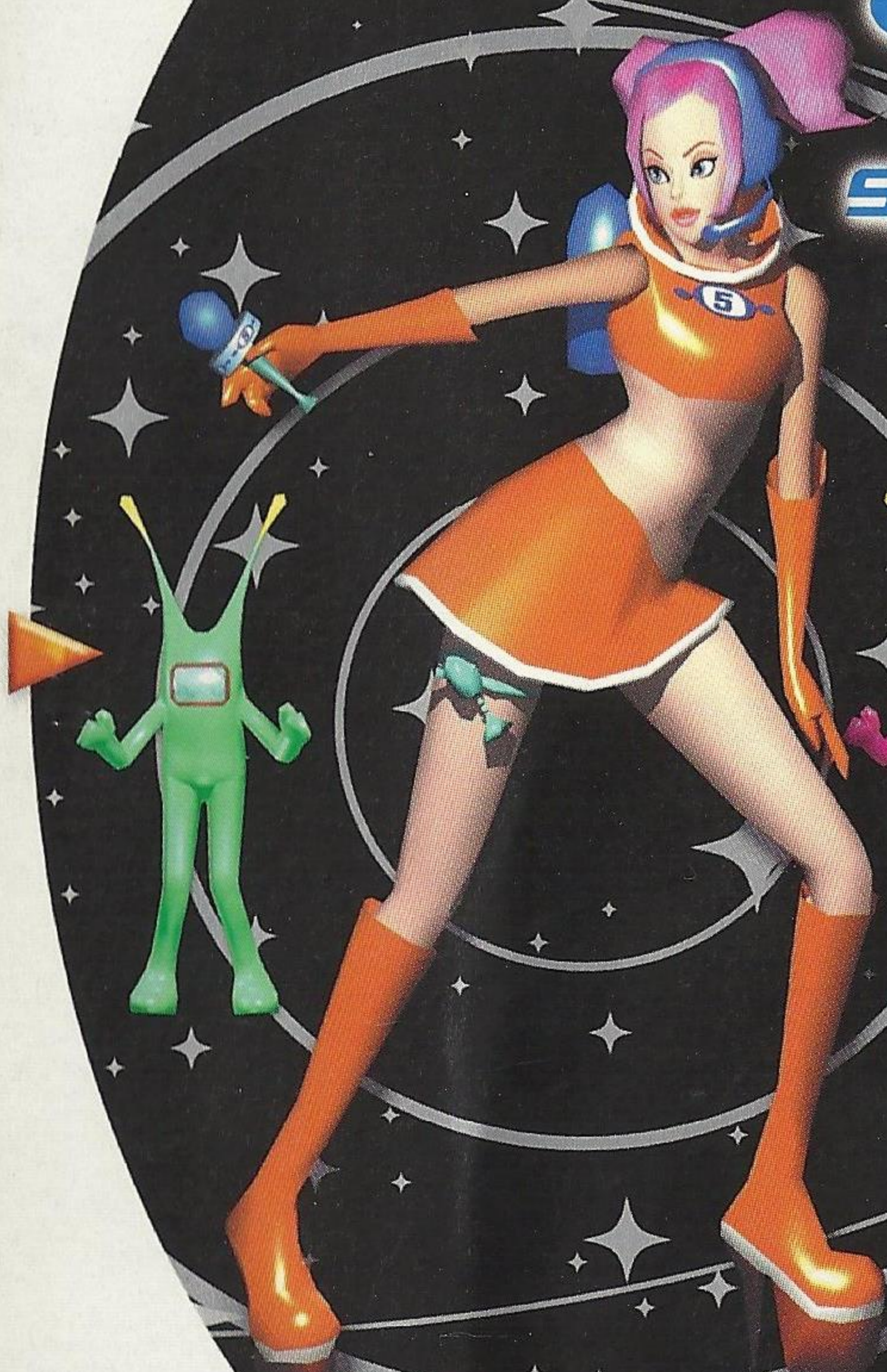




*Space Channel 5™*



SEGA®

TEEN  
TM  
T  
CONTENT RATED BY  
ESRB

51051

# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in 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 Space Channel 5. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.*



# **Space Channel 5**

## **Contents**

**Story and Character....2**

**Controls....6**

**Dancel Shoot!....8**

**Starting Up....13**

Space Channel 5 is a memory card compatible game (Visual Memory Unit [VMU] sold separately). With this game, 5 blocks are needed to save game files. When saving or loading game files, never turn the Dreamcast power OFF or remove the memory card, controller or other peripheral devices.





**MOROLLIAN ALIEN INVASION!**  
**ALL EYES ON ULALA TO SAVE THE WORLD**

It's the 25th century, and planet Earth is in a state of crisis.

An alien race, the Morolians, have launched an invasion against Earth, randomly shooting innocent victims with a mysterious ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably, and enslaves them to alien rhythms.

Of course, their attack has caused a widespread panic.

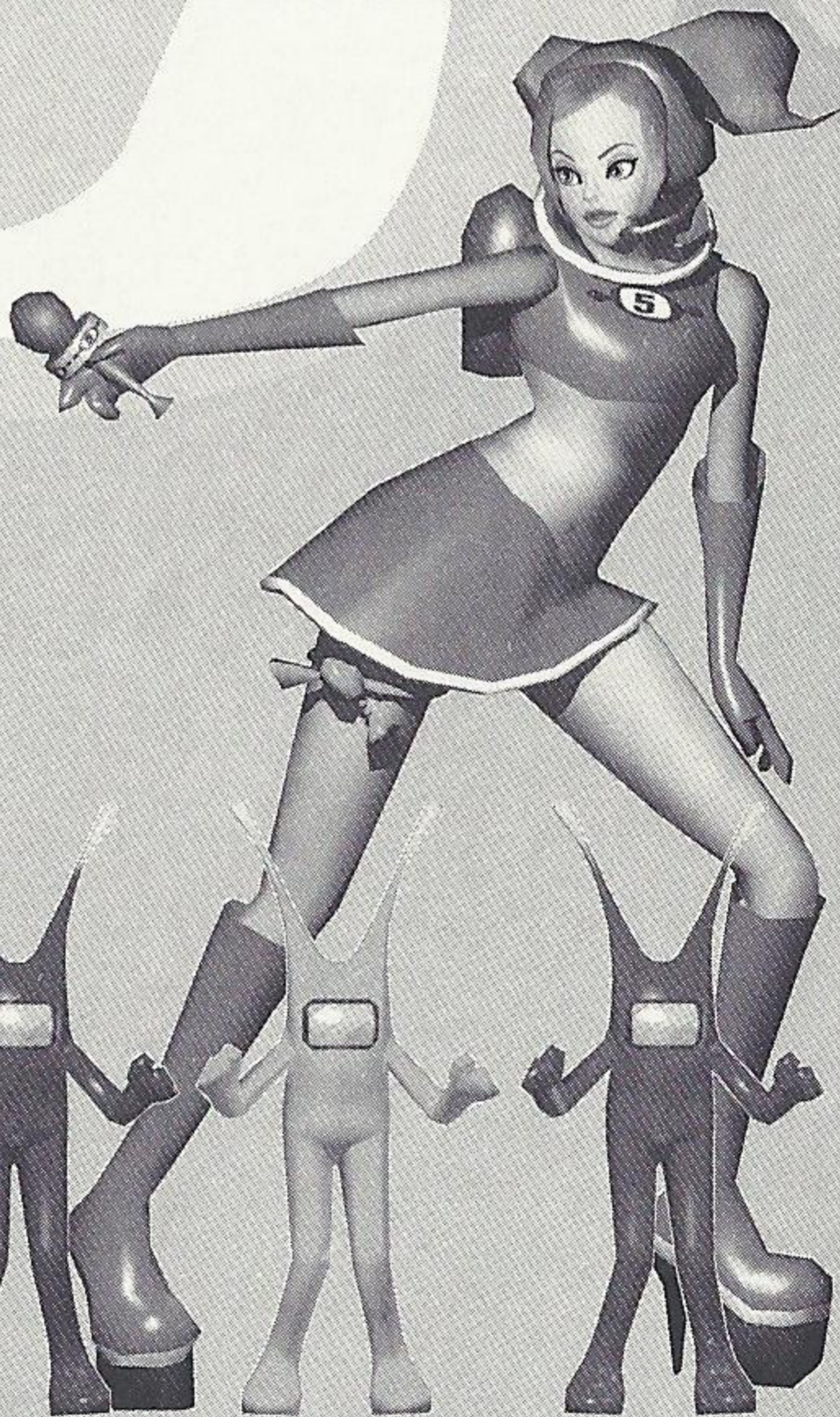
The first station to grab the scoop is a little-watched space broadcaster, "Space Channel 5." Sensing a golden opportunity to boost ratings, the director, Fuse, has sent the only reporter left who hasn't been captured, a reporter named Ulala.

The broadcast begins at the location of the first incident – Spaceport 9.

Ulala must copy the Morolians' dance steps – Up! Down! Right! Left! Shoot! Shoot! Shoot!

Ulala is the only hope we have to defeat the Morolians and free the human victims. The future of the Earth is in her hands!

**RIGHT! SHOOT!**



**Reporter ULALA**

**Birthdate:** May 30th, 2477

**Sign:** Gemini

Ulala, 22, has been working at Space Channel 5 as a reporter for the last two years. The capture of the other reporters covering the invasion has seen Ulala promoted to the investigative reporting team. This is her big chance to prove her reporting skills to the world!

**Alien MOROLIANS**

The alien race who suddenly invaded Earth, the Morolians are an odd but undeniably cute bunch. Their ray guns turn innocent humans into hypnotized go-go dancers! They are very curious and possess a high level of intelligence. Working together in groups, these are very mischievous and naughty little creatures.

**Director** *FUSE*

**Birthdate:** September 21st, 2464

**Sign:** Virgo

The 35 year-old director of the investigative reporting team, Fuse is normally a laid-back kind of guy. However, there has been a lot of pressure from his superiors, and he's been stressed out lately about the show's ratings. This anxiety has shortened his temper considerably, which probably won't help morale among his staff.

**Boss** *MOROLINA*

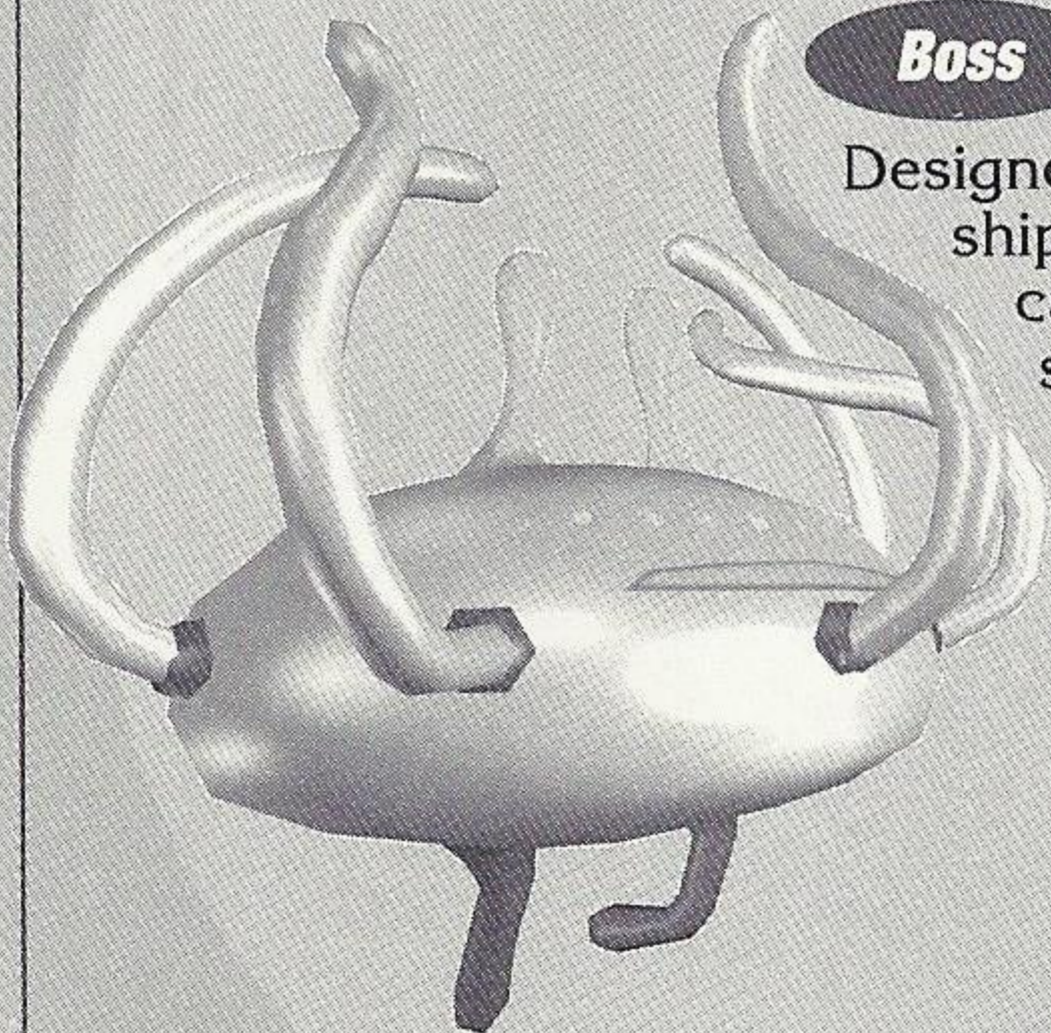
Designed to attack luxury passenger ships, this fiendish Boss character has captured a group of elementary school students. Be careful not to hit the children while shooting!

**Reporter** *PUDDING*

**Birthdate:** September 5th, 2480

**Sign:** Virgo

Pudding, a 19 year-old former teen idol, is a reporter for Channel 42. She has many adoring fans, yet harbors a strong jealousy towards Ulala, who seems to have appeared out of nowhere to steal her limelight.



Space Channel 5 is a 1 Player game.

Connect a Dreamcast Controller to Control Port A before turning the power ON.

To return to the Title Screen at any time during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons on the Dreamcast Controller. Never touch the Analog Thumb Pad or Triggers **L/R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

## DREAMCAST CONTROLLER

**ANALOG THUMB PAD**

**DIRECTIONAL PAD (D-PAD)**  
SELECT

**Y BUTTON**

**X BUTTON**

**B BUTTON**

CANCEL

**A BUTTON**

ENTER

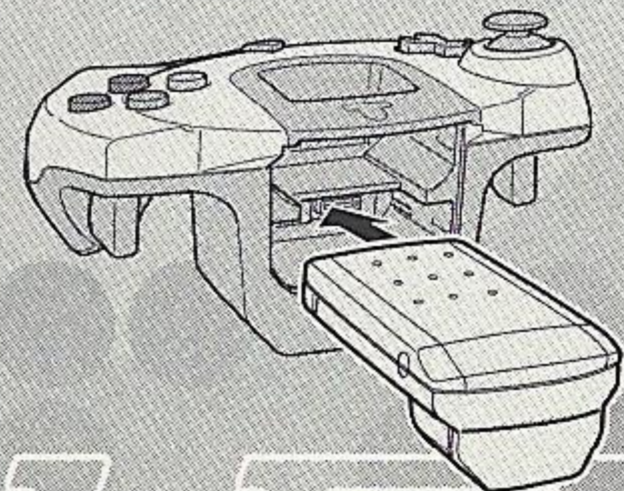
**START BUTTON**  
GAME START/PAUSE

**TRIGGER L**

**TRIGGER R**

### JUMP PACK™ (Sold Separately)

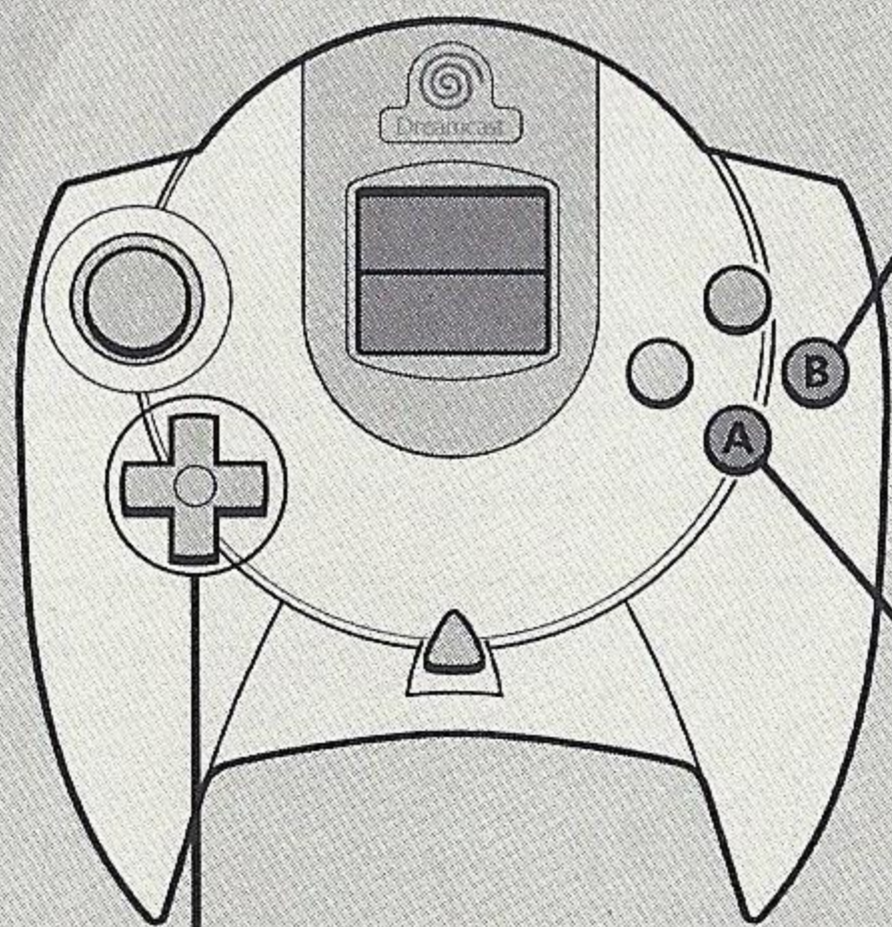
Space Channel 5 is compatible for use with the Jump Pack (sold separately). Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.





## BASIC CONTROLS

The basic controls are easy! After that it's down to your timing and reflexes. For a more detailed explanation, refer to p.8.



### ***B BUTTON BEAM***

SHOOT (RESCUE THE HUMANS!)

### ***NEWS FLASH!***

Careful with that laser, Ulala! Remember, shoot the Morolians with the **A** Button and free the humans with the **B** Button. Don't get mixed up!

### ***A BUTTON BEAM***

SHOOT (MOROLIANS)

### ***UP! DOWN! LEFT! RIGHT!***

**DANCE MODE:** Press and the **A** Button in the direction the Morolians tell you.

**SHOOTING MODE:** Press and the **A/B** Button in accordance with the directions from the game.

### ***NEWS FLASH!***

This game is all about rhythm! Closely follow the timing and movements of the Morolians, and let Ulala do her thing!

**RIGHT! SHOOT!**

# Dance! Shoot!

Ulala is the only one who can free the humans from the Morolians' dance trance. Succeed in your report by following the Morolians' dance steps and rhythm exactly!

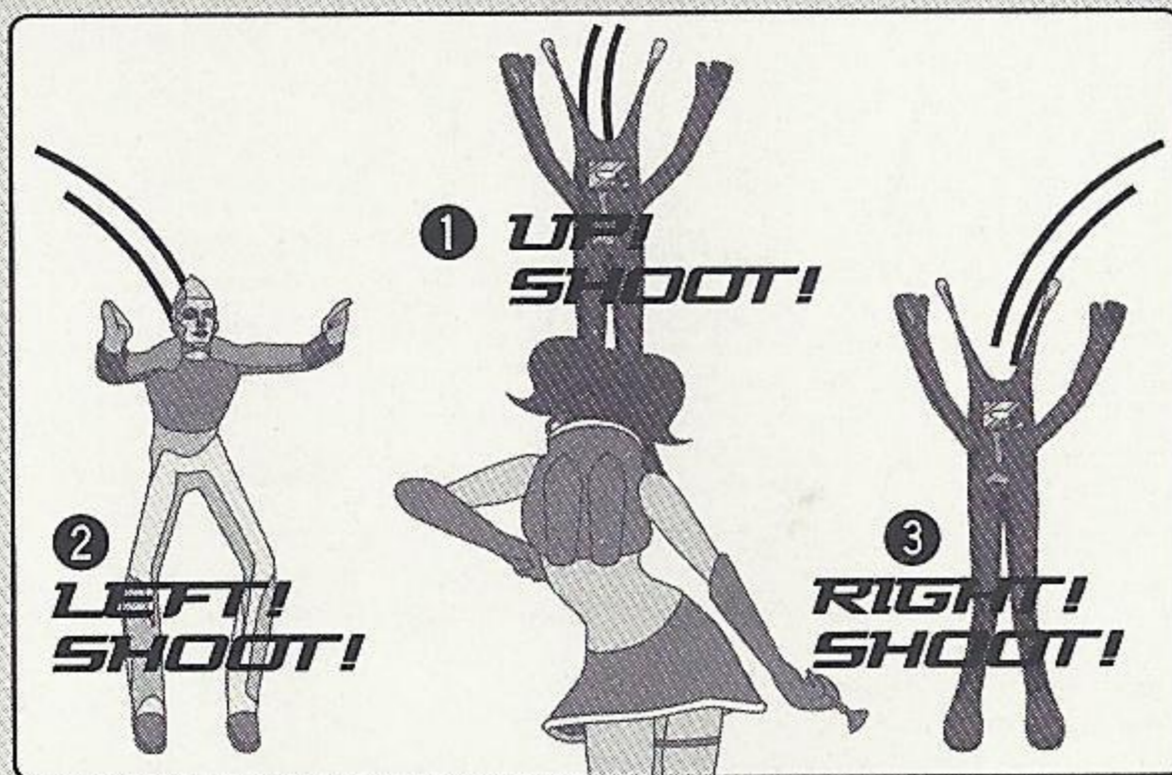
## DANCE MODE



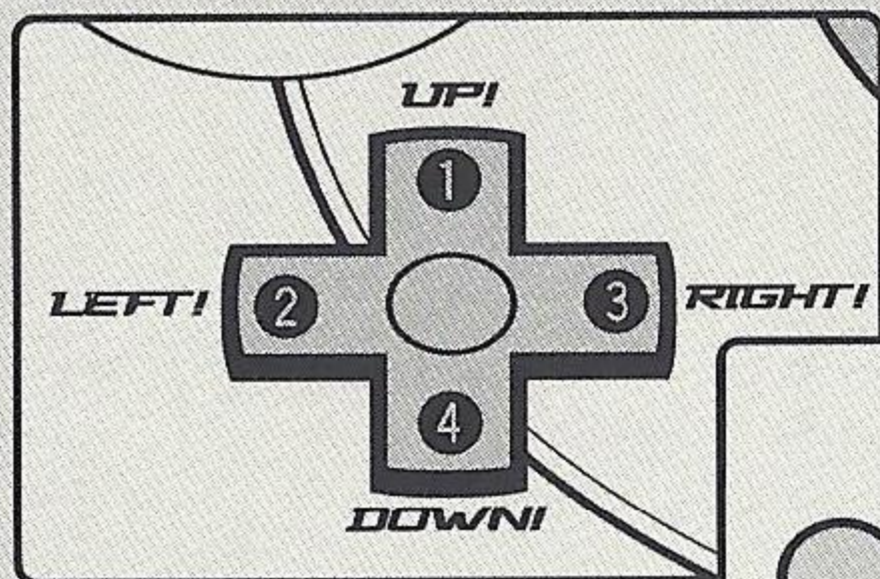
**NEWS FLASH!** Copy the rhythm and timing of the Morolians' instruction and movement!

## SHOOTING MODE

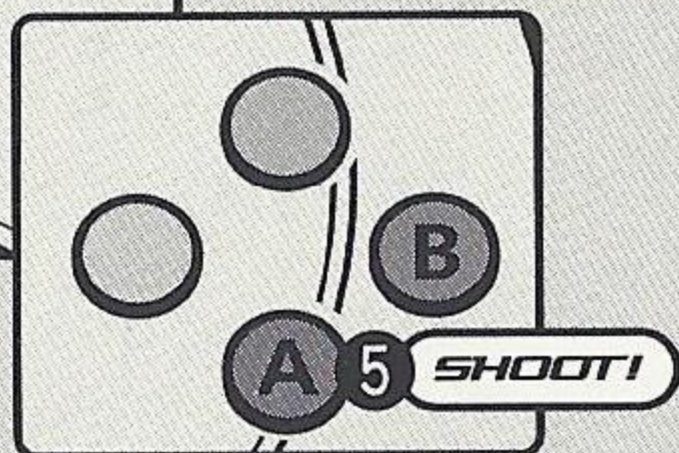
- Press the **A** Button to shoot the Morolians.
- Press the **B** Button to rescue the humans.
- Morolians/humans appear in 3 positions - "LEFT," "UP" and "RIGHT."
- Press **←↑→** in the appropriate direction and press the **A/B** Button to shoot.



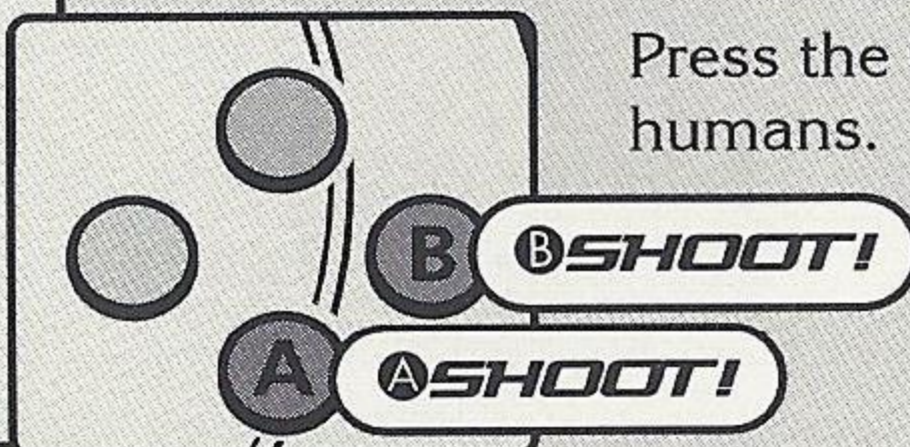
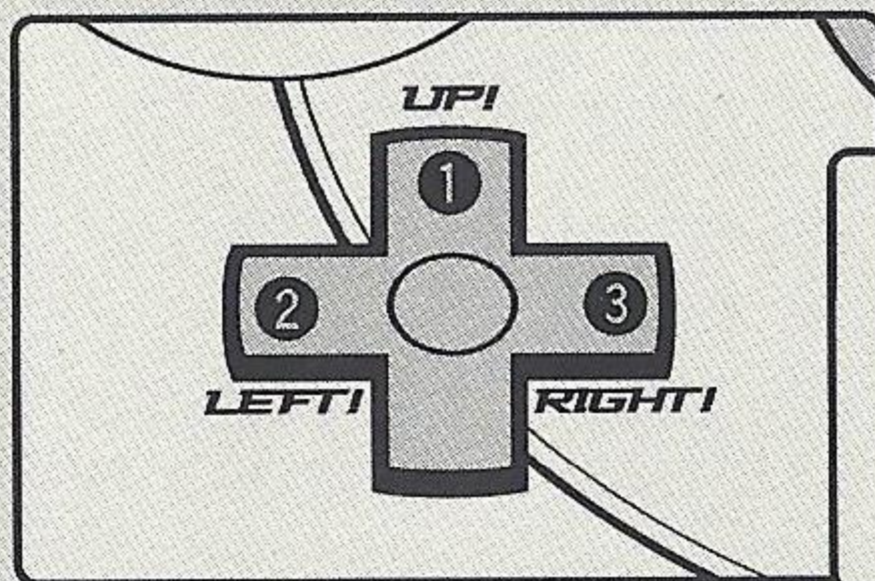
When several targets appear in the same direction, start shooting from the left.



When it's Ulala's turn to dance press the UP! LEFT! RIGHT! DOWN! SHOOT! Buttons in the same order and timing as the Morolians!



When it's Ulala's turn to shoot press the UP! LEFT! RIGHT! SHOOT! Buttons in the same order and timing as the Morolians!



Press the **A** Button to shoot the Morolians.

Press the **B** Button to free the humans.

**NEWS FLASH!**

Watch where and in what order the Morolians appear!

## THE GAME DISPLAY

The basic game display.




### DANCE MODE

### SHOOTING MODE



- 1 The number of times Urala can fail
- 2 Current View Ratings
- 3 Current turn

## PAUSE MENU

Press the Start Button while playing to pause the game and display the Pause Menu. Use   to select an item and press the  Button to enter.

- **PLAY**                      Resume playing
- **PLAY END**              Display the Game Over Screen



## GAME OVER

Either of the following conditions will cut short Ulala's career as a reporter:

- If Ratings fall to zero
- If Ratings fall short of the objective displayed at the beginning of each report (stage)
- If the heart gauge displayed when dancing against a Boss character is fully depleted

## CONTINUE

Once the game is over, the Continue Menu will be displayed. Use **↑****↓** to select an item and press the **A** Button to enter.

### CONTINUE

Continue the game from the beginning of the last report (stage).

### SAVE END

Save the game at the last played report (stage) and finish the game.

To continue a saved game, select "LOAD" from the Main Menu, load the saved file and press the **B** Button to return to the Main Menu. Then select and enter "CONTINUE." You will continue from the beginning of the saved report (stage). 5 blocks of memory are required to save 1 game file (up to 8 game files can be saved).

Once the Save End Screen is displayed, select the destination file and press the **A** Button to save. The Title Screen will be displayed upon completion.

### END

Finish the game without saving and return to the Title Screen.



After turning the Dreamcast ON, the opening movie will start. Once the Title Screen appears, press the Start Button to display the Main Menu.

Use **↑↓** to select one of 5 modes and press the **A** Button to enter.

Press the Start Button during the opening movie to skip to the Title Screen.



## **NEW GAME**

The main mode of Space Channel 5.

Select to begin the game. Dance and shoot to foil those nasty Morolians' plan to take over the earth.

## **LOAD**

Load saved game files.

## **CONTINUE**

Select after loading a saved game.

## **TUTORIAL**

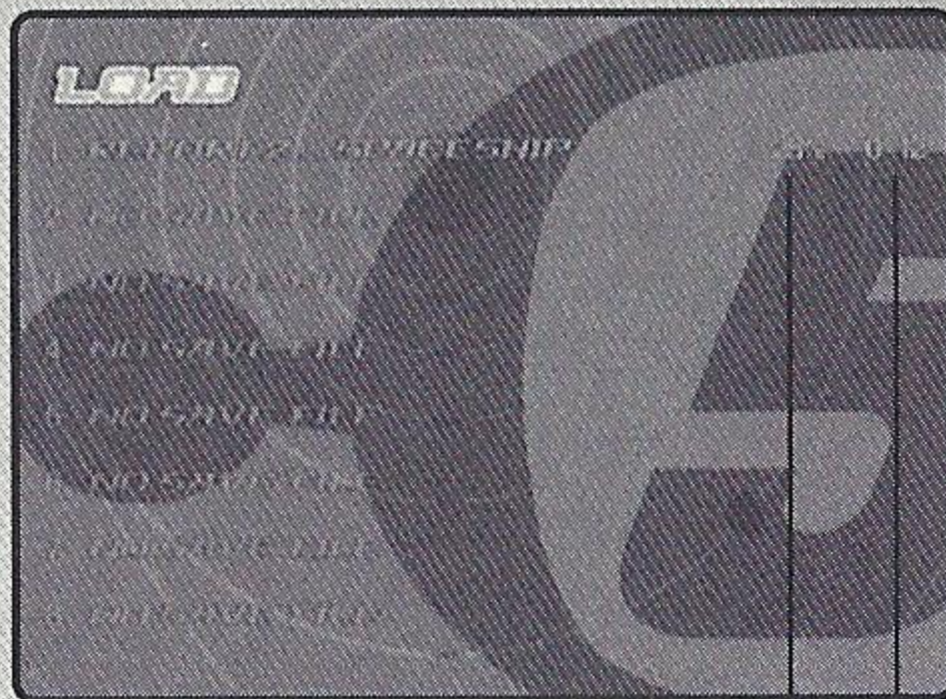
View a tutorial of the game controls.

## **OPTIONS**

Adjust the game settings.

## LOAD

Load game files saved to a memory card. Use **↑↓** to select a game file and press the **A** Button to enter. Once a file has been loaded, press the **B** Button return to the Main Menu and select and enter "CONTINUE." "NO SAVE FILE" cannot be selected.

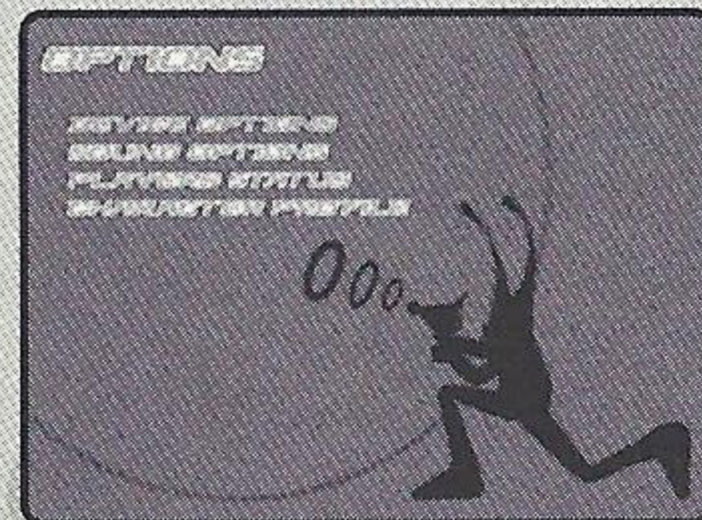


The ratings at the beginning of that report (stage)

Total time played

## OPTIONS

Adjust the game settings. Use **↑↓** to select an item and press the **A** Button to enter. Press the **B** Button to return to the previous screen. View the following pages for information regarding the Option Menu items.





## DEVICE OPTIONS

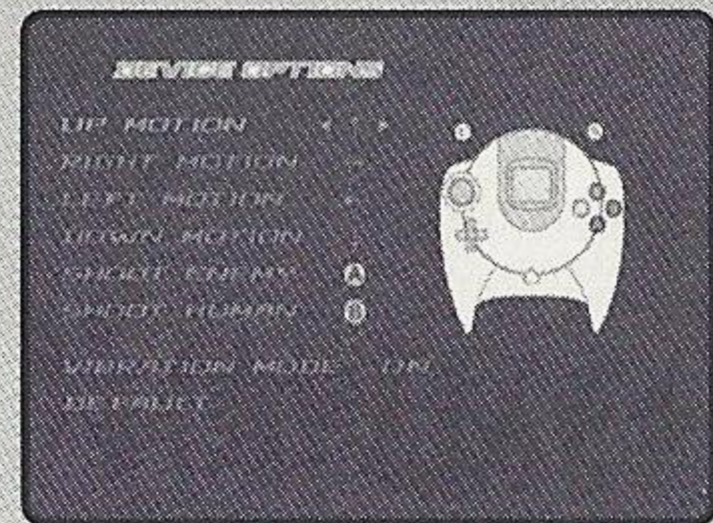
Adjust the controller settings. Use **↑↓** to select a control function and **←→** to adjust. It is possible to give several buttons the same function.

Press the **B** Button to return to the Options Menu.

### VIBRATION MODE

Select the function of the Jump Pack:

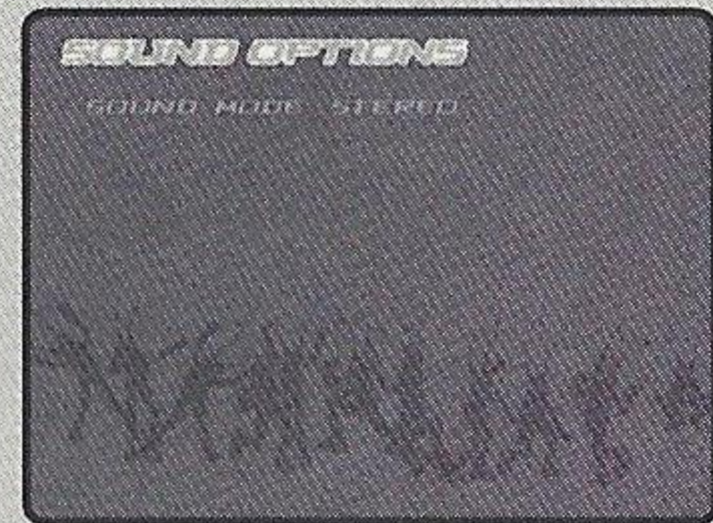
- OFF            The Jump Pack will not function
- ON             The Jump Pack will vibrate when Ulala makes a mistake



## SOUND OPTIONS

Use **←→** to adjust and press the **B** Button to return to the Options Menu.

- SOUND MODE Select Stereo or Mono sound output



## PLAYER'S STATUS

View Ulala's performance. Use **↑↓** to select a report (stage). Press the **B** Button to return to the Options Menu.

- **MINIMUM VIEW RATING** The minimum level of Ratings needed to proceed to the following report (stage)
- **OVERALL VIEW RATING** The Ratings level when the report (stage) was cleared
- **MAXIMUM VIEW RATING** The best Rating of that report (stage)
- **RESCUE RATING** The percentage of victims rescued
- **EXPECTED VIEW RATING** Ratings will start at this level in the next report (stage)

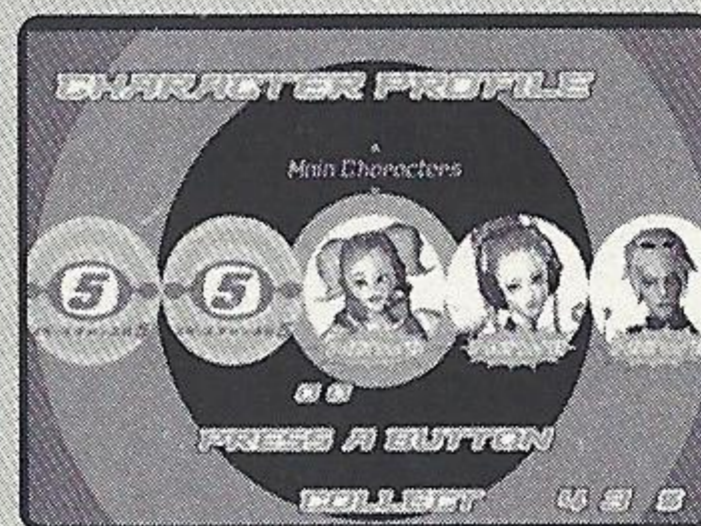
PLAYER'S BEST RECORD	
REPORT 1	REPORT 2
Minimum View Rating	1 0 0
Overall View Rating	2 0 0
Maximum View Rating	2 0 0
Rescue Rating	7 0 0
Expected View Rating	2 0 0

## CHARACTER PROFILE

View the profiles of characters featured in Space Channel 5. It is necessary to rescue a character before their profile can be viewed.

Use **↑↓** to select a character category and **←→** to select a character. Press the **A** Button to view the character profile and the **B** Button to return to the previous screen.

Once a character profile is displayed use **↑↓←→** to alter the camera angle of each character.



**\*THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

## Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site [http://www.sega.com/customer\\_service](http://www.sega.com/customer_service)
- e-mail [support@sega.com](mailto:support@sega.com)
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342.

## LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY 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 U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Space Channel 5 are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 2000. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All rights reserved. Programmed in Japan. Made and printed in the USA.

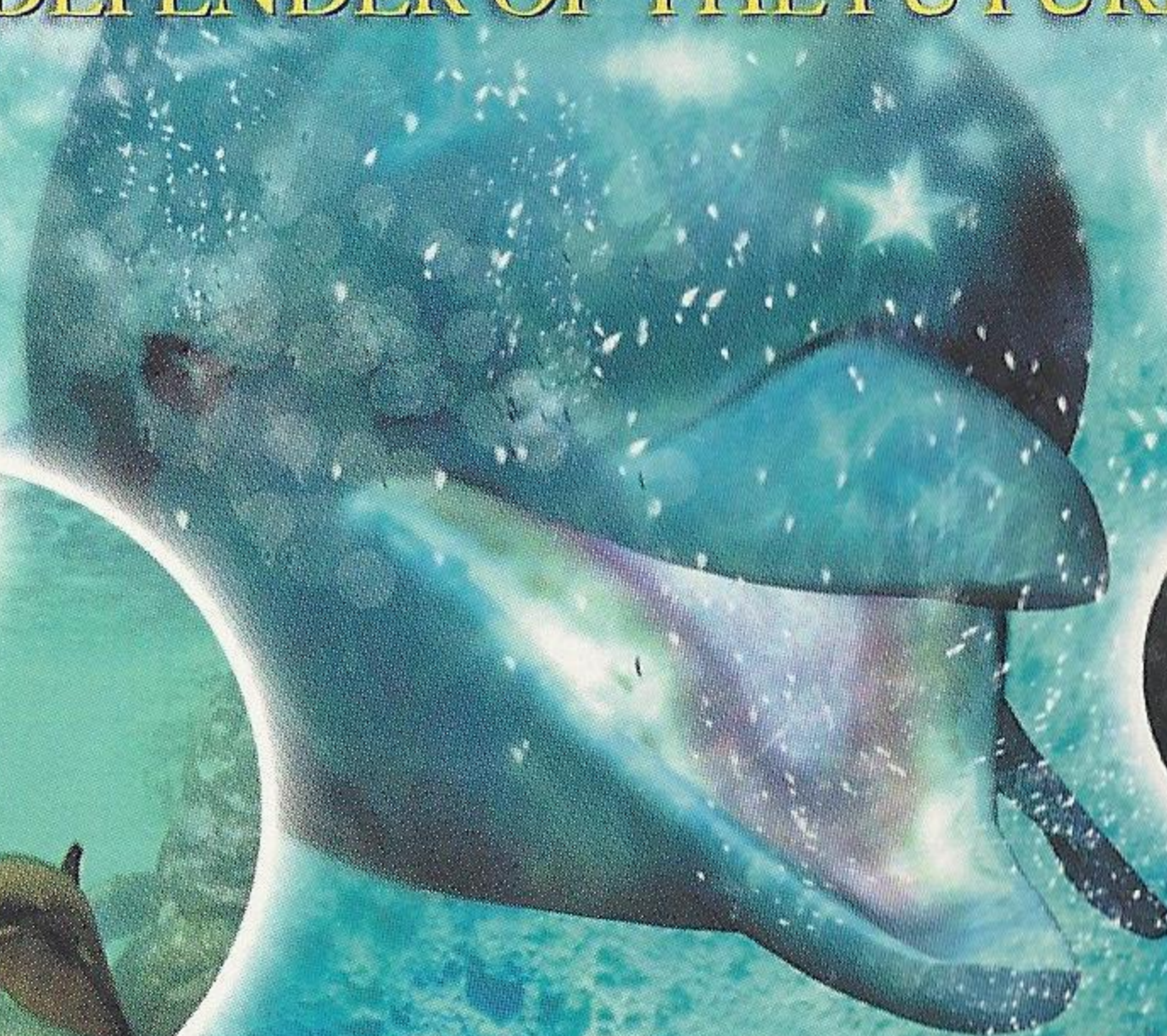
Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.

Our Fine-Finned Hero is Back!

# eCCCO

## THE DOLPHIN™

### DEFENDER OF THE FUTURE



Appaloosa  
Interactive

SEGA®

© SEGA ENTERPRISES, LTD. 2000. Appaloosa Interactive Corporation. 1998-2000.  
All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo, ECCO THE DOLPHIN  
and DEFENDER OF THE FUTURE are trademarks or registered trademarks of  
SEGA ENTERPRISES, LTD or its affiliates.