

 Dreamcast™



RED DOG™

SUPERIOR FIREPOWER

"Red Dog is one of the best original Dreamcast games ever created - great single and multi-player fun, buy this game!"

Gamers' Republic

CRAVE
ENTERTAINMENT

TEEN
T
CONTENT RATED BY
ESRB

T-40215N

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 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 anything 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.

Thank you for purchasing Red Dog: Superior Firepower! Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Red Dog: Superior Firepower.

CONTENTS

THE STORY	1
STARTING UP	2
GAME CONTROLS	2
THE GAME SCREEN	6
MAIN MENU	9
SINGLE PLAYER GAME	10
MULTIPLAYER	12
CREDITS	18

The Story

The agreement between the Earth Council and the Haak Delegates came about, not through political or military means, but by financial measures. Three years after their mother-ship first orbited the earth the Haak were invited to the surface in peace and in the search for mutual rewards.

This agreement has been upheld for 7 years with only the occasional backlash causing small localized human / Haak conflict but the Haak have kept up their end of the bargain – until now!

We have started to lose contact with the human installations around the Haak settlements. The first three recon forces sent to investigate the disturbances were shot out of the air. The Red Dog Tactical Response Team is now preparing for war.

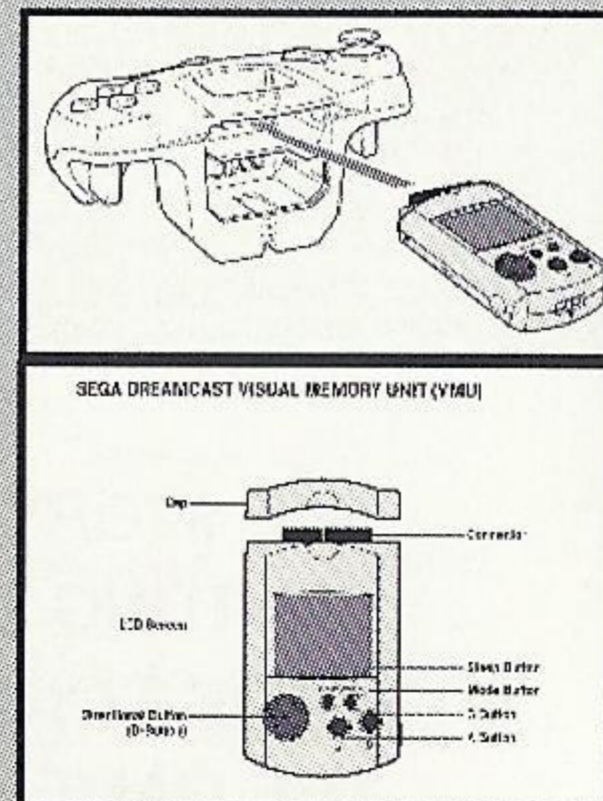
As commander of the Red Dog assault vehicle, your job is to rid our people of the now aggressive Haak forces currently occupying the continents of planet earth.

Good Luck – Don't dent the tank!

Starting Up

Sega Dreamcast Visual Memory Unit

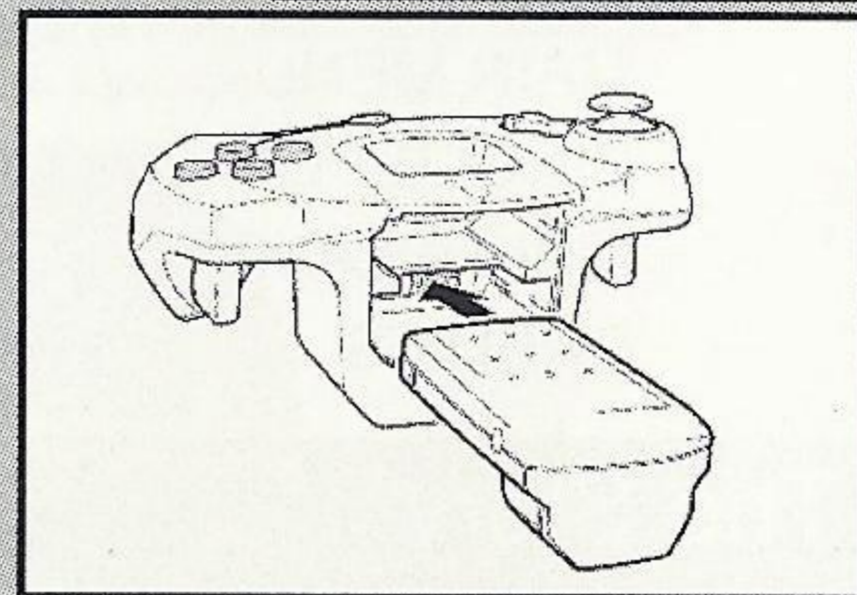
Make sure that you insert a Sega Dreamcast Visual Memory Unit (VMU) into Expansion Slot 1 on the Sega Dreamcast Controller. If a VMU is not present your progress throughout the game will not be saved. While saving a VMU Specific Game File, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.



Sega Dreamcast Jump Pack™

Make sure that you insert the Jump Pack (sold separately) into Expansion Slot 2 of the Controller. The Jump Pack does not lock into place when inserted into Expansion Slot 1, and may fall out during game play causing problems to the game operation.

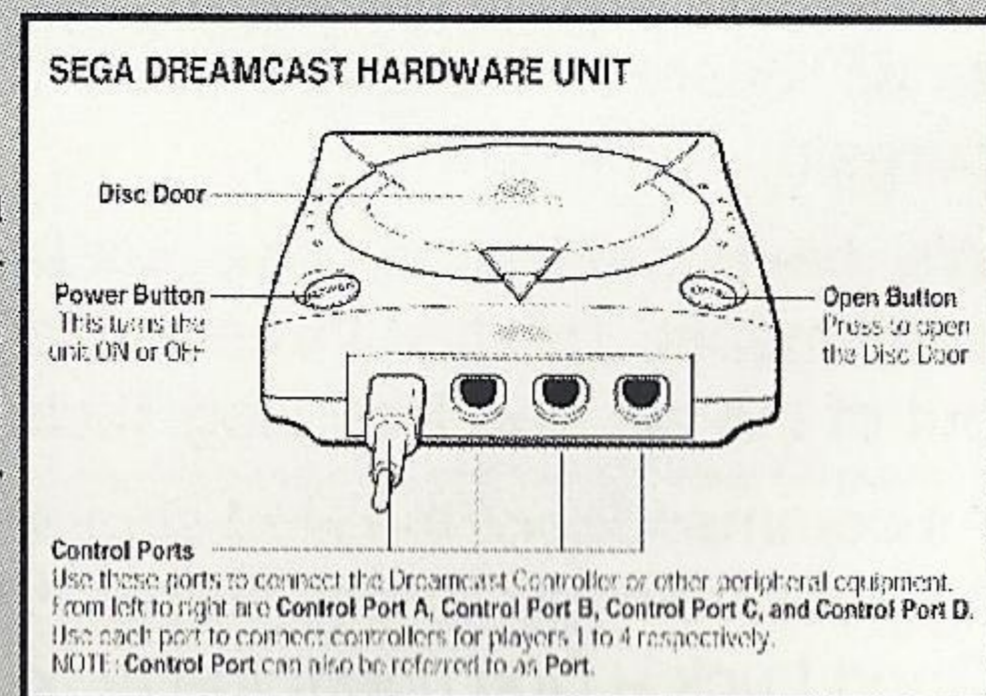
For further details, also read the Jump Pack Instruction Manual.



To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software. When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

Game Controls

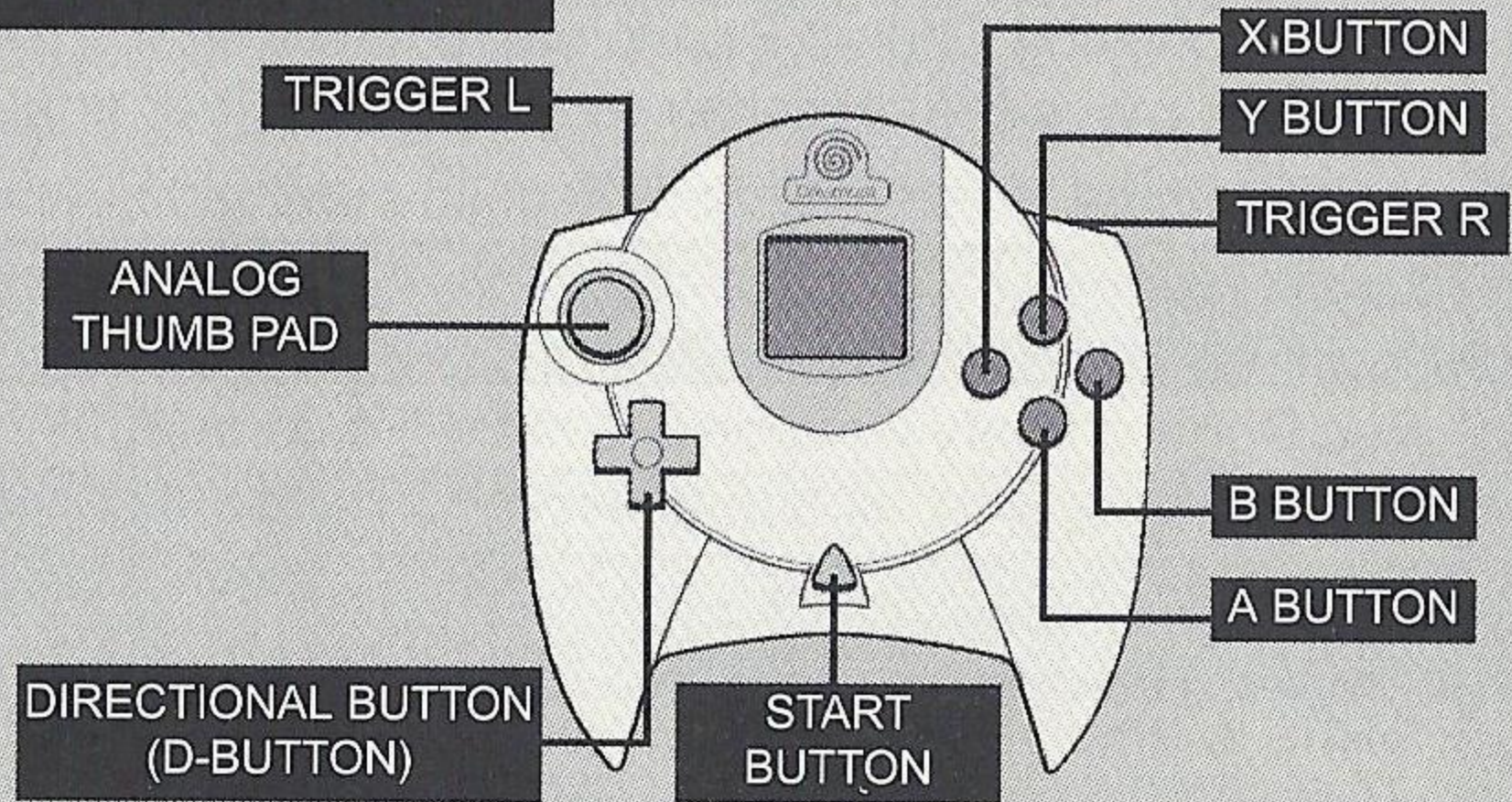
This is a game for one to four players. For a one-player game, use either Control Port A, B, C or D. For multiplayer games Player 1 will use Control Port A, Player 2 will use Control Port B, Player 3 will use Control Port C and Player 4 will use Control Port D. You can use a Controller with an inserted VMU in any of the Ports to save the game.



Sega Dreamcast Controller

Red Dog is a 4-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software.



All of the controls described below are the default game settings and can be changed in the Options Menu.

MENU/OPTIONS		DURING GAME PLAY
Menu Selection	Analog Thumb Pad	Aiming / Steering Control
Menu Selection	D-Button Up/Down	Change Camera View
ENTER	Start Button	Start / Pause
ENTER	A Button	Fire Main Cannon
CANCEL	B Button	Fire Sidearm Weapon
CANCEL	X Button	Activate Shield
N/A	Y Button	Charge up Main Cannon
N/A	Trigger R	Forward Thrust
N/A	Trigger L	Reverse Thrust
Menu Selection	D-Button Left/Right	Change Game Settings

Aiming / Steering Control:

Use the Analog Thumb Pad to move the aiming crosshair around the screen. To steer, move the crosshair to either the left or right of the screen to turn the vehicle in the relevant direction.

Main Cannon:

Red Dog's primary weapon is a rapid fire cannon. This has unlimited ammo and is effective against all enemy targets. This is fired by tapping the A Button.

Main Cannon Charge-Up:

Some enemies, when killed, drop energy matter that can be collected and used to increase Red Dog's primary weapon. When this energy matter is collected the energy is stored in a reservoir. Holding the Y Button transfers this energy to the Main Cannon. But be warned, the power overload can only be sustained for a limited period of time depending on how much power is transferred.

Lock On Missiles:

The Red Dog assault vehicle is fitted with a powerful lock on missile. To lock on to an enemy or series of enemies hold down the A Button and move the crosshair over the targets. When the A Button is released, a salvo of missiles will be launched at all the highlighted targets.

Sidearm Weapon Pickups:

Along the way you may find sidearm pickups to assist you in your wanton destruction! These have only a limited amount of ammunition but are very powerful. These are fired using the B Button.

Shield:

The shield provides Red Dog with a powerful defensive cover. Pressing and holding the X Button creates a wall impenetrable to enemy weapon fire. This wall can be moved around using the aiming crosshair to cover all angles around Red Dog. The shield can also reflect some laser and plasma weapons which means that, by angling the shield correctly, you can send the weapon fire straight back at the enemy who fired it.

Speed Boost:

Extra speed when moving forward or reversing can be obtained by tapping then holding the relevant boost button. But be careful, over-use of the speed boost can overheat the engine core, making the vehicle more vulnerable to enemy fire.

Strafe Mode:

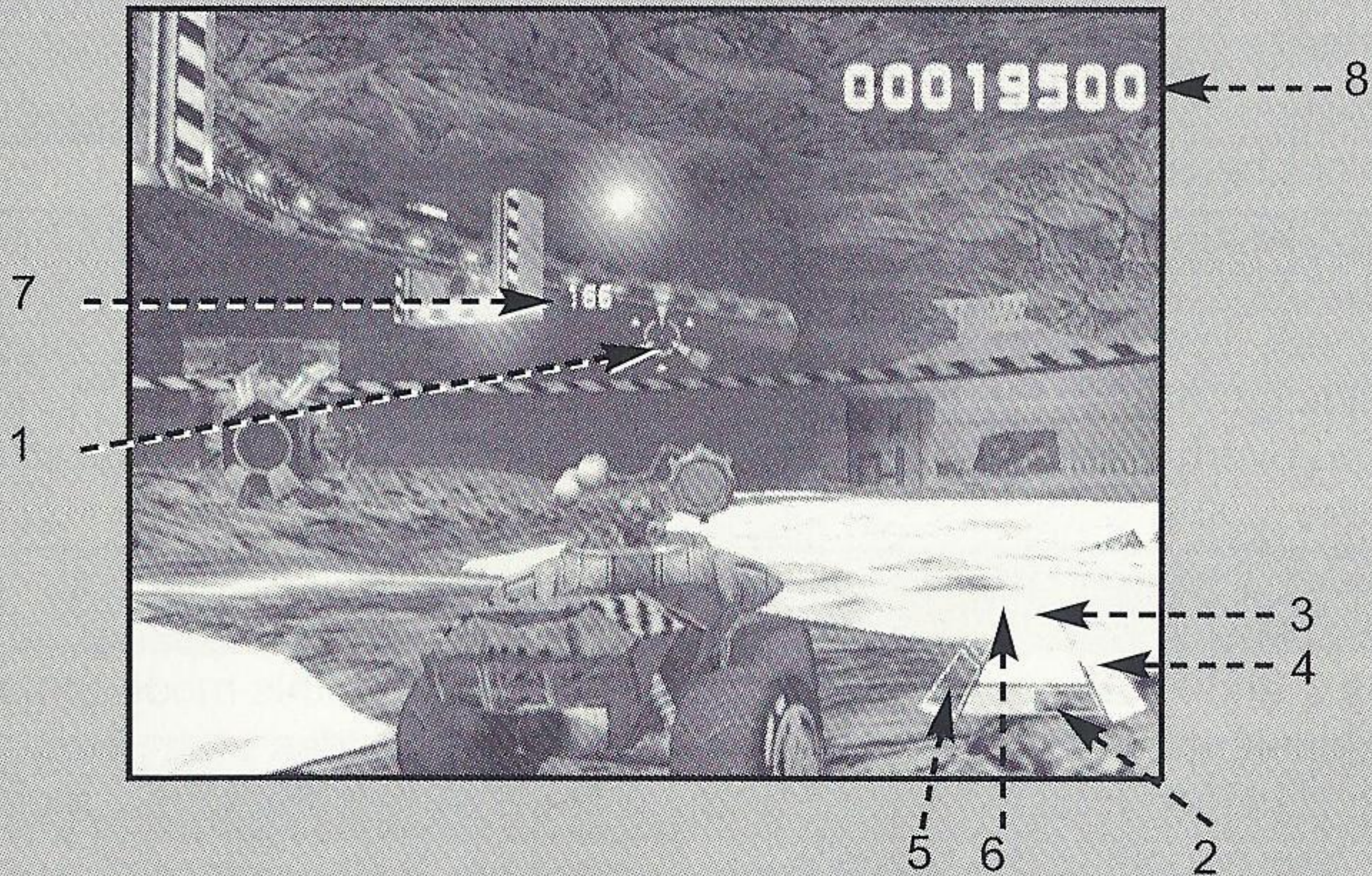
Hold the L and R Triggers to switch into strafe mode. In this mode the vehicle will strafe left and right as the aiming is moved to the sides of the screen, allowing Red Dog to avoid enemy weapon fire. To return to normal movement release one or both of the triggers.

Change Camera:

Press the D-Button up or down to switch between 3rd person and 1st person viewpoints.

The Game Screen

Standard Game Screen



1 Crosshair:

The targeting crosshair shows the current aim of both the Main Cannon and the Sidearm Weapon (if collected).

2 Armor Level:

Red Dog's armor is reduced if you are hit by enemy fire or if you drive on hazardous surfaces. When the armor level reaches zero, Red Dog will be totally vulnerable and will explode if shot. The armor level bar also warns you if Red Dog's engine core is overheating. If Red Dog boosts for too long, the armor bar will start to flash white and the vehicle is more vulnerable to enemy weapon fire.

3 Lives:

This shows the number of lives remaining on each mission. If you use up all of your lives, the mission is over!

4 Shield Level:

The shield level is reduced as soon as the frontal shield is activated. When the shield is not being used the shield level recharges over time.

5 Power Reservoir:

As you collect energy matter this bar shows how much energy is currently being stored.

6 Main Cannon Weapon Charge:

Once energy is transferred to the Main Cannon this bar shows the time remaining before the energy is used up and the weapon returns to normal power.

7 Sidearm Weapon Ammo:

This is the number of shots left in your Sidearm Weapon.

8 Score:

This is the total score on the current level.

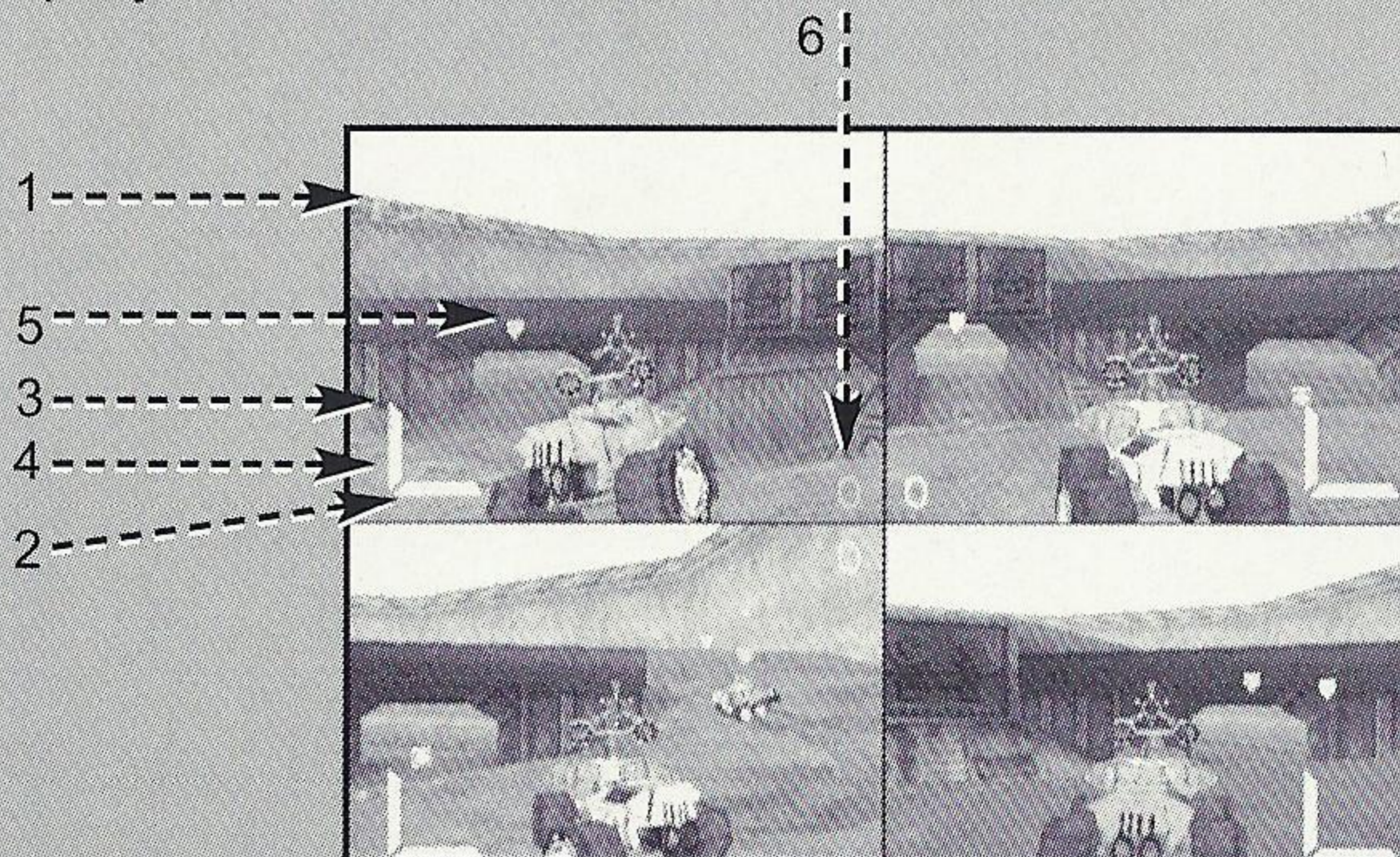
Extra Game Screen Modes

Boss Life Gauge: This decreases as you damage the boss.

Countdown: This is displayed on time-critical missions indicating the time remaining in which to complete tasks

Enemy Indicator: This indicator highlights strategic targets or areas that Red Dog must reach on the current mission.

Multiplayer Game Screen



- 1 Player Name
- 2 Armor: As single player game
- 3 Shield Level: As single player game
- 4 Sidearm Weapon icon and ammo: The current Sidearm Weapon (if one has been collected) and ammo remaining.
- 5 Player Tags: When a player is on your screen they will have a colored tag above their tank. (Note: A Bomb will replace this tag if a player is carrying the bomb in Bomb Tag, a Crown if they are King of the Hill or a flag if they have the flag in Flag Runner.)
- 6 Number of Kills / Lives / Time Remaining: This display is dependent on the current game mode. See Multiplayer Game Types.

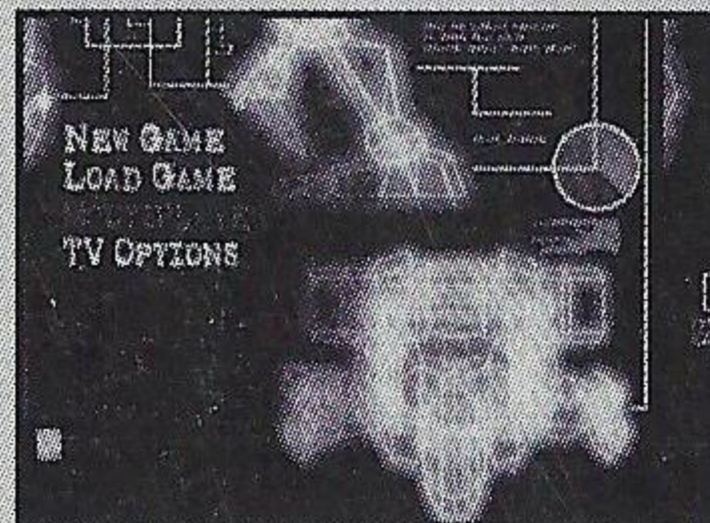
Main Menu

TITLE SCREEN

When the Title Screen appears, press the Start Button to display the Main Menu.

MAIN MENU

Press UP/DOWN on the D-Button to highlight the various options and press the A Button or the Start Button to confirm your selection:



New Game

If you have a VMU inserted this option will take you to the Create Red Dog Player Profile screen. If you do not have a VMU inserted, you will be taken straight to the Mission Select Screen but your progress throughout the game will not be saved.

Load Game

This option allows you to select your Red Dog profile and continue playing a previously saved game. Press UP/DOWN to highlight a game profile from the list of saved games profiles and press the A Button to confirm the selection. Once you have selected your profile you will be taken to the Mission Select Screen.

Multiplayer

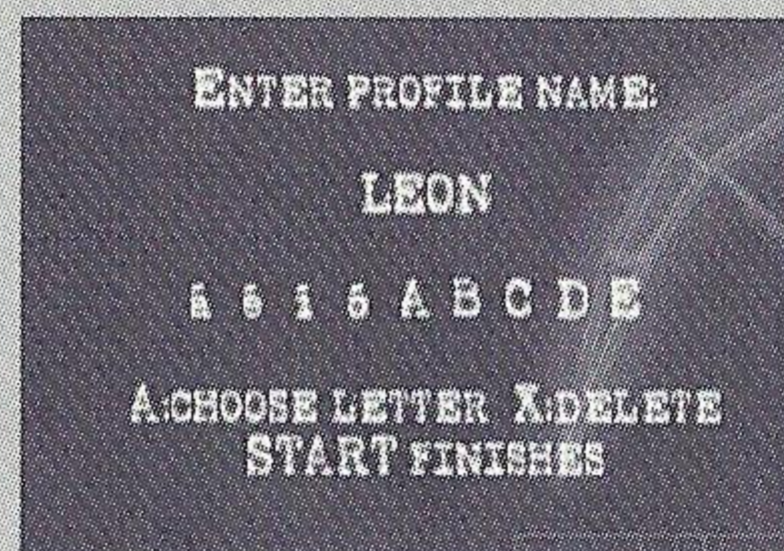
This option gives access to the multiplayer game. (This option is only available when multiple Controllers are inserted in the Control Ports.)

Single Player Game

Create Red Dog Player Profile

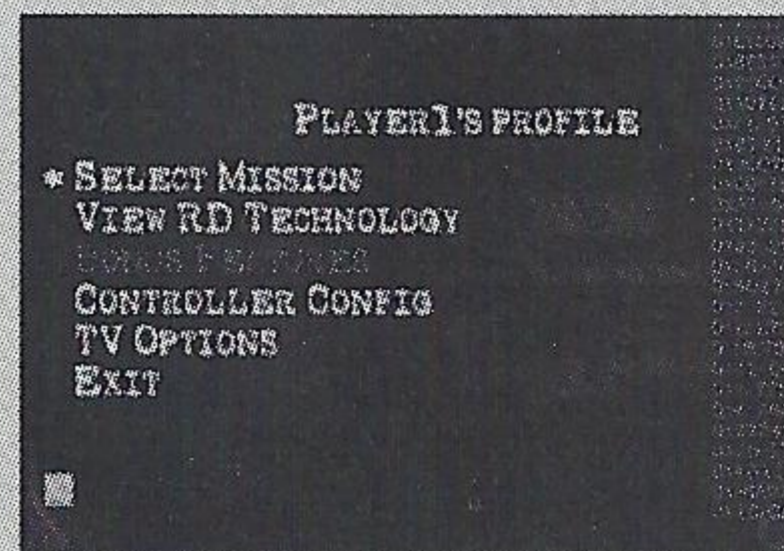
If a Visual Memory Unit (VMU) is inserted into the Controller, you will be asked to select a VMU on which to save the game data. If there are no free profiles, you can choose a profile to overwrite and enter your character name. The game can be played without a VMU inserted but your progress throughout the game will not be saved.

Press LEFT/RIGHT on the D-Button to change letters. Press UP/ DOWN to change the case. Press the A Button to select a letter. Press the B or X Button to delete a letter. Press the Start Button to continue.



Once you have chosen the VMU, you will be asked to enter your name:

Press UP/DOWN to highlight a selection. Press A Button to confirm the selection.



This profile can be used for multiplayer games as well as for single player games. You will now be taken to the **Mission Select Screen**



What

- M
- C
- E
- E
- F
- C

Do y

- Y
- N



CR
At
196
Ra

Sin

Cre

If a V

a VM

a pro

a VM

Place
First Class
Stamp Here

Once

AVE ENTERTAINMENT, INC.

tn: Customer Service Dept.

545 Rancho Way

ncho Dominguez, CA 90220

This p

You w

Mission Select Screen

Press UP/DOWN to highlight a selection

Press the A Button to confirm the selection

Select Mission

Here you can select your next mission from the available missions.

View RD Technology

This is where you can view the upgrades Red Dog has obtained during the game and select which Main Cannon to use (from those you have earned).

Bonus Features

If you are good enough you may open up some Bonus Features. These can be accessed from this menu.

Controller Configuration

Select this option to view or change your controller configuration.

Exit

Returns you to the Title Screen.

Multiplayer

Note: This option is only available when multiple Controllers are inserted into the Control Ports.

When multiplayer is selected you are presented with the following options. Any other players wishing to join the multiplayer should press the Start Button on their Controllers now.

Just Play: Play without a profile. If you select this option you will be given a player number.

Select Profile: If the player selects a profile they will be referred to as this name for the duration of the game or tournament. Also, the player's individual options will be set as last selected.

Create profile: Create a new Red Dog player profile. This is done in the same way as the single player. This profile can be used for the single player game as well as the multiplayer.

Once the players for combat have been selected you are presented with 7 further options:

Skirmish: This is where all players fight against all other players in any of the available play modes.

Team: This is a team game where you can play 2 vs. 2, 2 vs. 1 or 3 vs. 1 on any of the available team game modes.

Tournament: This is a league between 2-4 players across each of the multiplayer game modes. The winner is the player with the most points at the end of the league. Points are awarded, dependent on the number of players, as follows:

# of players	2 Players	3 Players	4 Players
1st place	1 POINT	2 POINTS	3 POINTS
2nd place	0 POINTS	1 POINT	2 POINTS
3rd place	-	0 POINTS	1 POINT
4th place	-	-	0 POINTS

Tournaments can include any of the skirmish or team games in any order. Team games are only activated if there are four players in the tournament. If there are then teams will be picked at random 2 vs. 2. Otherwise the game will be a normal skirmish game.

In the case of a tie, players receive the same amount of points.

Player Options: This allows all players to select their individual player options such as tank color and controller configuration.

Player Statistics: View player statistics for each of the different game types.

Reselect Players: Return to player selection screen.

Exit Multiplayer: Return to the main menu.

Deathmatch

When a player kills another player they receive a point. The first player to reach the number of pre-set kills wins the game.

Knockout

Each player starts the game with a pre-set number of lives. When a player gets killed they lose a life. When the player loses all of his/her lives they are removed permanently from the game. The last player left standing is the winner.

Bomb Tag

One player, chosen at random, will have a bomb attached to their tank which will explode within a pre-set time limit. The only way that the player can pass the bomb on to another player is to drive into that player, which then passes the bomb to that vehicle. The person who has inherited the bomb then has to find another host before the time runs out and the bomb detonates and kills them. Another player is then chosen randomly to receive a new bomb and play continues until the last player left standing is the winner.

Player cannot be killed with weapon fire in this mode of play but shooting other tanks slows them down temporarily allowing you to catch them more easily.

In team mode the last team with any remaining players is the winner.

Suicide Bomb Tag

This mode is the same as Bomb Tag except that in suicide mode there's only one tank that starts without a bomb!

In the team mode, it only takes one player in a team to touch one player in the other team for the bomb to be transferred from all tanks in one team to all tanks in the other.

Stealth Assassin

One player (chosen randomly) is the Stealth Assassin and is given a cloaking device. The cloaking device enables the Stealth Assassin to be almost invisible while not moving but their visibility goes up the faster they move. The Stealth Assassin also has a high power standard weapon and the Ultra Laser sidearm pickup as standard. The only drawback with the Stealth Assassin is they have very low armor.

Players will only be awarded a kill for kills made while they are the Stealth Assassin. Other players should try to kill the Stealth Assassin player because the player who does so will then become the Stealth Assassin. The winner is the first player to reach a pre-set number of kills.

In team mode, if one player on a team kills the Stealth Assassin then all players on his/her team become Stealth Assassins. Likewise if one player is killed as the Stealth Assassin then all players on his/her team lose their Stealth Assassin status.

Flag Runner

The flag starts in the middle of the map. The aim of all players is to collect this flag and hold on to it. While a player has the flag their flag time will count down. However, if another player destroys him/her, then the flag is immediately transferred to the player who killed them. The winner is the first player who manages to hold onto the flag long enough to reduce his/her flag time to zero. This game can also be played by teams with each team having its own flag time, and the team-mate providing protection for the flag carrier.

If you're good enough you may open the following mode of play:

King of the Hill

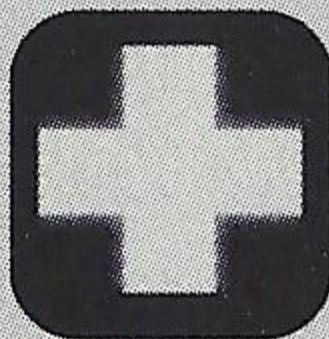
The goal is to get to the top of the hill and keep all other players off it for a duration of time. As you reach the top of the hill you are rewarded with full armor to try and defend yourself. While you are the only player on the hill your Hill Time counts down. The player who manages to remain in control of the Hill long enough to get the Hill Timer to zero wins the match.



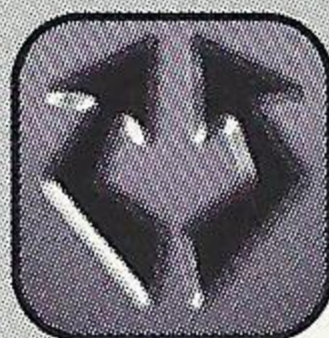
Explosive Shell: A highly explosive projectile shell that will destroy everything within its blast radius (including you!). Once fired, the shell will explode upon contact with any object. Alternatively, it can be detonated remotely by pressing the B Button while it is in the air.



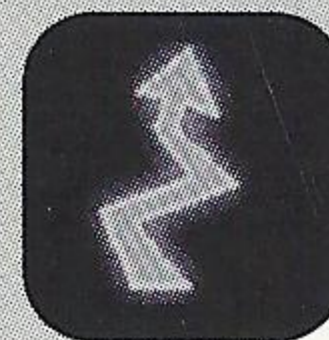
Electro Charge: This weapon fires a constant electric charge that jumps straight to any enemy within a close range in front of your vehicle.



Armor: Collecting these increases your overall armor level.



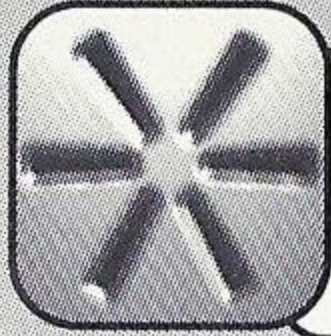
Homing Cannon: The bullets are much like the Main Cannon except they will lock on to any valid target in front of your vehicle, drastically increasing your accuracy.



Lock-on missiles: These are deadly heat-seeking missiles but they need time to acquire their target. If you see another player on your screen, simply hold the B Button down. If you can keep the other vehicle on your screen until the lock-on bar fills up, then the missile will launch.



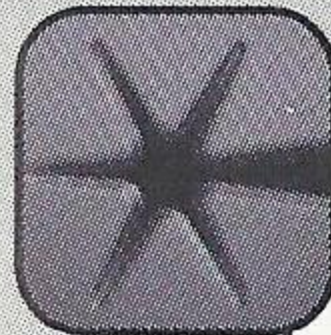
Mines: These smart mines are deployed on the floor wherever the player presses the B Button. They will then detonate if any other player drives within a close proximity of them. However, you can drive over your own mines safely. Just remember where you put them!



Stealth Technology: The cloaking device enables the player to be almost invisible while not moving but their visibility goes up the faster they move.



Storming Shield: Produces a high intensity all-round shield that gives the player a time-limited period of invulnerability. During this time, you cannot shoot but the shield is completely deadly to the touch for all other players. Hold the B Button to get an extra speed boost.



Ultra Laser: Hold the B Button to charge the Ultra Laser and release it to fire. The more the weapon is charged the more damage it does. When the player charges up the laser fully, their vehicle stops and will not move again until the weapon is fired. In this mode, the player can use the accelerate and reverse buttons to zoom in or out. If the player scores a hit when the laser is fully charged, it will instantly destroy any other vehicle.



Vulcan Cannon: This is a rapid fire version of the Main Cannon.

Credits

CRAVE U.S. PRODUCTION TEAM

Executive Producer

Mike Arkin

Associate Producer

Chris Scaglione

Acting QA manager

John Kellogg

Testers

Jeff Nachbaur

Richard Robledo

Jamie Saxon

MARKETING

Product Manager

Mark Gersh

Public Relations

Alex Skillman

Creative Services Manager

Ryan Villiers-Furze

Graphic Designer

Ethan Malykont

Marketing Services Coordinator

Yumi Saiki

Sr. Marketing Services Manager

Sheri Furumi

Web Master

John Nord

Special Thanks

Nima Taghavi

Mark Burke

Holly Newman

Paul Sackman

Martin Spiess

TheChosenOne

Den

ARGONAUT SOFTWARE

Art Team

David Hego

David Taylor

Jeff Vanelle

Juan Garcia

Leon Brazil

Melanie Amadi

Nick Lee

Suzanne Cole

Animation

Dave Lowry

Programming Team

Matt Godbolt

Matt Porter

Saviz Izadpanah

Lead Musician

Justin Scharvona

Musicians

Adam Fothergill

Karin Griffin

Audio Programmer

Richard Griffiths

Testing Lead

Jake Fearnside

Additional Test

Carl Ross

Designer

Mark Stephenson

Lead Designer

Sefton Hill

Producer

Nick Clarke

Executive Producer

Jez San

Keith Robinson

Special Thanks:

Christophe Moyne

Nick Lee

Rob Lever

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022, 24 hours a day, 7 days a week.

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US - 900-903-4468

\$0.95 U.S. dollar per minute

Canada - 900-677-4468

\$1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required.

Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the **CRAVE ENTERTAINMENT**, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is return by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disc(s) or cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICIPATING PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

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.

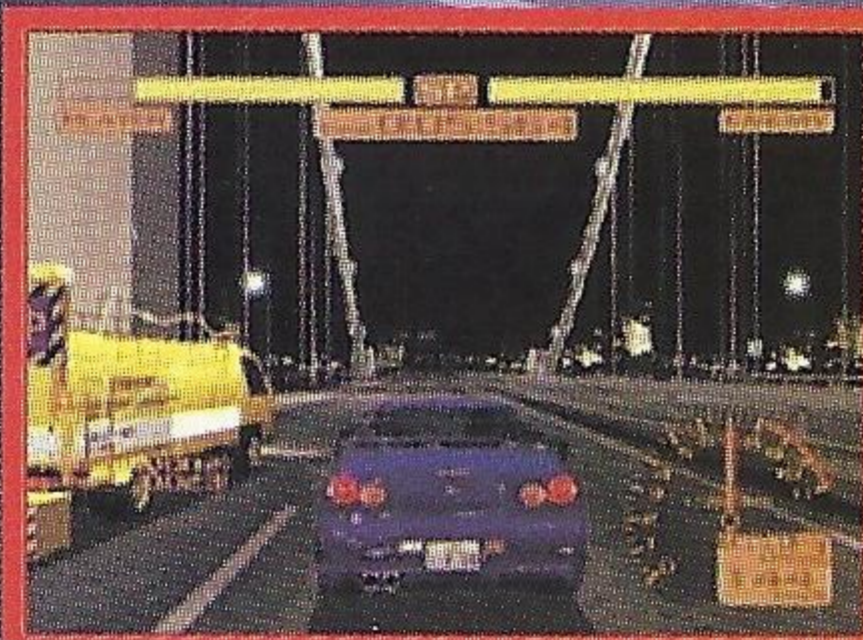
Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

The SEGA logo is displayed in a stylized, bold, blocky font. The letters are black with a white outline, and a registered trademark symbol (®) is located at the top right of the letter 'A'.

AVAILABLE NOW!

Tokyo Xtreme Racer 2™

**SEQUEL TO THE TOP 10
SEGA DREAMCAST LAUNCH TITLE**



Crave Entertainment, 19545 Rancho Way, Rancho Dominguez, CA 90220

Tokyo Xtreme Racer 2 © 2000 Genki Co., Ltd. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Genki Co., Ltd. Tokyo Xtreme Racer is a trademark of Crave Entertainment, Inc. Crave Entertainment and the Crave Entertainment logos are trademarks of Crave Entertainment, Inc. © 1999 Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. All other trademarks and copyrights are the property of their respective holders.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.



CRAVE
ENTERTAINMENT

EVERYONE
E
CONTENT RATED BY
ESRB

SEGA®