

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their center holes.

Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

The Sonic Riders game discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

* Also read the manual of your personal computer.

* The game discs may not be used for rental business.

* Unauthorized copying of this manual is prohibited.

* Unauthorized copying and reverse engineering of this software is prohibited.

Thank you for purchasing *SONIC RIDERS™*. Please be sure to read this instruction manual thoroughly before you start playing.



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GETTING STARTED

SETTING UP

MINIMUM REQUIREMENTS

Microsoft Windows® 98SE, ME, 2000 or XP

Intel Pentium® 3 or AMD equivalent running at 1.0 Ghz or higher

256 MB System RAM

12x CD ROM Drive

3.0 GB Free Hard Disk Space

640 X 480 - 16 bit (High Color) display

DirectX® 9.0c

Direct3D compatible video card with 64 MB VRAM or higher

Direct Sound compatible sound card

Windows compatible keyboard and mouse

⚡ Must be a TFT LCD if your PC monitor is LCD

⚡ CPU must support SSE to play in-game movie scenes.

RECOMMENDED

Intel Pentium® 4 running at 2.0 Ghz

512 MB System RAM

640 X 480 24/32 bit (True Color) display

⚡ Refer to Minimum Requirements above for unlisted items

INSTALLATION

To install the game, insert the *Sonic Riders*™ disc into your computer's CD drive. If you have auto-run enabled on your computer, the installation program will automatically open and install *Sonic Riders* to your hard drive. If auto-run is not enabled, browse the content of the CD via My Computer and double-click the "setup.exe" icon. Follow the onscreen prompts to install the game and its components to your computer. NOTE: For copy protection reasons,

you must ensure that you have the original *Sonic Riders* disc in the CD drive each time you wish to play this game, otherwise the game will not load. An onscreen prompt will remind you in case you forget to insert the disc.

LAUNCHER MENU

To launch the game, insert the game disc into your computer and double-click the shortcut on your desktop, or select *Sonic Riders* from your program list via the Start Menu. The Launcher Menu will be displayed with the following options.

Play Game: Open the Title Screen of *Sonic Riders* to start the game.

Uninstall Game: Prompt to uninstall this program from your computer.

Options: Change the language, number of players, control device, button assignments, graphics, and sound options for this software.

Read Me: Please check for last minute implementation and additional information on this software.

Exit: Close the Launcher Menu.

OPTIONS

Select Options from the Launcher Menu to open the Options window. Change the type of option by clicking the tab section (top) of the interface, then adjust the available options by clicking the items in the interface.



CONTROLS

KEYBOARD CONTROLS

MENU CONTROLS

Arrow keys Open highlighted selection

[X] Key Enter selection

[Z] Key Cancel/Return to previous screen

GAME CONTROLS PLAYER 1

Arrow key ↑ Move character/Perform Trick Action

Arrow key ↓ Move forward/Front flip (during Trick Action)

Arrow key ← Move backward/Back flip (during Trick Action)

Arrow key → Move sideways/Steer/Sideways spin (during Trick Action)

[X] key Jump/Grind

[Z] key Air Boost/Attack rival

[A] and [S] keys Brake/Air Slide (with Arrow keys ← and →)

[A] and [S] keys Exit Turbulence/Tornado (together)

[F] key Pause Game/Skip Event

⚡ When riding on Extreme Gear, Arrow key ↑ does not need to be held down to move forward.

GAME CONTROLS PLAYER 2

[8] key Move character/Perform Trick Action

[2] Key Move forward/Front flip (during Trick Action)

[4] Key Move backward/Back flip (during Trick Action)

[6] Key Move sideways/Steer/Sideways spin (during Trick Action)

[END] key Jump/Grind

[HOME] key Air Boost/Attack rival

[DELETE] and [PAGE DOWN] keys Brake/Air Slide (with Arrow keys ← and →)

[DELETE] Exit Turbulence/Tornado
[PAGE DOWN] keys (together)

[F] key Pause Game/Skip Event

⚡ When riding on Extreme Gear, [8] key does not need to be held down to move forward.



STORY

At Midnight one evening in Metal City, Sonic and friends uncovered a valuable Chaos Emerald. As they stood admiring it, a mysterious trio on floating Extreme Gear airboards appeared out of nowhere and snatched the precious gem.

As they raced away, one of the three dropped their airboard and Sonic jumped aboard to pursue the thieves. But unaccustomed to riding, he lost his footing and they got away.

Later, as Sonic and friends gathered in Metal City Plaza, they were interrupted by Dr. Eggman speaking from a giant building monitor.

"I've put together a little extra something to spice things up! I call it the 'EX World Grand Prix!' A tournament to see who's the best of the best with Extreme Gear!"

Sonic groaned with disdain.

"Eggman again! Just what is he up to this time?"

At that moment, the three mysterious Chaos Emerald thieves appeared as top ranking entrants on the monitor and Sonic's attitude changed.

"The EX World Grand Prix, huh? Let's do this!"

Sonic's mind was made up. But just what is Eggman really planning? And who are the three mysterious characters?



CHARACTERS



Sonic The Hedgehog

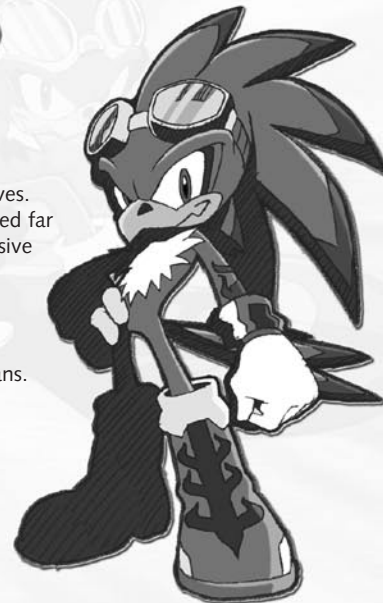
Sonic hates evil as much as he loves freedom. Sonic can be short tempered at times but will always show a gentle side to those in trouble. He's normally carefree and easy going, even when the going gets rough; but when it comes to a showdown he's aggressive and focused like a hedgehog possessed!

Sonic has always been known as the world's fastest, but since he is inexperienced with Extreme Gear, he will have to fight to hold onto this reputation.

Jet the Hawk

Known as the "Legendary Wind Master," Jet leads the Babylon Rogues, a talented group of thieves. Jet's Extreme Gear skills are revered far and wide, earning him an impressive reputation.

He carries a mysterious "control box" said to have been passed down from the ancient Babylonians.



CHARACTERS

Miles "Tails" Prower

His real name is "Miles Prower," but his friends just call him "Tails."

He's a little kid fox with two tails and a heart of gold.

He loves tinkering with machinery and has made various devices to help Sonic. This time he's pitching in as the team mechanic, fixing up the Extreme Gear.



Wave the Swallow

A superb mechanic, Wave takes care of all of the Babylon Rogues' Extreme Gear. While she's capable of fixing many things, Extreme Gear is her specialty, and her knowledge and experience surpass both Tails and Eggman in this area.



CHARACTERS

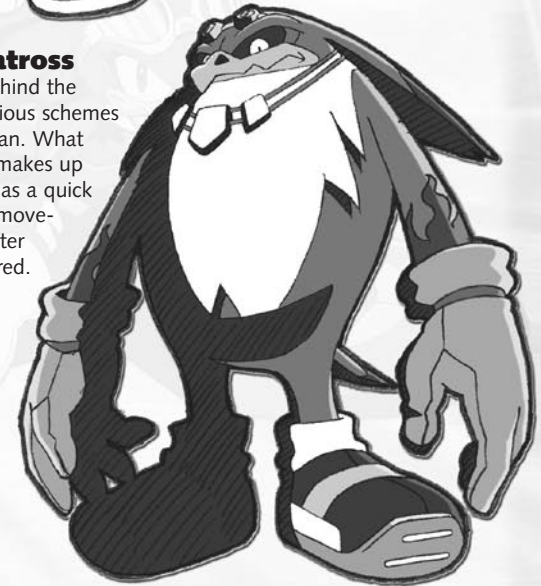
Knuckles the Echidna

Born on Angel Island, Knuckles spends his days guarding a precious stone called the Master Emerald. His hard headed demeanor makes him gullible, and he has been tricked by Eggman on more than one occasion. Bringing his inherent aggression to the race, he plans to show Eggman that this time he means business!



Storm the Albatross

Storm is the muscle behind the Babylon Rogues' nefarious schemes and Jet's right-hand man. What he lacks in smarts, he makes up for in raw power. He has a quick temper, but is slow in movement. He tends to stutter when excited or flustered.





STARTING THE GAME

Press the [F] key at the Title screen to access the Main Menu. The first time of each start-up, you will be prompted to load or create Game Data. See "Managing Game Data" on p.9 for details.



From the Main Menu, select from the following:

- GAME START** Open the Mode Select menu, and choose a game to play. See p.10 for details on Game Modes.
- EXTRA** Play unlocked movies and audio clips, or browse the Gear Gallery and Records.
- OPTIONS** Change the vibration, audio, and language settings, as well as manage Game Data.

EXTRA

View or listen to things you've unlocked here.

THEATER

Select a movie from the list and press the [X] key to play. Press the [Z] key or [F] key during playback to stop and return to the menu."



AUDIO ROOM

Select a music category from the left panel and a track from the right panel to play. Use the onscreen controls like a regular music player. Press the [Z] key to pause, and again to return to the menu.



GEAR GALLERY

Use the Arrow keys and the [X] key to browse the Extreme Gear you have obtained. Use the [A] and [S] keys to change the page.



STARTING THE GAME

RECORDS

Use the Arrow keys and the [X] key to browse the race and lap records for each track. Use the [A] and [S] keys to move through the game modes.



OPTIONS

Make changes to the following settings:

- Audio Setting** Select between Stereo and Monaural audio settings.
- Vibration Setting** Set the vibration function ON/OFF.
- Language Setting** Set up the language setting for the in game text.
- Game Data** Choose which Game Data to use.

MANAGING GAME DATA

The Game Data screen in Options and start-up allows you to create, load and delete Game Data, 99 Game Data can be saved to the hard disk.

Select Game Data from those available, and details of your current progress will be displayed on the right side of the screen. Press the [X] key to enter, then select Start to load, or Delete to erase the Game Data. If there is no Game Data on the hard disk, or you wish to create new Game Data, select NEW GAME and then Start.



GAME MODES

SONIC RIDERS features a wide variety of gameplay modes as detailed below. Use the Arrow keys (← and →) to select a game mode from the menu and press the [X] key to continue.

NORMAL RACE

Compete in one of the following race styles:

FREE RACE (1P-2P)

Compete against other players and CPU characters on a selected track.

TIME ATTACK (1P only)

Select a track and race against the clock.

WORLD GRAND PRIX (1P)

Compete on five race tracks to become the overall champion.



STORY MODE (1P)

Enter races based on the storyline.

MISSION MODE (1P)

Clear given Missions one after another. This mode will be unlocked after certain conditions have been met.

TAG MODE (1P-2P)

Team up with another player and share a single Air Tank (p.15) as you compete against another team on a selected track. See p.22 for more details.



SURVIVAL MODE (1P-2P)

Play until one player remains in the following modes:

RACE STAGE (p.22)

Pass through gates while carrying the Chaos Emerald to score and win!

BATTLE STAGE (p.23)

Fight off your rivals to survive.



SHOP

Purchase a range of Extreme Gear equipment with the accumulated Rings you collected (p.21).

GAME MODES

CHOOSING A TRACK AND CHARACTER

Depending on the game mode, you may be required to select a track and character for each player.

TRACK SELECT SCREEN

Use the Arrow keys ← and → to choose a track and press [X] the key to select.



In some game modes, the following selections can also be made using the Arrow keys ← and → and the [X] key.

RULE SETTINGS

Use the Arrow keys ← and → to choose a setting, and ↑ and ↓ to make changes. Available rule settings vary depending on the mode.

Total Laps Set the number of laps per race from 1–99.

Announce Toggle running commentary ON/OFF.

Ghost Toggle ghost display ON/OFF (see below).

Level Toggle Level-Up feature ON/OFF.

Item Toggle availability of Power-Up Items ON/OFF.

Air pit Toggle availability of Air pits ON/OFF.

Air Lost Characters should Run/Retire when their Air Tank is empty.

Default Return all settings to default.

Continue Apply settings and return to the Track Select screen.

CUP SELECT (World Grand Prix)

Use the Arrow keys ↑ and ↓ to choose the set of race tracks for your World Grand Prix.

GHOST DISPLAY

When playing in Time Attack Mode, the ghost image of a previous attempt will run with you for a competitive reference. This can be toggled ON/OFF in Rule Settings.

Whenever you complete a Time Attack race, you will be given the option to save the new Ghost Data. Only one Ghost can be saved per course. Ghost Data is loaded automatically each race. It may not be possible to save Ghost Data if the race exceeds three minutes.



PLAYING THE GAME

GAME MODES

PLAYER ENTRY SCREEN

Use the Arrow keys and the [X] key to select a character to race with. Additional players must first press the [X] key to confirm entry into the race. Each character can only be selected by a single-player, and missing players are filled by computer-controlled characters.



Once a character has been selected, use the Arrow keys ← and → and the [X] key to select the Gear you wish to use. The first time you play, only one type of Gear will be available per character.

When all the competing players have made their selection, you will be prompted to begin. Press the [F] key to begin the race.

MISSION SELECT

In Mission Mode, the aim is to outshine the Babylon characters by performing sets of tricks and other Missions timed to coincide with their schedules. Use the Arrow keys ↑ and ↓ and the [X] key to choose a Babylon character's schedule, and bring up the Mission Mode select screen.

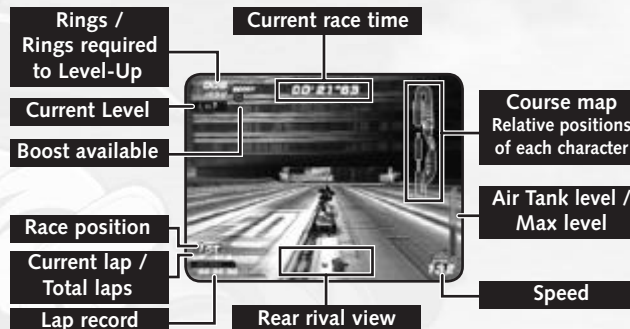


At the Mission Mode select screen, you can use the Arrow keys ← and → to select a track, and ↑ and ↓ to select a Mission. Details of the Mission, reports and records from previous attempts will be detailed on the right panel. Press the [Q] key to view any collected Treasure. Finally, press [X] the key to receive a briefing and begin.

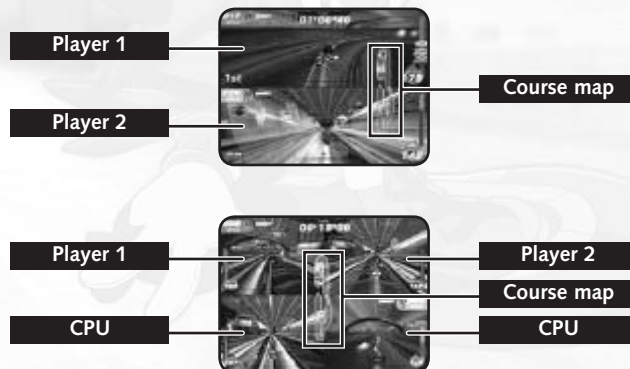
As certain conditions are met throughout the game, the number of available Missions will increase.

VIEWING THE GAME SCREENS

SINGLE-PLAYER GAME SCREEN

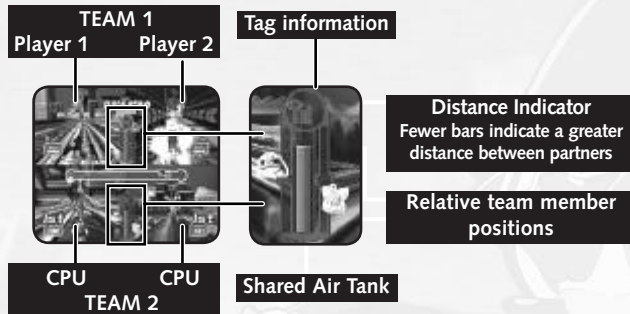


MULTIPLAYER GAME SCREEN

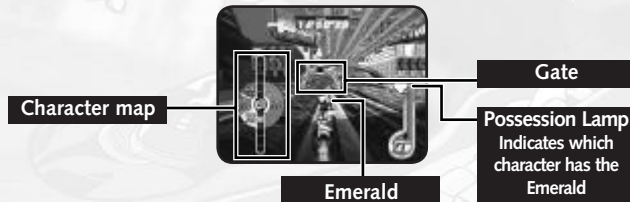


PLAYING THE GAME

TAG MODE GAME SCREEN

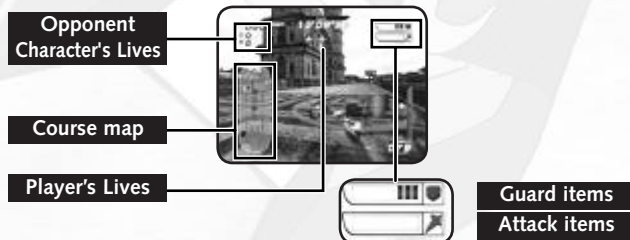


SURVIVAL RACE GAME SCREEN



- ❖ The player map shows the positions of each player relative to the Emerald.

SURVIVAL BATTLE GAME SCREEN



PLAYING THE GAME

EXTREME GEAR AIR SYSTEM

Racing is performed on Extreme Gear Boards powered by Air stored in the Air Tank. At regular speeds, Air is consumed fairly slowly, but special moves such as Air Slide and Air Boost will consume Air at a much higher rate. Air can be replenished by picking up Air Items, performing Trick Actions, capitalizing on your character's Special Skills, and pressing the Arrow keys ← and → in a rapid fashion during Automatic Trails.

If the Air Tank becomes empty, you will have to run to the nearest Air Pit to fill up, perform a trick, or pick up an Air Power-Up item.

AIR PIT

Air Pit terminals allow you to quickly fill your Air Tank, and are positioned at various points around the tracks. Simply ride/run over the Air Pit to refill the tank. When the tank is full, you will automatically leave in the correct direction to continue the race. If you're in a rush, press the [X] key to leave the Air Pit immediately.



- ❖ Not all tracks have Air Pits.

CONTROLS

Steering Arrow keys ← →

While riding your Extreme Gear, use the Arrow keys ← → to steer left and right around the track. The Arrow key ↑ does not need to be held down.



Air Boost [Z] Key



Press the [Z] key for an extra blast of speed. Air Boost also allows you to attack rivals ahead of you, temporarily disorientating them and costing them time. This technique consumes a considerable amount of Air, so try to use it sparingly.

PLAYING THE GAME

Air Slide [A] or [S]

Some turns are too tight to tackle at high speed. Pressing either the [A] or [S] keys while steering into the corner will shoot a jet of Air out the side of your Gear to assist in maneuvering. Air is consumed more quickly when performing an Air Slide.

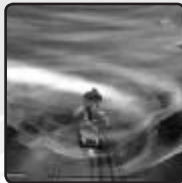


Brake [A] or [S]

Press either the [A] or [S] keys to brake quickly.

Tornado [A] and [S] keys together

If a character is too close behind you, you are then vulnerable to being attacked, or overtaken. Press the [A] and [S] keys together to create a mini Tornado that will halt your rival in their tracks. Tornadoes cost you both speed and Air, so check conditions carefully to make sure other players can't take advantage.



Running Arrow keys

During the countdown at the start of the race, run toward the startline. You can boost your initial start by crossing the startline just after the countdown finishes. Don't cross it too soon or you will get electrified and brought to a standstill for a short period.

During the race, if your Gear runs out of Air, you will need to make your way on foot until you reach an Air Pit to fill up, perform a trick, or pick up an Air Power-Up item.

PLAYING THE GAME

GIMMICKS

Trick Zones

These can be found at various points on each track, and act as springboards allowing you to perform a variety of Trick Actions. To perform a simple Trick Action, press the [X] key to jump as you ride over a Trick Zone. For a longer jump that allows greater combos, hold down the [X] key to charge as you approach the Trick Zone and release as you pass over it. Correct timing is crucial. While in the air, use the Arrow keys ← and → to perform spins in all directions.



Larger numbers of spins in a variety of directions will award you a higher Rank, which replenishes a greater amount of Air. When the Arrow keys are not being pressed, the character will automatically return to the upright position facing forward ready to land. Fail to land correctly, and you'll get a lower Rank and receive less Air.

There are two types of basic Trick Action as follows:

Back Flip

Hold the Arrow key ↓ as you release the [X] key. Back Flips propel you high into the air making it possible to reach Shortcuts or bonus Items far above.

Front Flip

Hold the Arrow key ↑ as you release the [X] key. Front Flips propel you further forward making it possible to reach distant Shortcuts.



Grind Rails

Grinding allows you to travel at speeds faster than the standard riding speed. Approach a pipe or rail suitable for Grinding (grindable rails have a blue light at the front), and press the [X] key to connect. Grind surfaces must be approached from above, so it may be necessary to first Jump ([X] key) or make use of a ramped surface. So essentially you'll need to Jump twice to properly land on a rail.

Only Speed Type characters (p.19) are able to Grind.

PLAYING THE GAME

Accelerators

Launch into an Accelerator and you will be propelled forward at a higher speed than normal, sometimes as a Shortcut bypassing part of the course. Use the Arrow keys to try to pass through as many Accelerators as you can for maximum speed and bonus Air.



Only Flight Type characters (p.19) can access Accelerators. This is also known as Air Riding.



Barricades

Some routes around the track are sealed off by obstacles such as barrels and stationary vehicles, that have to be smashed through to gain access. Smashing obstacles is as simple as riding straight into them. Try to break as many as you can in succession to receive maximum bonus Air.

Only Power Type characters (p.19) can access Barricaded areas.

Automatic Trails

Some sections of the race courses are automatically controlled and require no input from the player. However, in most cases, you can increase your speed and Air by pressing the Arrow keys ← and → as quickly as possible during these sections.



Shortcuts

Use of Trick Actions and Character Type Skills (see facing page) such as Grinding, can sometimes allow you to access hidden shortcuts around the course. Make use of these shortcuts to keep you in the lead.

PLAYING THE GAME

Turbulence

Riding Extreme Gear at high speed sometimes leaves a trail of Turbulence behind which can be surfed by other characters. To surf a rival's Turbulence, approach the trail from the rear or push into it from the side, and then duck left and right quickly to increase your speed. If you can reach the source of the Turbulence, you can overtake a rival putting you in the lead.



Depending on conditions, Trick Areas may appear in the Turbulence. If your positioning is correct when these Trick Areas appear, you will automatically perform Trick Actions that increase both speed and Air.

DEVELOPING YOUR RACING SKILLS

CHARACTER TYPES

There are three different Types of characters that excel in either Speed, Power or Flight. Depending on your Character Type, additional Skills are available which can earn you bonus Air, and which give you the winning advantage.



Speed Type
Ability to Grind along edged surfaces such as rails and pipes.



Flight Type
Ability to launch off runways and fly through chains of Accelerators.



Power Type
Ability to punch through obstacles such as cars and barrels, sometimes revealing a Shortcut.

PLAYING THE GAME

EXTREME GEAR

A range of Extreme Gear equipment is available for you to choose from. Each has its own characteristics in terms of speed, acceleration, cornering, durability, etc. Each character and Gear combination will have different strengths and weaknesses that you will need to take into consideration when refining your race style. Attributes for both characters and Gear are displayed as follows:

Dash	Rate of acceleration.
Limit	Maximum speed that can be reached.
Power	Ability to maintain speed over rough terrain.
Cornering	Ability to handle tighter corners.

The more stars there are, the stronger the attribute.

❖ In Normal Race Mode, some Gear may be unavailable for certain courses.

POWER-UP ITEMS

Item Boxes containing Power-Up Items can be found around each track. Simply touch an Item Box to receive the Item. Items are detailed as follows:



Rings

Gives bonus Rings in various amounts.



Magnetic Barrier*

Draws in Rings like a magnet.



High Speed*

Sudden boost in speed.



Explosion

Launches a bomb at players ahead knocking them off balance.



Air

Tops off your Air Tank by various amounts.



Invincible Barrier*

Protection from all attacks and obstacles.



Speed Down*

Slows you down to a crawl.



Question Item

Contains a mystery Power-Up Item.

*Effects are for a limited time only.

PLAYING THE GAME

LEVEL-UP

Try to collect Rings positioned around the tracks. When your Ring count reaches certain levels, you will Level-Up, increasing your parameters and abilities. If you are attacked or fall off the course, your Ring count will return to 0, and your Level will return to 1.



The Rings held at the end of each race are automatically accumulated and can later be exchanged for Gear at the Shop (see below).

SHOP

Purchase additional Extreme Gear with accumulated Rings.



When you enter the shop, select Exchange and press the [X] key. Then use the Arrow keys ← and → to browse the Gear. Details and parameters are displayed on the right panel. When you decide which type of Gear you wish to purchase and have enough Rings, press the [X] key to Exchange. The Gear can then be selected from the Player Entry screen, and viewed from the Gear Gallery (p.8).

PAUSE MENU

During gameplay in all modes, press the [F] key to pause the game and bring up the Pause menu. Here you can select from the following options:

Retry	Restart the current game from the beginning.
Quit	End the current game and return to the Mode Menu.
Cancel	Exit the Pause menu and continue the race.

PLAYING THE GAME

SPECIAL RULE MODES

TAG MODE

Tag Mode is selected from the Mode Select menu (p.10). The objective is to partner up with another player or CPU character and share a single Air Tank as you race against another team. Players 1 and 2 make up the first team, and CPU controlled players make up the second. If either team member crosses the line first, that team wins. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

During the race, it is important to keep an eye on your teammate's progress, for if you stray too far apart the player in front will be zapped and forced to wait until the other catches up. If you stay close together though, the Air Tank will be slowly topped off. The distance and relative positions of each member are easily grasped by referring to the Tag Information display at the center.

Hint: Why not make use of each other's Turbulence to leapfrog your way into the lead!

SURVIVAL RACE STAGE

Survival Race Stage is selected via Survival Mode in the Mode Select menu (p.10). The objective is to carry the one and only Chaos Emerald through a set number of Gates before the other characters do. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

Check the Character Map display to see your position relative to the Chaos Emerald. If another character has the stone, you will need to attack them by touching them to retrieve it. Once it's in your possession, you'll become the prime target, so watch your back!

- ⊕ Time is limited when the Chaos Emerald is in your possession.

PLAYING THE GAME

SURVIVAL BATTLE STAGE

Survival Battle Stage is selected via Survival Mode in the Mode Select menu (p.10). The objective is to move around the special courses attacking the other characters until only one remains. Controls are the same as for the regular game modes.

Each character starts out with three lives, and will lose one each time he/she takes damage. When there are no more lives, the character is out. Around the course are Power-Up Items to fill your Air Tank, increase your speed to max, increase your attack power, and increase your defenses. Check the course map to find the positions of items and other characters.

- ⊕ In the Space Theater Stage, opponents can only be damaged by knocking them into the electrified fences, or off the edge of the stage.

FINISHING THE GAME

At the end of a race, the race results are displayed. First, the individual lap times will be displayed together with the total race time. Shortly after, the total race times and positions for each character will be displayed.

Depending on the mode, pressing the [X] key brings up the following menu:

- | | |
|---------------------|---|
| Restart | Start a new race with the same settings and conditions. |
| Replay | Watch an action replay of the completed race. |
| Back to menu | Quit and return to the menu. |





CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for *Sonic Riders*™. See the in-game credits for the complete list of the original development staff.

SEGA OF AMERICA, INC.

CEO

Naoya Tsurumi

President / COO

Simon Jeffery

VP of Product Development

Dave Cobb

Senior Test Lead

Shawn Dobbins

Test Lead

Lee Frohman

Assistant Test Lead

Joshua Pfeiffer

Davidson Talag

VP of Sales

Sue Hughes-Taigen

VP of Marketing

Scott Steinberg

Director of Marketing

Don Mesa

Product Marketing Manager

Yosuke Moriya

Creative Services Manager

Jen Groeling

Production Specialist

Heather Lucchetti

Director of Web Development

Chris Olson

Online Art Director

Rodwin Pabello

Senior Content Writer

Bridget Oates

Sr. PR Manager

Steve Groll

QA Manager

Deni Skeens

Testers

Stephen Akana

Michael Baldwin

Jared Bishop

Dennis Constantino

Steve Fleming

Ryan Jones

Patrick Joynt

Rhianna Kellom

J.J. Mc Kenna

Frank Morales

Shymal Raj

James Shattuck

Patrick Woo

Build Engineers

Curtis Chiu

Rick Ribble

SEGA LOGISTICS SERVICE CO., LTD.

Manual Production

Yoshihiro Sakuta

Hisakazu Nakagawa

Colin Restall

OFF BASE PRODUCTIONS

Manual Copy

Greg Off

OPTION-SHIFT DESIGN

Manual Design

Tim Lindquist

Brady Hartel

Erik Snyder

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