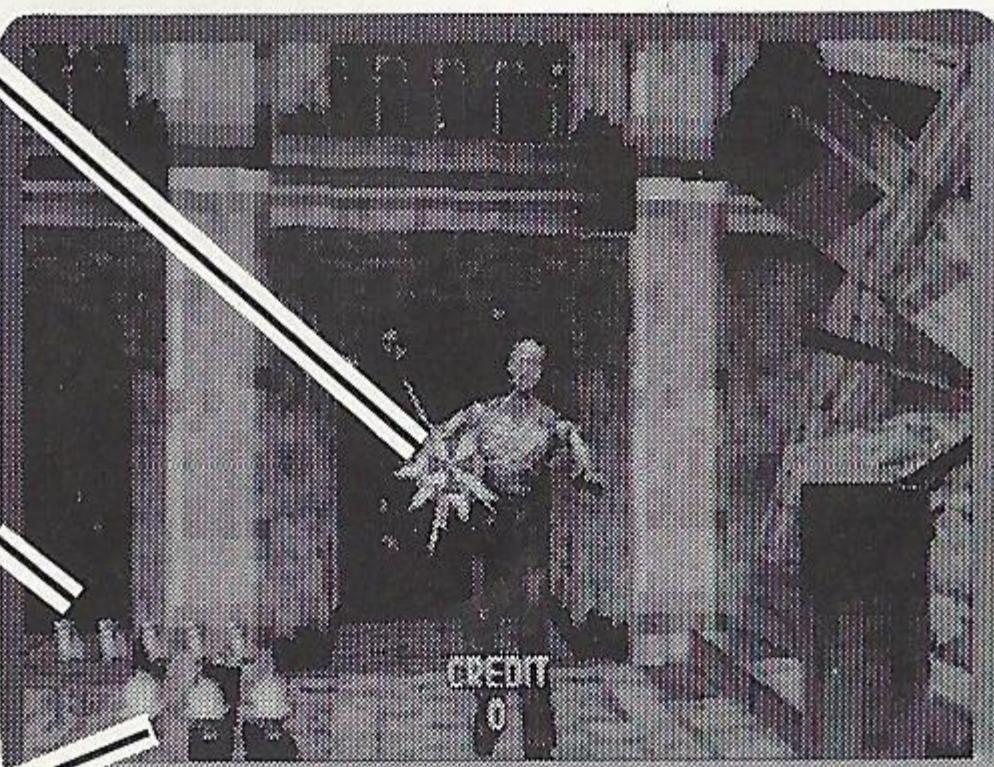
Rounds Left

The number of bullets left in your gun.

Life Torches

Shows how many more times you can stand being hacked, bludgeoned, chewed on and gouged before you succumb to your wounds.

The Game Screen



ARCADE

After you select Arcade from the Mode Select screen, the Arcade opening movie begins to roll. Press Fire to skip this brief intro sequence and jump feet first into the bloodbath. After the intro, the game begins. A second player can join a game in progress by pressing Start on the unused Saturn control device.

The object of the game is to rescue the DBR staff, and fend off the hordes of undead and other bio-engineered nasties. You're armed with a weapon with the stopping power to drop any zombie in its tracks (if you shoot it enough times). As in real life, shots to some body parts are more effective than others – try to aim for each monster's weak point and put it down fast. When you get hit by an enemy attack, or shoot a hapless DBR staffer, you lose a Life Torch, so choose your shots wisely.

Press Start at any time to pause the game. Select Continue from the menu that appears to resume play, or Exit to Menu to quit the current game and return to the Mode Select screen.

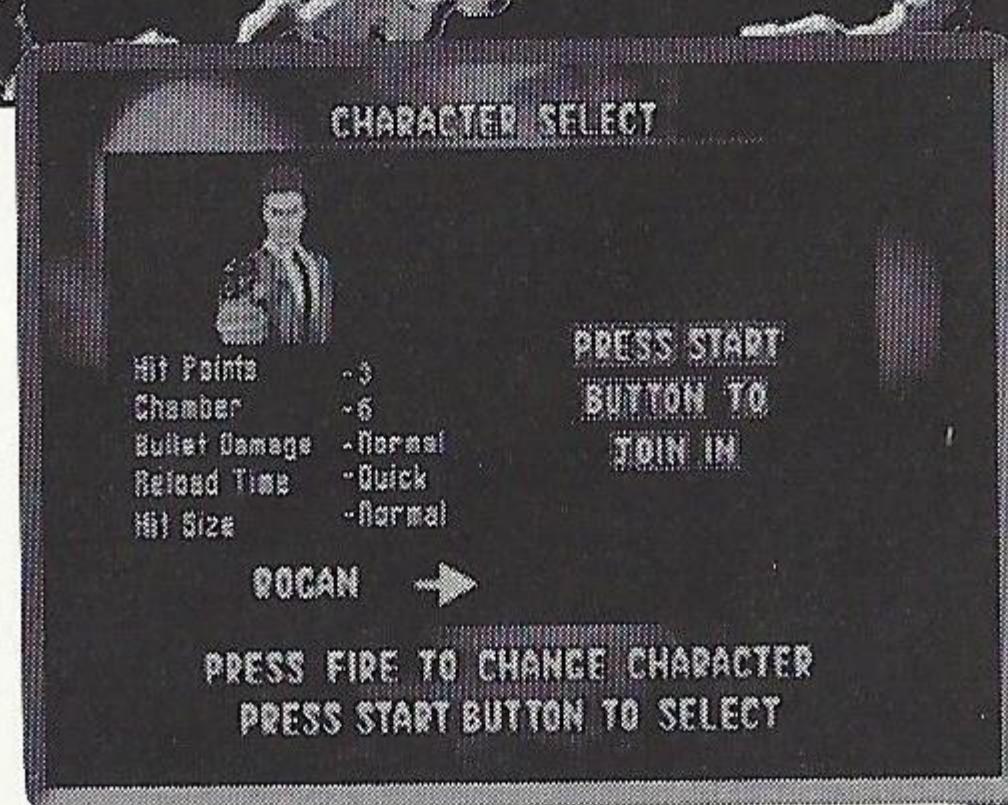
"Some of the other undead go for variety – amygdala, pineal gland, corpus callosum – but me, I'm strictly a medulla oblongata man. It's brainstem or nothing for this zombie."

NOTE:

You may experience slight discomfort or wooziness as your heart and pulsing viscera are torn out through your ribcage.

SATURN

When you select Saturn from the Mode Select screen, the Saturn mode Character Select screen appears. Fire to scroll through the characters, and press the Start button to select. Each character's ratings in different vital areas appear onscreen.



Hit Points

The number of Life Torches the character begins with

Chamber

The number of rounds the character's weapon holds

Bullet Damage

The amount of damage inflicted by each shot

Reload Time

The relative speed at which the character can reload

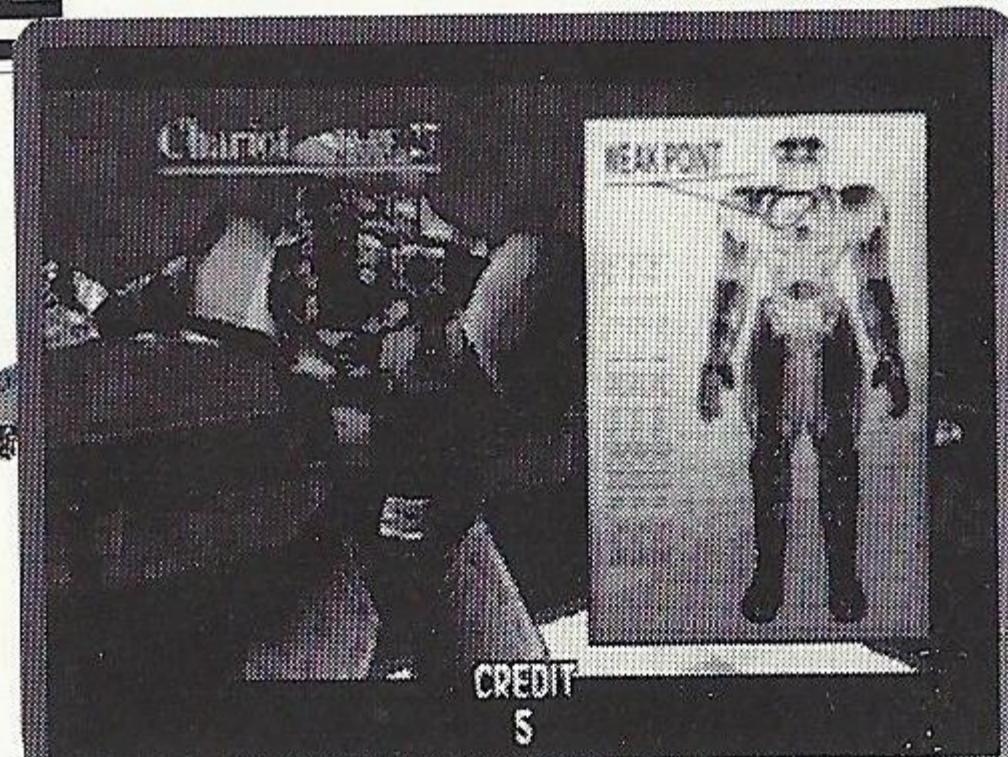
Hit Size

The size of the character's gun's blast. A bigger Hit Size makes it easier to hit your target.

The Saturn mode gameplay is essentially the same as that in Arcade mode (page 10).

BOSS MODE

The Boss Select screen appears when you select Boss Mode from Mode Select. Select the Boss you want to practice against, or Fight All to face each stage boss in order. The object is to defeat each boss in the shortest time possible.



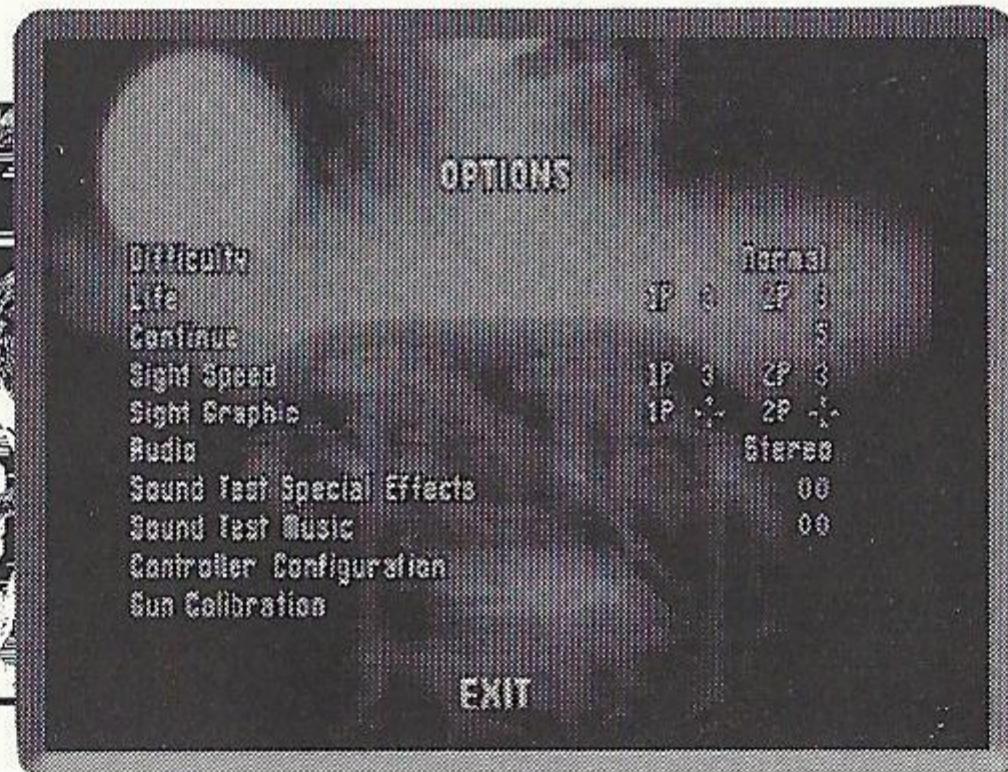


RANKINGS

Rankings lets you view the top scores for Arcade and Saturn modes, and the best finishing times in each Boss Mode Level. Press the D-Pad left/right, or pull the Stunner trigger, to move to a new Rankings page. Press Start to return to Mode Select.

OPTIONS

The Options screen appears when you select Options in Mode Select. Highlight option names by pressing the D-Pad up/down, or pulling the trigger on your Stunner. Press the D-Pad left/right, or the Start button on the Stunner, to make changes in a highlighted option. Press Button A, C or Start on the Control Pad, or the Start button on the Stunner, to enter a highlighted Options subscreen. Press Button B, or select Exit, to return to Mode Select.



Difficulty

Choose from Easy, Normal or Hard for the overall difficulty of the game.

Life

Set the number of Life Torches per game for Players 1 and 2 (Arcade Mode only).

Continue

Set the number of chances to continue a game, from 0 to 9.

Sight Speed	Set the speed (1 = slowest, 5 = fastest) for the gunsight motion for Players 1 and 2. (This option does not affect games played using the Stunner.)
Sight Graphic	Choose between crosshair and pinpoint sights for Players 1 and 2. (The gunsight does not appear in games using the Stunner.)
Audio	Choose Stereo or Mono sound output.
Sound Test	
Special Effects	Sample sound effects heard in the game.
Music	Sample <i>The House of the Dead</i> music tracks.
Controller Configuration	Set the button functions for the control devices. First, press the D-Pad up/down to highlight a function name (Fire, Reload or Speed Up). Then, press the button you want to assign to that function. The new configuration appears onscreen. You can assign functions to any Control Pad button, except Start.
Gun Calibration	Adjust the aim of your Stunner. A bullseye target appears onscreen. Check the Stunner's current aim by firing at the target. If the aim is off, fire offscreen to reset the sighting. Then fire directly at the center of the target. The gunsight recalibrates automatically. Test the new aim by firing at the target again. Repeat the process until you're satisfied with the aim. Press the Start button to return to the main Options screen.
Exit	Select to return to the Mode Select screen.

"First of all – DO NOT PANIC – it is natural and even healthy for your body to bleed when punctured."



Château Rogan No. 9

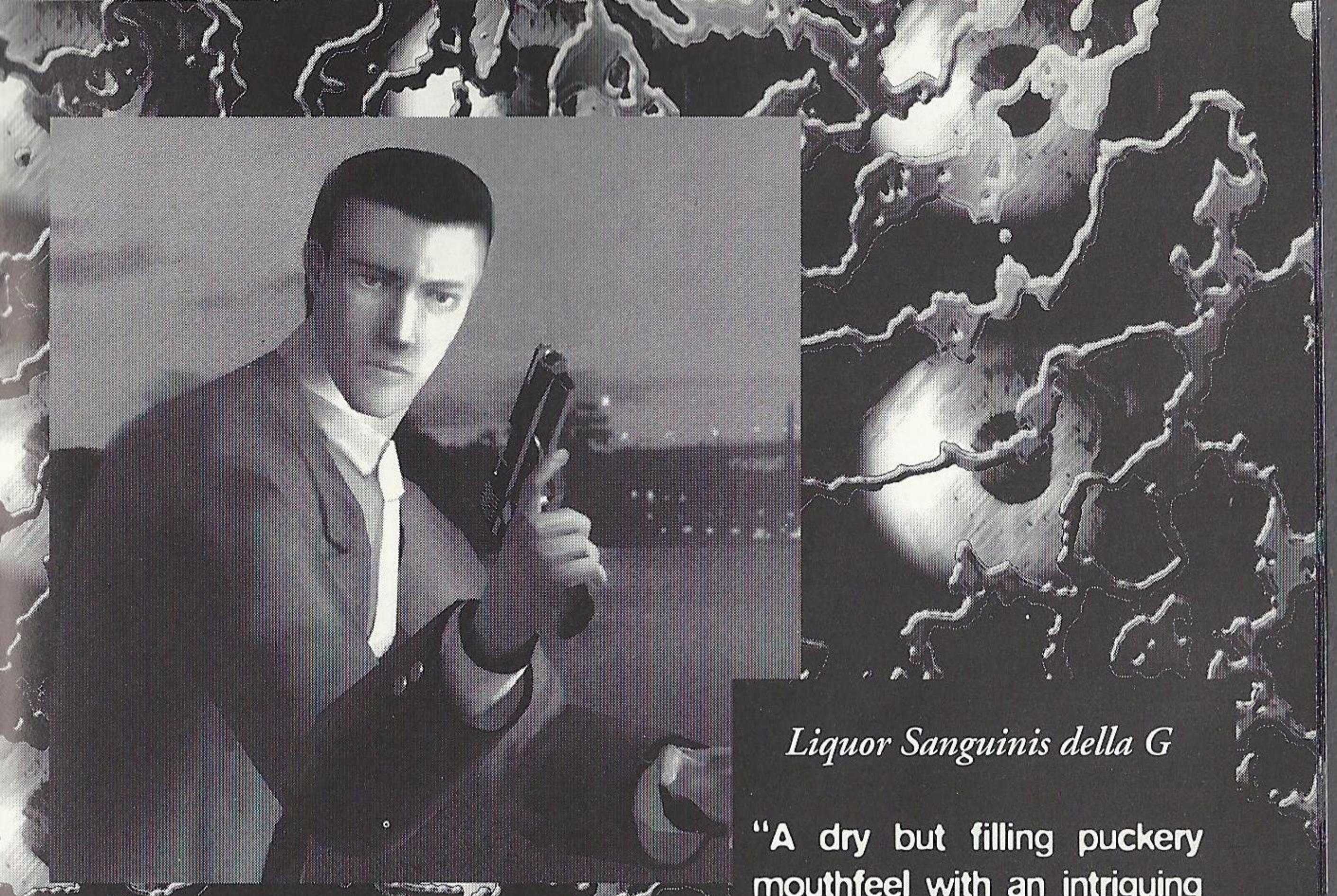
"This big jug red greets you at uncorking with a firm attack - fleshy and full of extract. Plenty of body, with overtones of hemoglobin and a rich plasma robustness, but never lumpy or clotted. Its challenging nose is bold and sanguinary, with an aggressive character that demands your full attention. A long, extraordinary 'serumy' finish completes the overall effect, making this a must-drink for connoisseur and neophyte alike. Serve with fava beans."

Appearance:	4/5
Nose:	22/25
Flavor:	27/30
Complexity:	8/10
Balance:	8/10
Finish:	14/15
Overall Impression:	4/5
Total Evaluation:	87/100

Thomas Rogan

Height:	6' 3"
Weight:	185 lbs.
Hair:	blond
Eye:	blue-gray
Sex:	male
Age:	32
D.O.B.	2/9/1966
Service:	AMS
Codename:	Eager Eagle

Agent Rogan has proved his dedication countless times under trying conditions. Despite his reputation for being a hothead, he displays keen judgment and decision-making under fire. Rogan recently became engaged to DBR employee Ms. Sophie Richards, and has met Dr. Curien several times in the past.



Liquor Sanguinis della G

"A dry but filling puckery mouthfeel with an intriguing *gout de pierre a fusil* characterizes this small varietal white. Its problematic, possibly overcomplex, body may take you offguard with the depth of its leukocyte finesse and underlying metallic prickle. The high globulin count recommends thorough decanting, lest the flavor become medicinal. In all, a respectable table blood, at its best with pasta, fish and even pizza for the adventurous palate."

"G"

Height:	6' 1"
Weight:	170 lbs.
Hair:	black
Eye:	brown
Sex:	male
Age:	—
D.O.B.	—
Service:	AMS
Codename:	Silver Fang

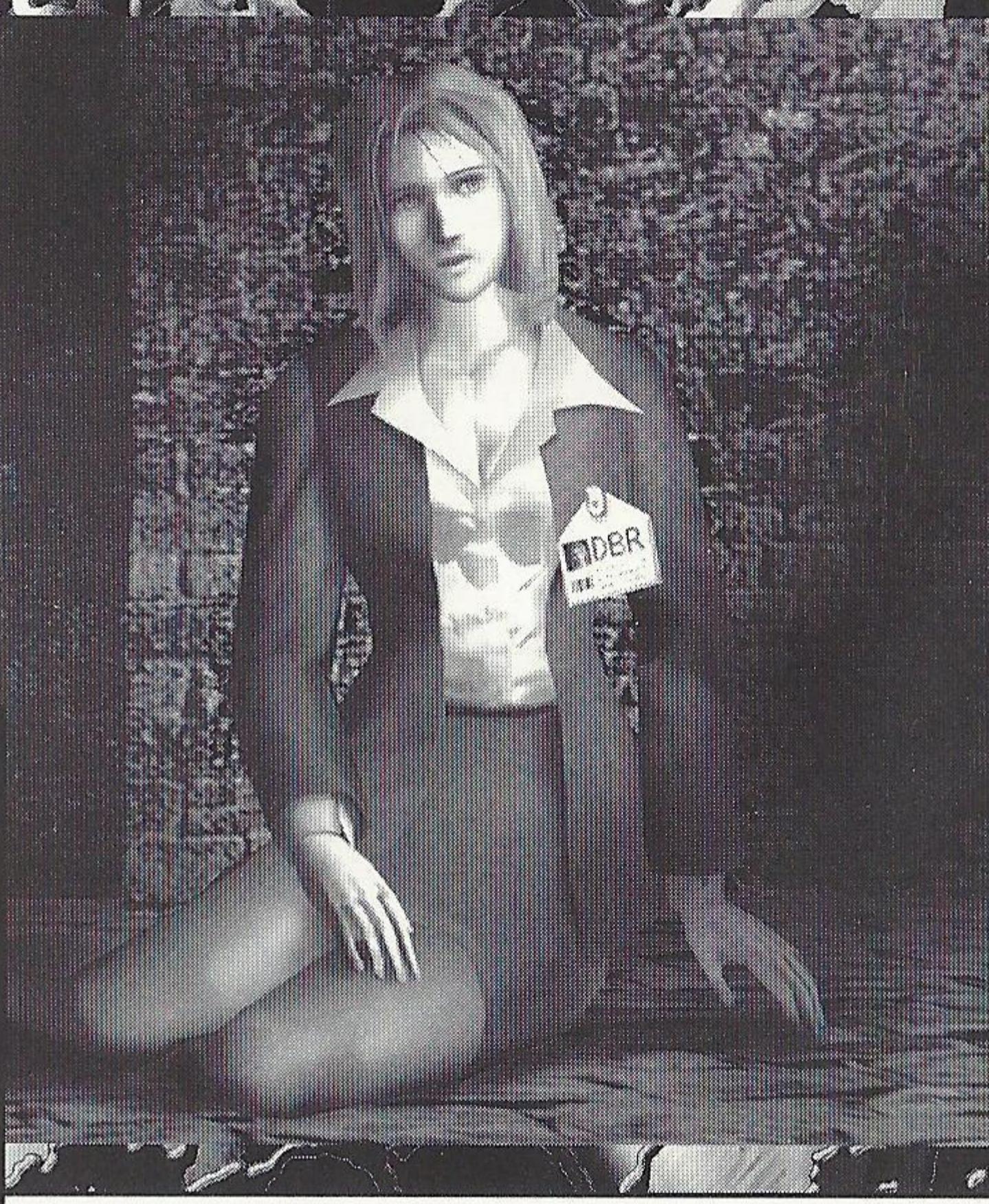
"G" is approximately 35 to 40 years of age, but little else is known of Agent Rogan's partner's shadowy past. He devotes himself fully to the prosecution of his duties with an objectivity and precision that has been described as digital.

Appearance:	3.5/5
Nose:	20/25
Flavor:	25/30
Complexity:	8/10
Balance:	7.5/10
Finish:	13/15
Overall Impression:	4/5
Total Evaluation:	81/100

Richards Blush Petite

"Fresh, young, and clean – begs to be drunk! The charming aroma beggars description: layers of jammy platelets, lymph, venous gore, beta globulin, and a round, uncontrived plummy afterglow. The flavor more than lives up to the promise of the nose; lush, seductive and supple. Perhaps a trifle blowsy, but not over-rich. A corpuscular, smooth mouth-feel leaves the tongue aching for more. This may be the perfect libation for the holiday feasting season. Very highly recommended indeed!"

Appearance:	5/5
Nose:	24/25
Flavor:	29/30
Complexity:	9/10
Balance:	10/10
Finish:	14/15
Overall Impression:	5/5
Total Evaluation:	96/100



Sophie Richards

Height:	5' 8"
Weight:	highly classified
Hair:	blonde
Eye:	green-gray
Sex:	female
Age:	28
D.O.B.	7/21/1969
Affiliation:	DBR Corporation

Ms. Sophie Richards is employed as a researcher by DBR, and has recently been working on the top-secret BioReactor project. She is engaged to be married to Agent Thomas Rogan. She may look like just another pretty genius bio-engineer, but she's got spirit too. And she'll need every drop of spunk she can muster to escape Dr. Curien's clutches.

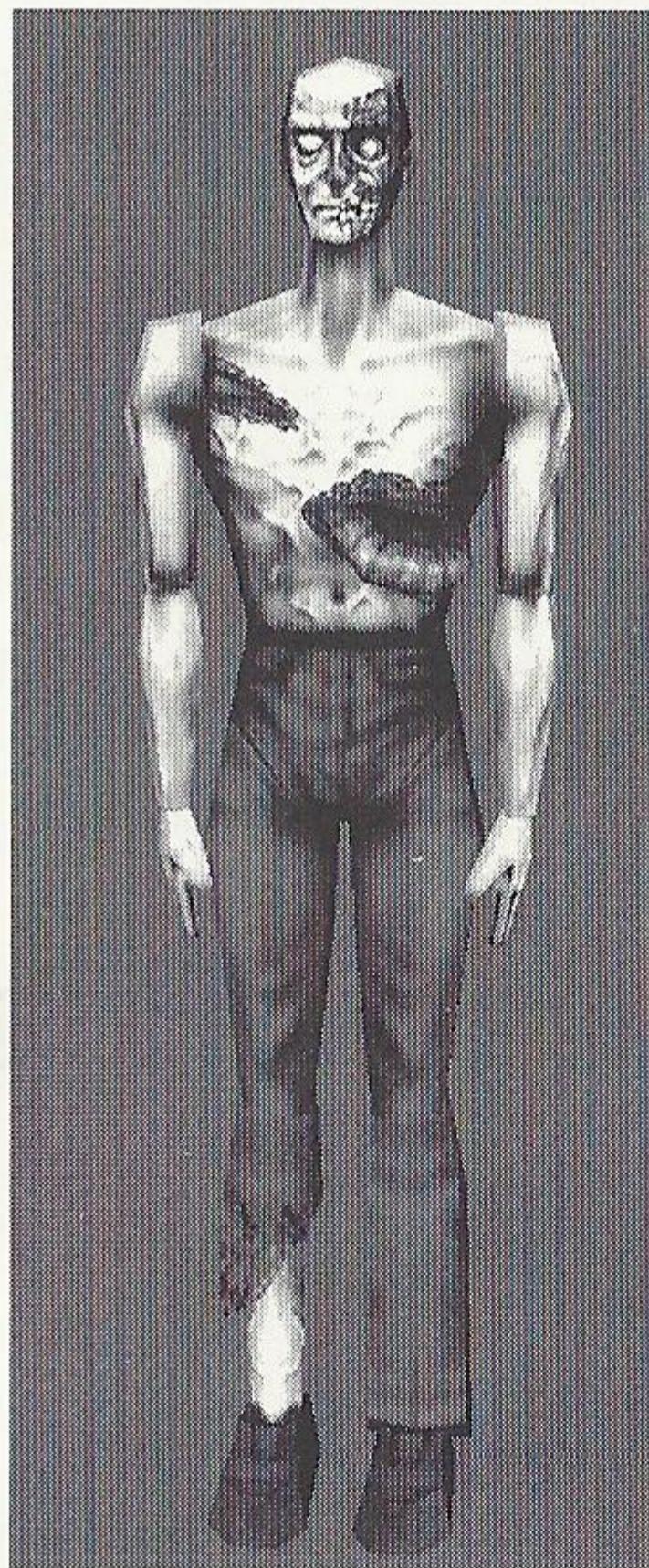
They laughed....

Dr. Curien

The distinguished Dr. Curien cuts an impressive figure. He was employed for some time by DBR Corp. as research director, and is the inventor of the BioReactor system. Before his sudden transformation, he led the DBR research program aggressively, and commanded the admiration and respect of his staff, including Sophie Richards. Born of a noble family, Curien lived with his son in a mansion built in medieval times.

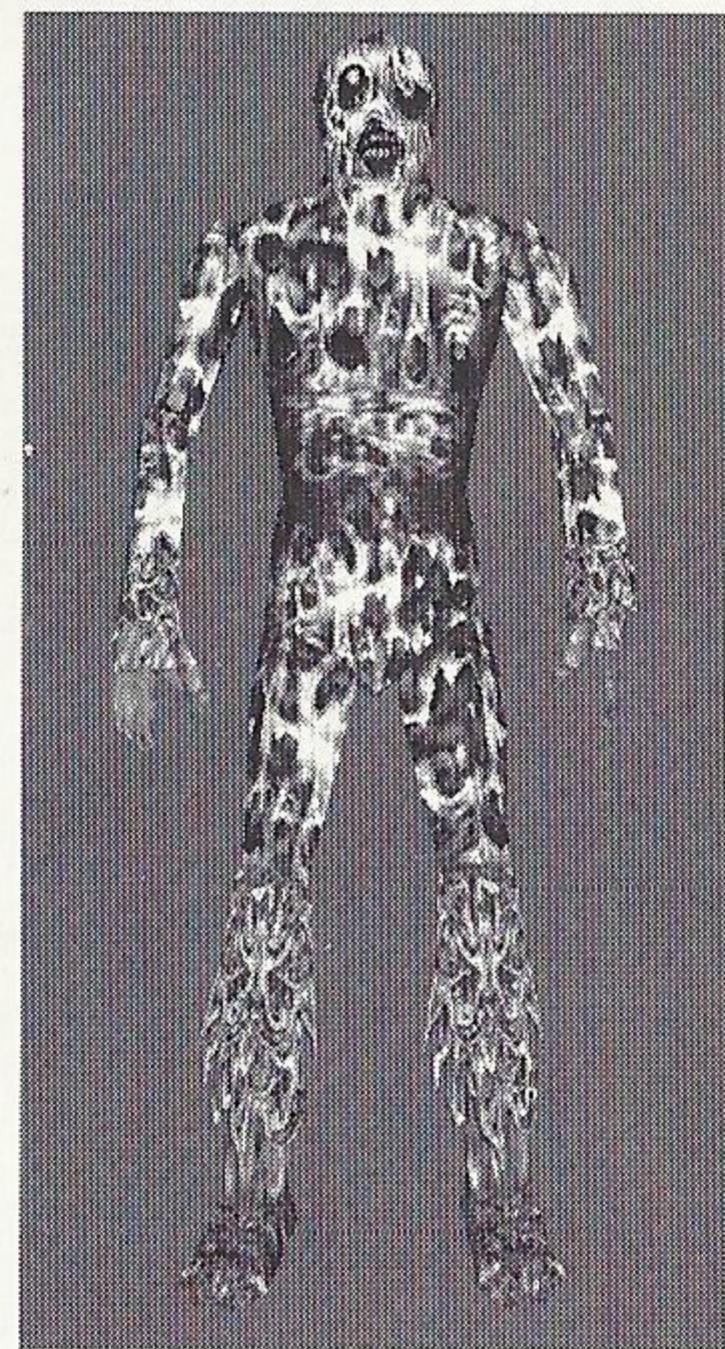
"Yes!... these are the kinds of breakthrough results that are possible when experiments are carried out *scientifically*, without undue mushy sentiment for the human test subjects or other ridiculous ethical qualms..." (journal entry)

Dr. Curien



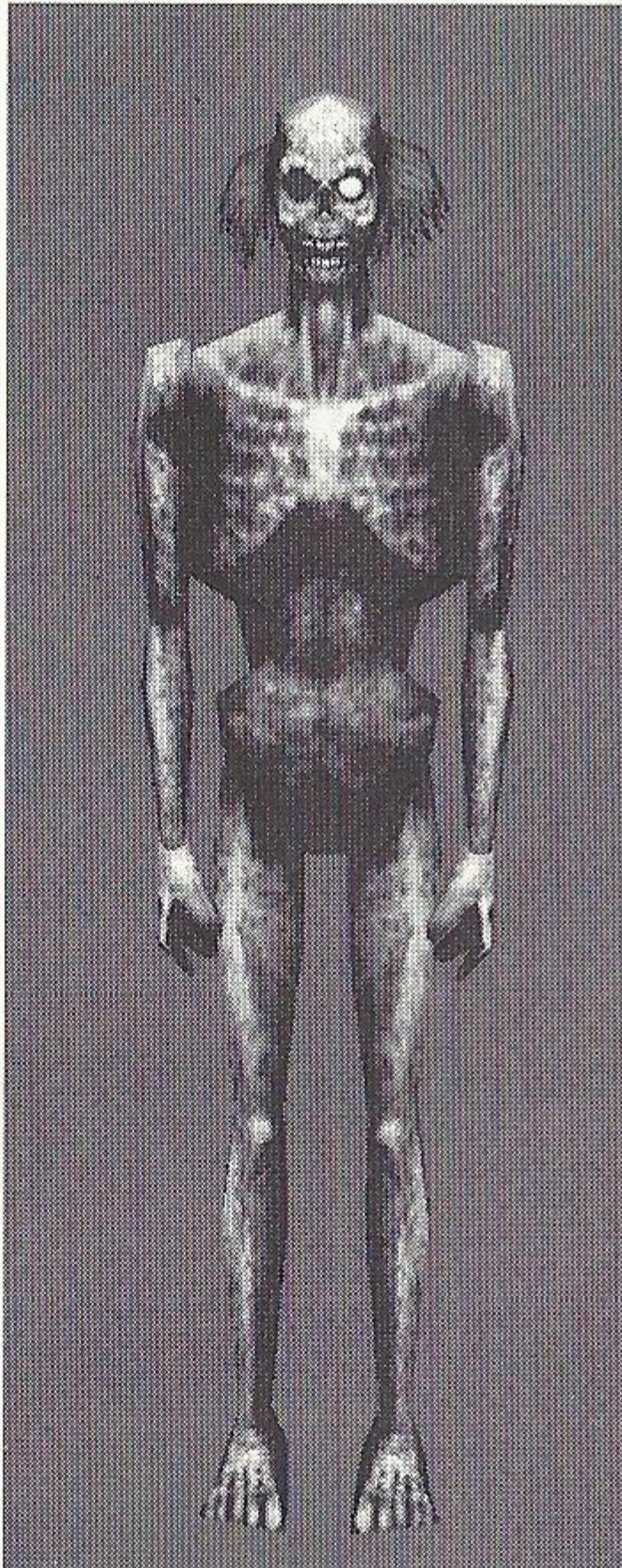
The **Sam** series is where it all got started. The rotting-zombie stagger, the dangling intestines, the lovely cyanotic blue - in some ways I consider it to be my masterpiece. That's why I made so many of them. I've given them free run of the DBR grounds, and am sure they'll greet you with hospitality in the best Curien tradition.

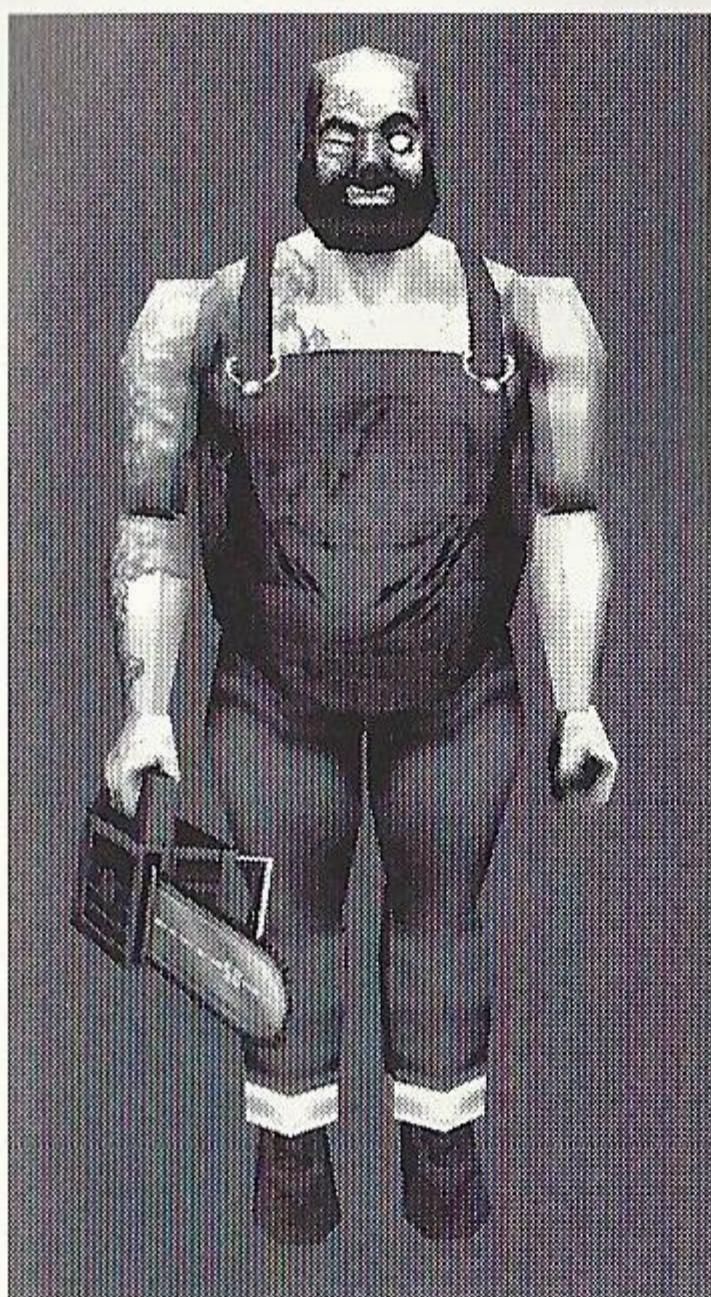
I don't know exactly what happened here - I was really just putting around the lab, seeing what I could come up with, and the **Evitan** series is the result. I like to consider it a learning



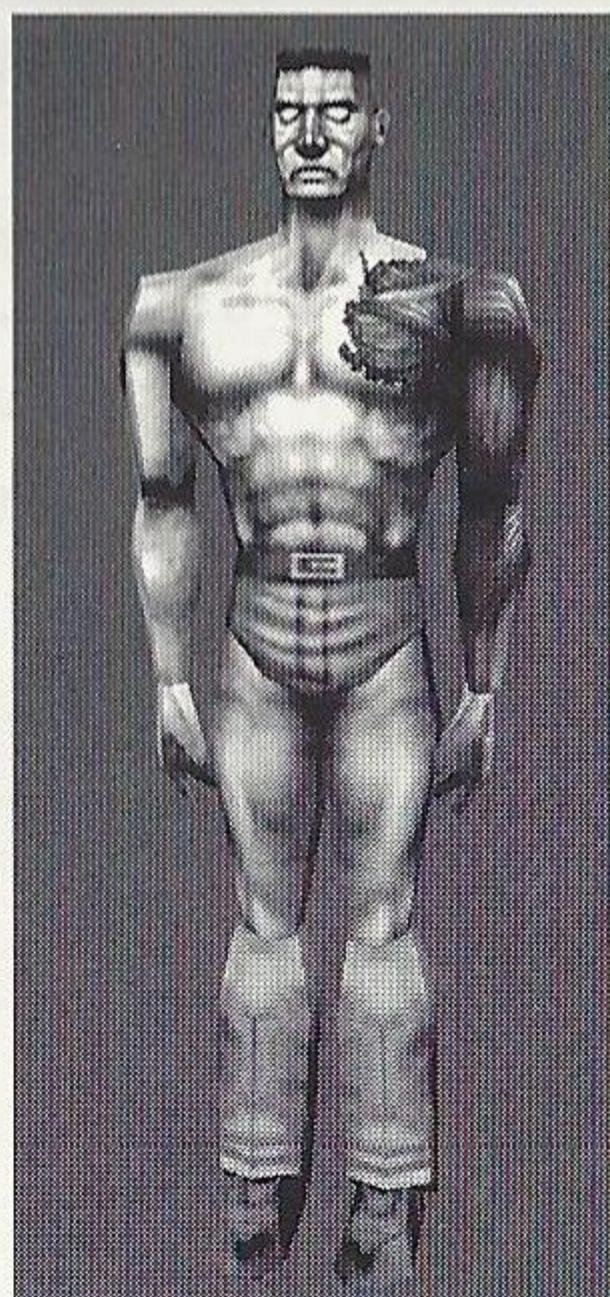
experience, not a mistake. Granted, they're hideously ugly and they smell awful when they melt - but they have some flaws as well. For one thing, I can't keep them out of the swimming pool.

After my experience with those gloppy Evitans, I decided to try out something a little drier for a change. So I cooked up this **Mummy** series, loosely based on a Japanese model I ran across in a trade journal. They seem to favor humid spots, to keep from drying out, and they like to attack by biting. But then, who among us doesn't?



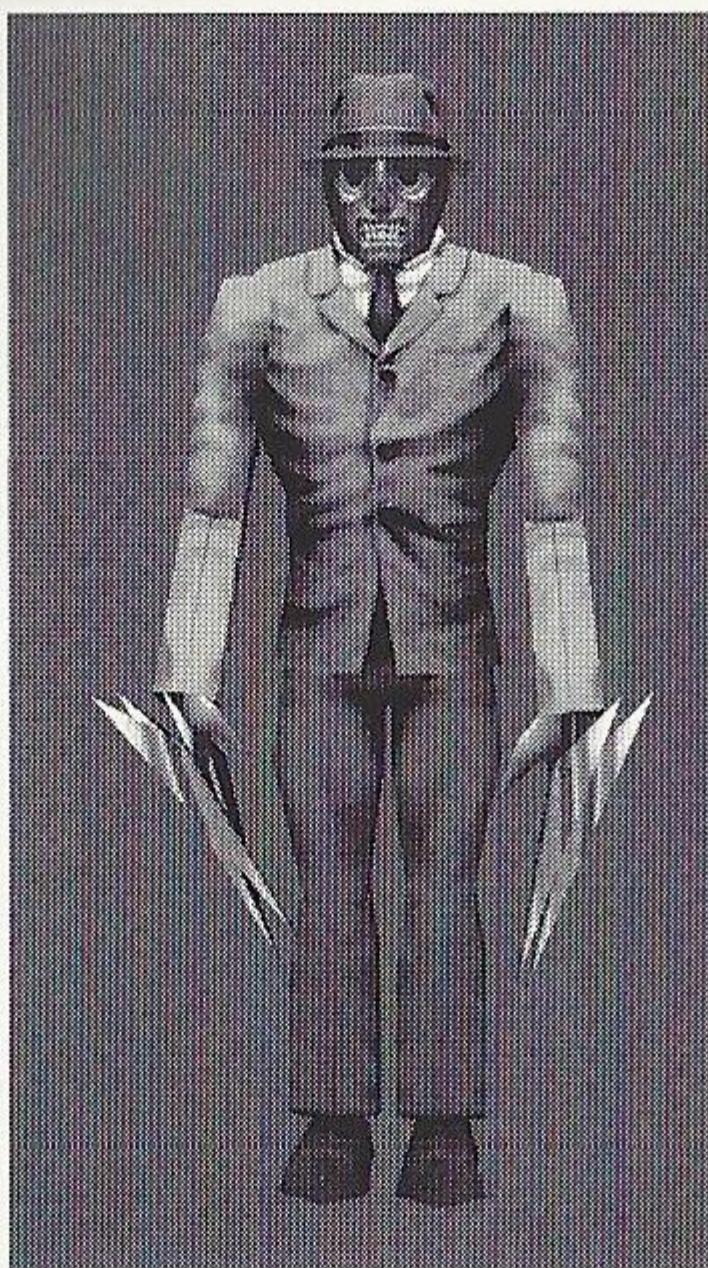


The **Samson** series is a beefed-up reanimated cadaver with sturdy meat construction. It takes more than just one gaping headwound to bring down one of these workhorses. And just hand one a chainsaw and look at it go – it's like a kid with a new toy on Christmas morning! It makes this old man's heart swell to think that I could bring that kind of joy into the world.



Hey kids – now you can make your own **Simon** series zombie at home!

PURÉE 280 lbs. of canned ham, 4 quarts of recombinant DNA and a pinch of Doc Curien's™ animating powder. JOLT with 2.5 gigawatts to a gluey consistency. COOL in a mold, 6-8 hours, until gelled. GARNISH with teeth and fingernails, to taste.



The **Rubin** model is a prototype from what I like to think of as my 'creative phase.' I guess I went a little overboard – the skintight suits, the claws, the leather masks and snapbrim hats – what was I thinking?

But they're vicious little thugs that don't know how to say die, and you can't argue with that kind of success.

You say you want
killer monkeys?
Not a problem.

Like maggots?
We've got maggots!

Words of advice from the A.M.S. Director

"I was there when the action got hot at Dunwich, and I saw my share of horror scenes on the Miskatonic delta, so listen hard to what I'm going to say; I know what I'm talking about. To fight the undead, you've got to learn to think like the undead, and that means one thing – no hesitation."

"Now I know you've been trained in crisis negotiation, non-lethal restraint and maintaining feelgood relations with the public. It's enough to suck the fight right out of you. But all that happy horsewash goes out the window when you're battling subhuman zombies – now it's time to go high-caliber and leave some exit wounds you can be proud of."

"Every monster has a weak spot, and it's usually its brain. Put one between the eyes and drop the monster with a single shot, but try to avoid getting hit by the spray. Kill the head and the body will die – eventually."

"If there aren't many zombies around and you have time to get creative, try shooting off all four limbs for a change of pace. The number of destructive combinations is almost endless. With the power of today's technology, your only limit is your own imagination."



"Try not to shoot the hostages; it costs you a Life and the paperwork will keep you at the office till three in the morning. And occasionally a grateful survivor will give you an extra Life Torch as an expression of thanks."

"Keep your eyes peeled for turning points where your route gets decided. One pull of the trigger at a critical moment could mean the difference between slogging your way through a path hip-deep in brain-hungry cadavers and a cakewalk to the stage end. Trust your gut, and learn from experience."

"When you've cleared an area of monsters, shoot at objects in the background. You may uncover some items to help you in your fight. Shoot an item to pick it up. But don't get caught with an empty clip – zombies have a knack for jumping out of the shadows at the worst times."

A.M.S. HALL OF FAME



Here are some of the winning shots from past years of the department's prestigious 'Golden Frog' sharpshooting competition, held annually to reward marksmen for demonstrating their zeal in the name of justice above and beyond the call.



First the chest, next an arm, then the top half of the head. That's pro shooting!



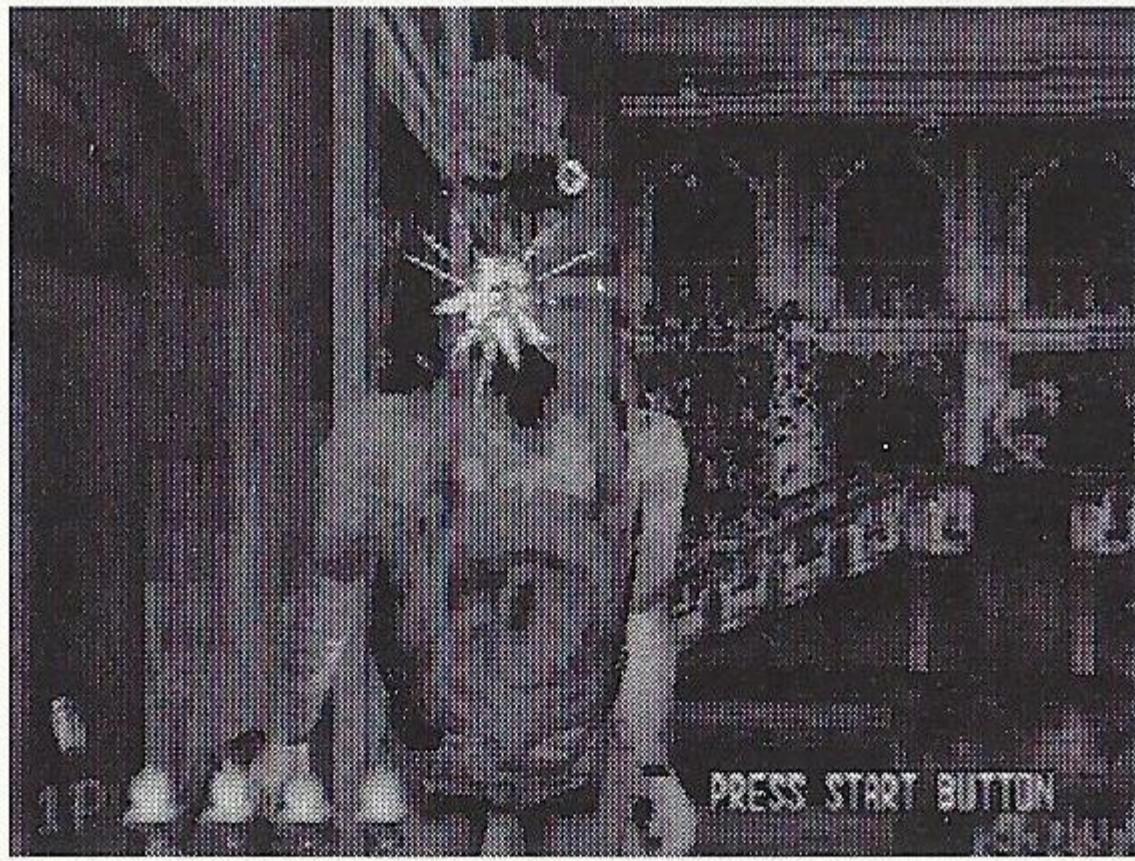
Subject failed to respond when ordered to "Drop the hatchet and back away slowly."



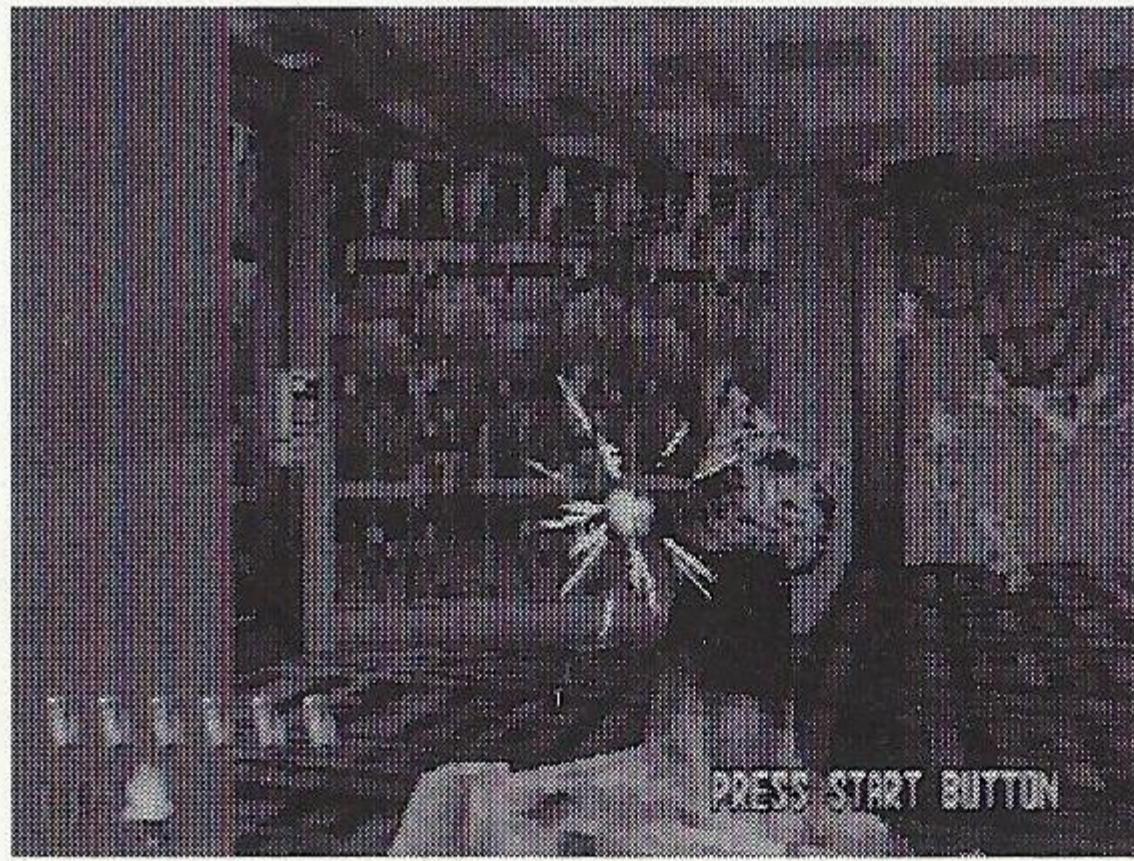
Note the symmetry of the cloud spraying up from the neck – judges just love that kind of attention to detail.



Choose your targets – using a single well-aimed round, this shooter was able to generate a hole you could parallel park in.



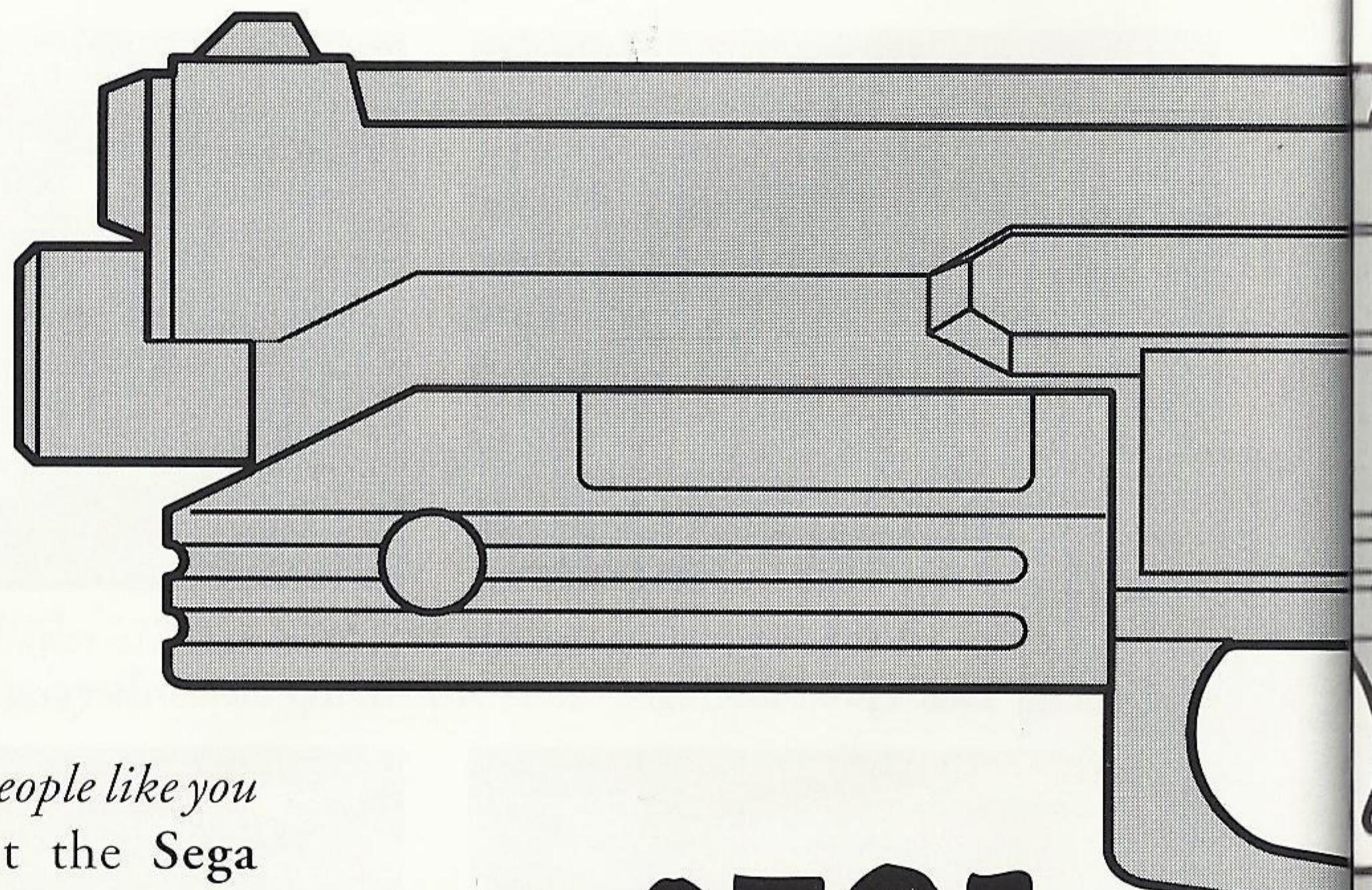
Big points for the level of difficulty on this shot. You try separating the eye from the forehead sometime. It's harder than it looks.



In the words of this crack agent, "It's like sculpture. You have to find the image within the formless mass and set it free."

Turn the page to find out how, with the proper equipment, you too might someday qualify for this coveted prize....

Stun your parents! Stun your friends!



Here's what *real people like you* are saying about the Sega Stunner....

"The Stunner gives me power on demand – now I can clean up messy rooms full of the living dead with just a few quick pulls of the finger."

Tom Rogan

"It provides me with a simple and elegant solution to all of my zombie-disposal needs."

G

"The day-glo orange color scheme means I can wear it as part of my workday attire, or coordinate with an outfit for a night on the town!"

Sophie Richards

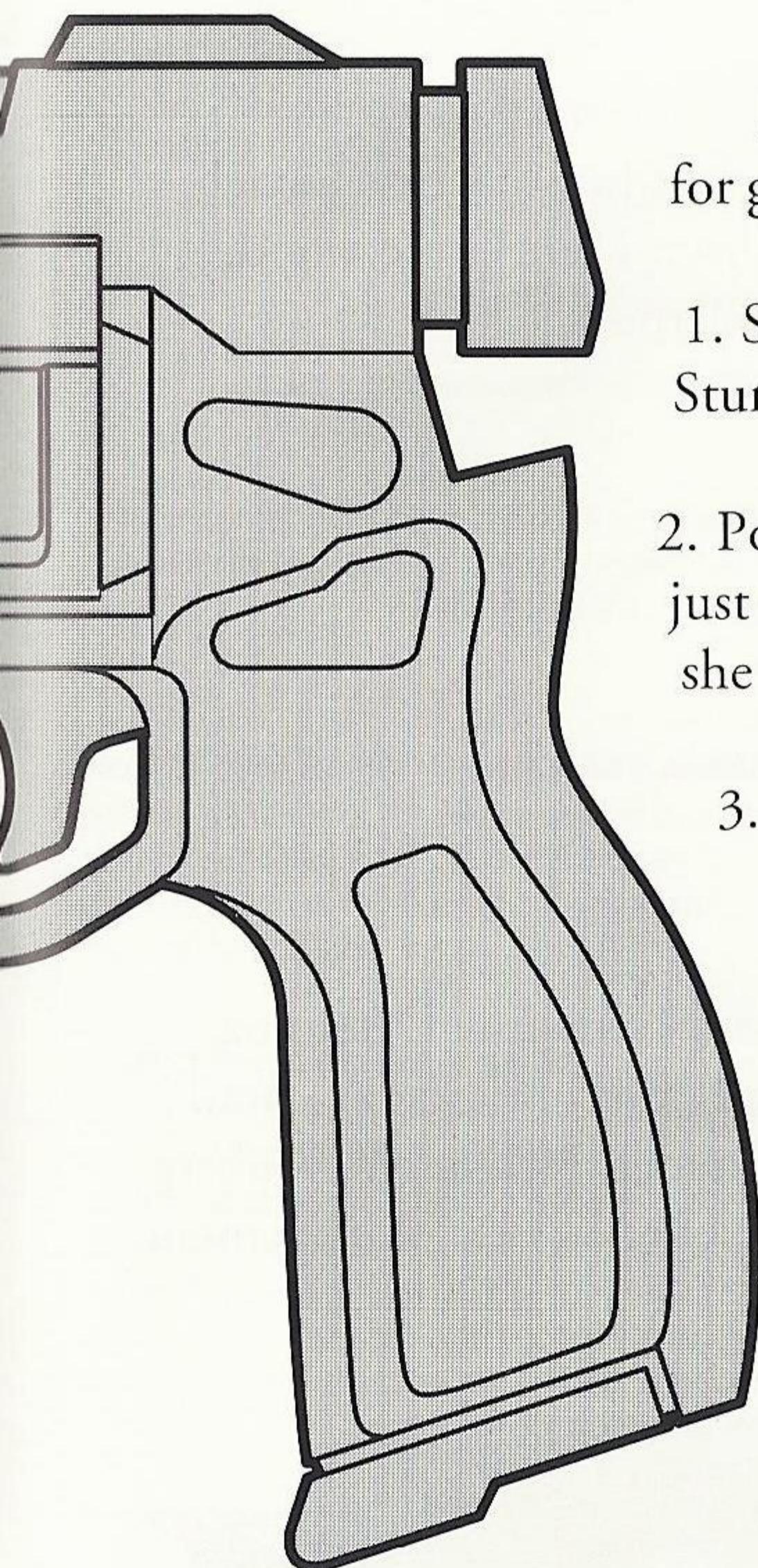
THE SEGA STUNNER

"The Stunner has pulled this old man's fat from the fire more times than I like to remember. I'd feel buck naked without it."

A.M.S. Bureau Chief

Try a Sega Stunner today and find out for yourself just what all the fuss is about. You'll be glad you did!

Stun the WORLD!



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1. Sit her down and tell her, "Doing the dishes. Stunner. I'm thinking linkage. Let's talk deal."
2. Point out that it's cheaper than tennis lessons, just as good for the hand-eye coordination, *and* she won't have to drive you there.
3. Whine.
4. Say you need it for a science experiment testing human reaction times and decision-making skills.
5. Draw up a demographic pie-chart demonstrating your assertion that, in fact, all the other kids do have one.
6. Give her a hug and ask, "Did I tell you recently how much I love you?"

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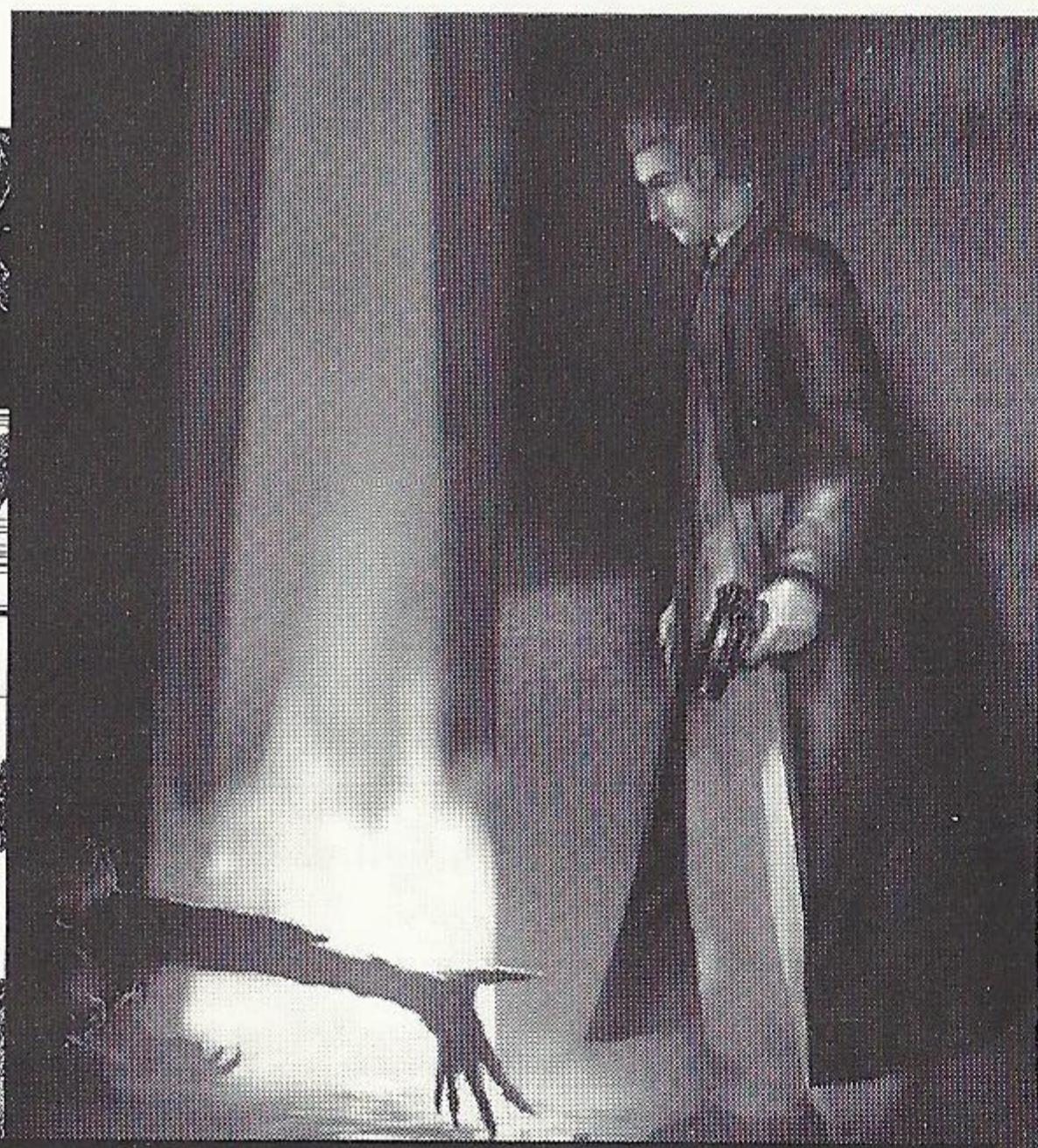
Andrew Stein

Undyne Stafford

Doug Sipp

Special Thanks To

Sandy Castagnola, Jadelyn Chang, Tina Claybon, Geraldine Dessimoz,
James Faison, Takahiro Fukada, Eric Hammond, Sheri Hockaday, Brad
Hogan, Anne Moellering, Jon Orantes, Keith Palmer, Heather Ravenberg,
Paul Sears, Dan Stevens, Bernie Stolar, Yutaka Sugano, Test Management,
Shuji Utsumi and the Sega Online Team



"I would've gotten away with it too, if it
hadn't been for those meddlesome kids!"

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ESRB RATING

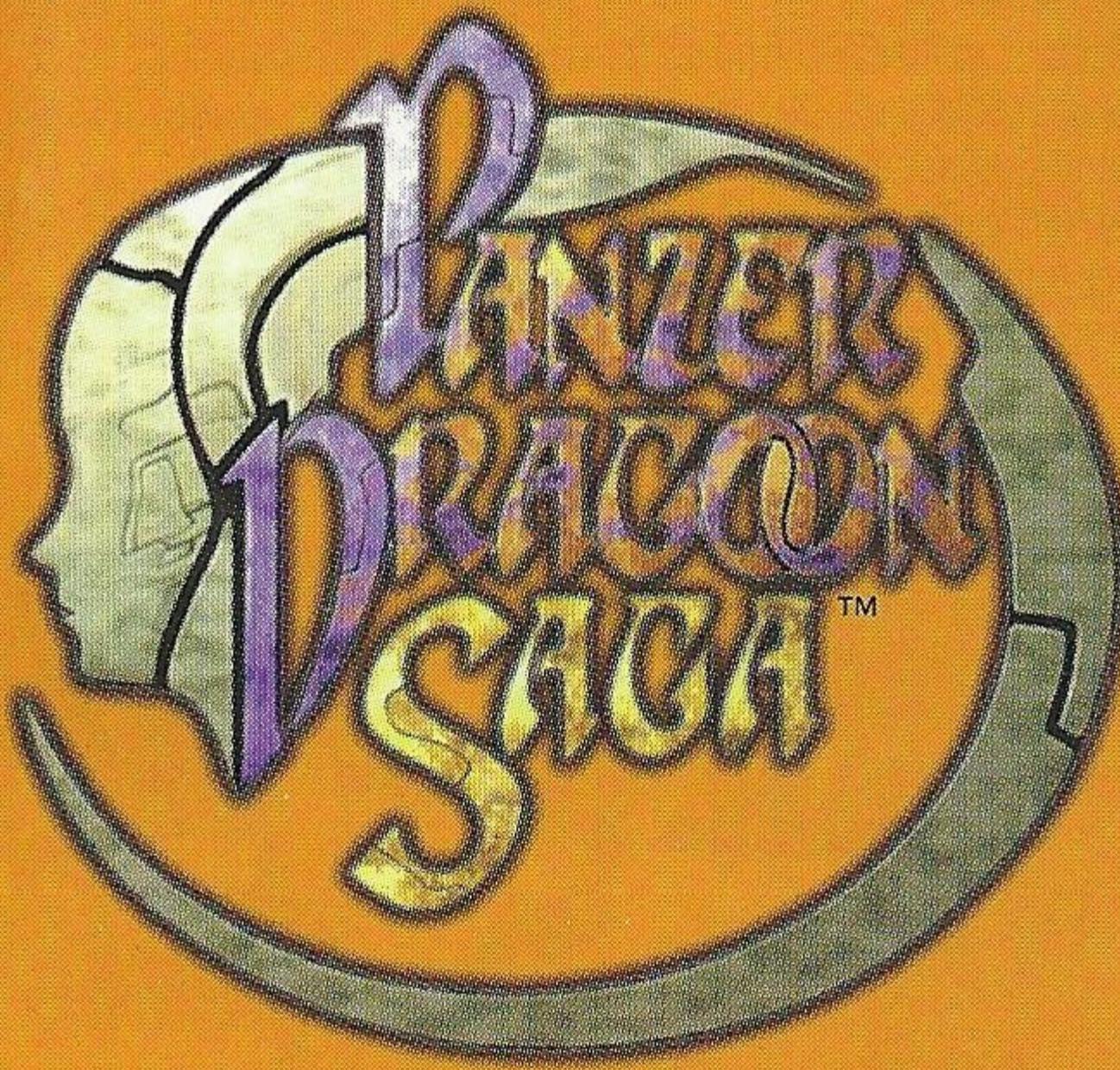
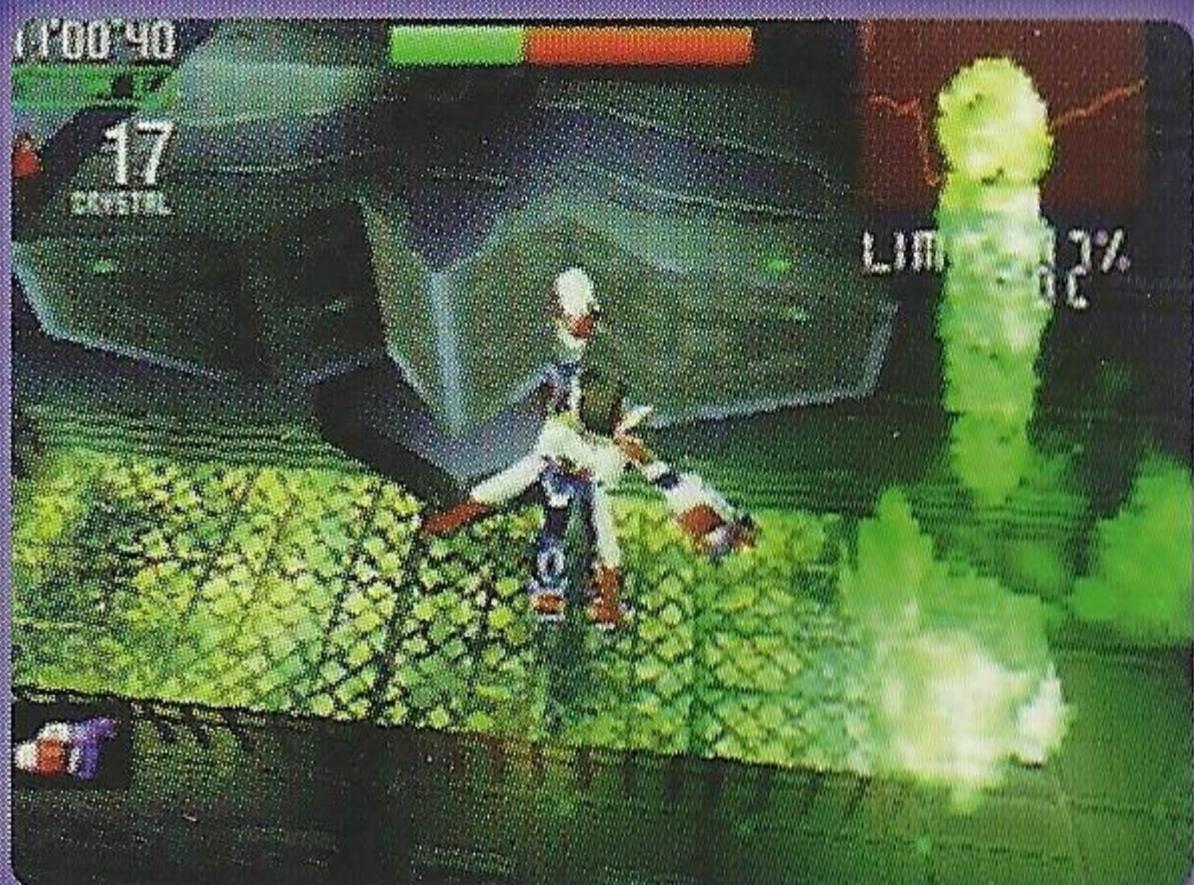
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



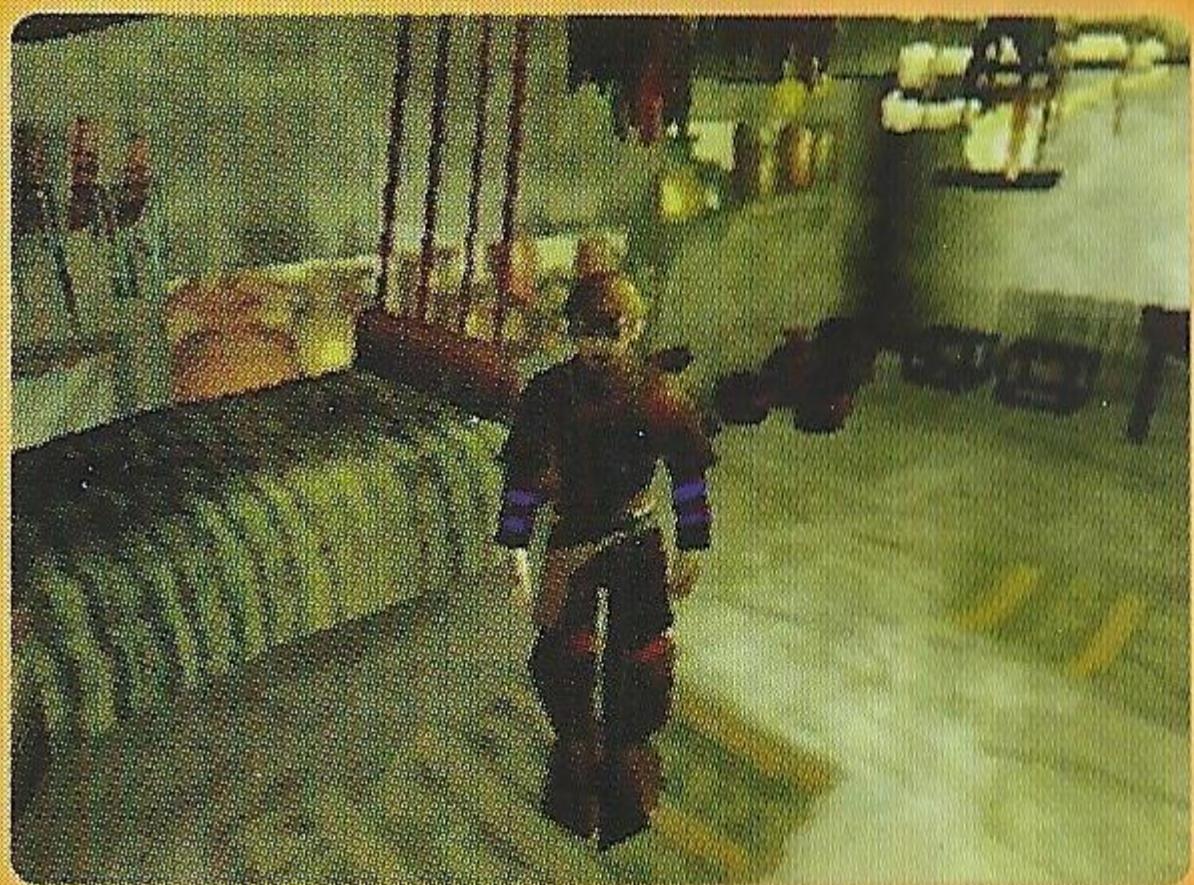
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