BLUE STINGER™
MATURE
M
CONTENT RATED BY
ESRB
SEGA®
ACTIVISION®
T-13001N

WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega 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 Sega 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 Sega 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 Sega 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.

BLUE STINGER

Thank you for purchasing *Blue Stinger* for the Sega Dreamcast. Please take a moment to familiarize yourself with this manual before playing the game.

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This game requires a VMU for data to be saved.
Each saved game requires four blocks of memory.

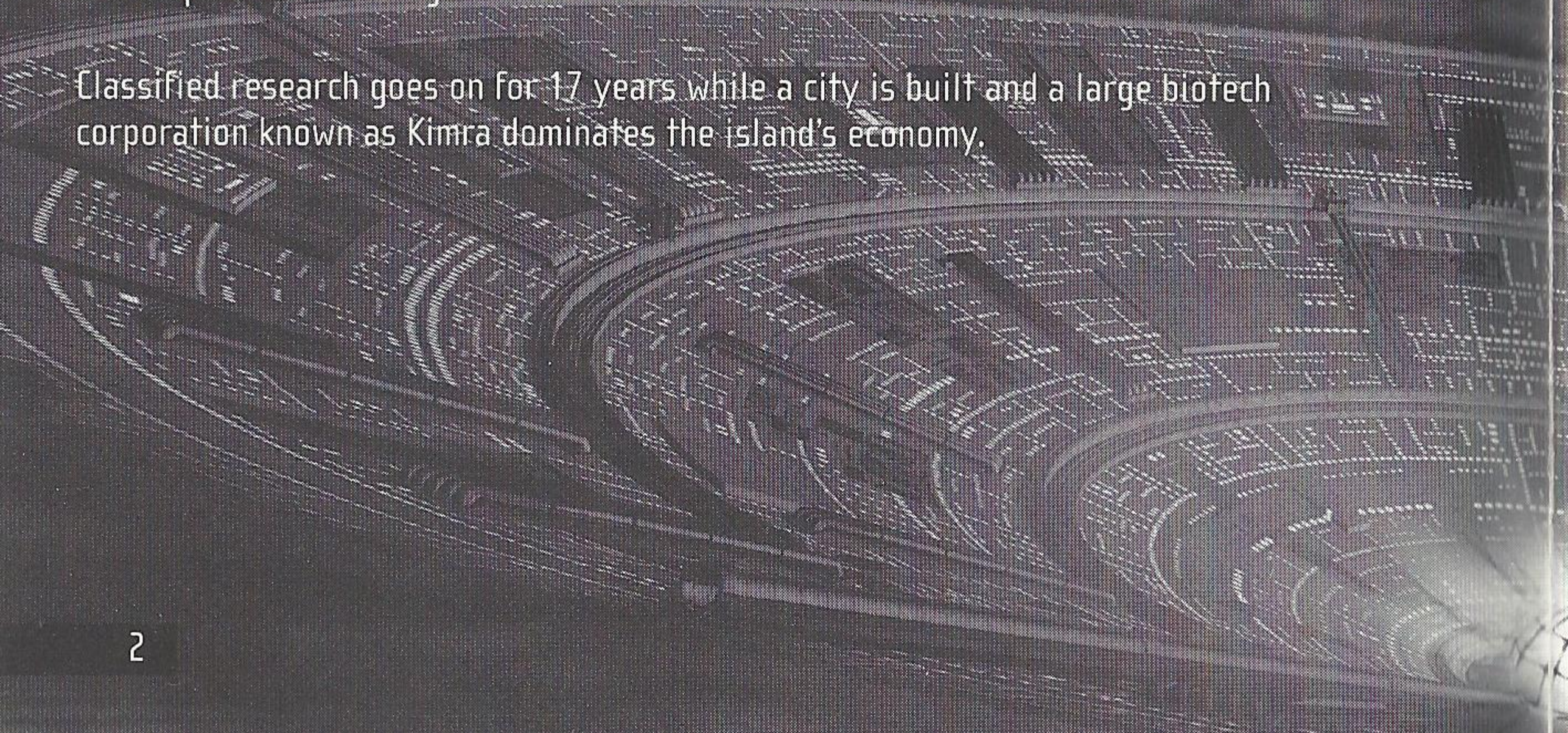
Dinosaur Island

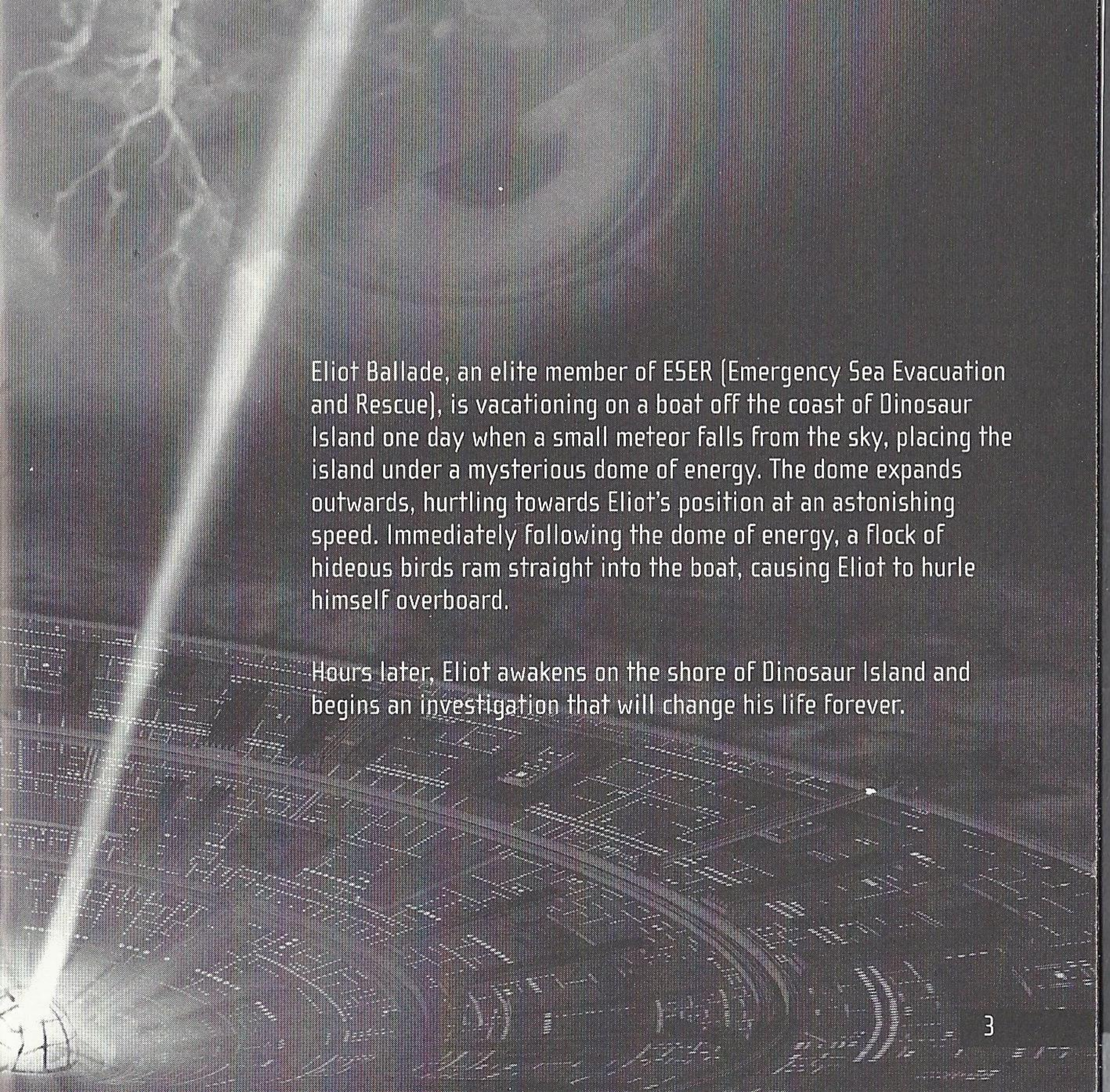
A giant meteor crashes into the Yucatan Peninsula, wreaking havoc upon the earth's ecosystem and bringing about a nuclear winter that pushes the dinosaurs to extinction.

In the year 2000, 65 million years later, a massive earthquake hits Mexico, sending shockwaves throughout the region.

From the depths of the ocean near the Yucatan Peninsula, an unknown island emerges with what appears to be the crater caused by the impact of the meteor. American and Mexican government officials call the new land mass Dinosaur Island and dispatch an investigative task force to the island.

Classified research goes on for 17 years while a city is built and a large biotech corporation known as Kimra dominates the island's economy.



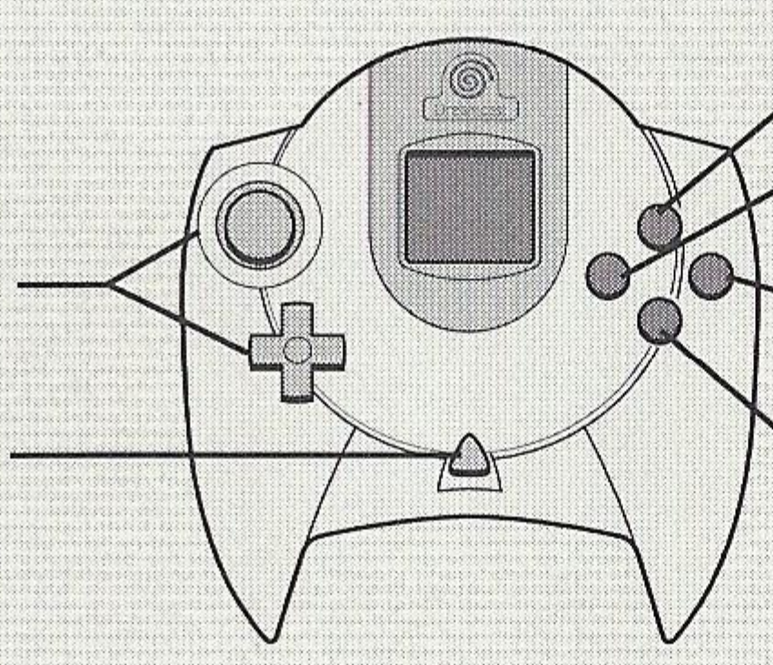


Eliot Ballade, an elite member of ESER (Emergency Sea Evacuation and Rescue), is vacationing on a boat off the coast of Dinosaur Island one day when a small meteor falls from the sky, placing the island under a mysterious dome of energy. The dome expands outwards, hurtling towards Eliot's position at an astonishing speed. Immediately following the dome of energy, a flock of hideous birds ram straight into the boat, causing Eliot to hurle himself overboard.

Hours later, Eliot awakens on the shore of Dinosaur Island and begins an investigation that will change his life forever.

game controls

Blue Stinger is a single-player game. Before turning the Sega Dreamcast power ON, please make sure that your Sega Dreamcast control pad is inserted into controller port A on the Sega Dreamcast Hardware Unit. During the game, you may play the character of Eliot or Dogs. Some of the controls perform slightly differently depending on which character you are playing.



Fire currently selected weapon.

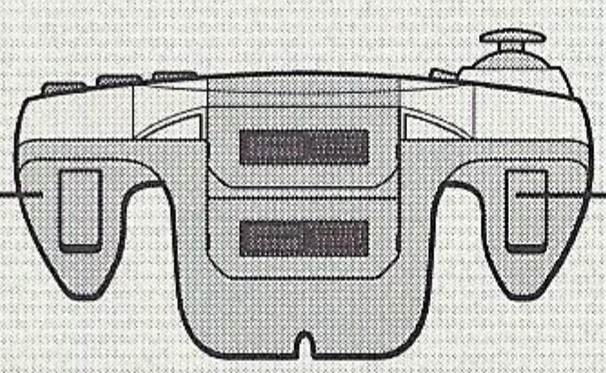
Punch/kick/swing hand weapon. Press repeatedly for combo moves.

Move character left, right, back, forward.

Cancel Button. Causes Eliot to swim when in water.

Display Portable Access Terminal.

Accept choice/Inspect object. Causes character to climb ladder/obstacle.



Zooms map in. Fire selected weapon.

Zooms map out. Control manual camera.

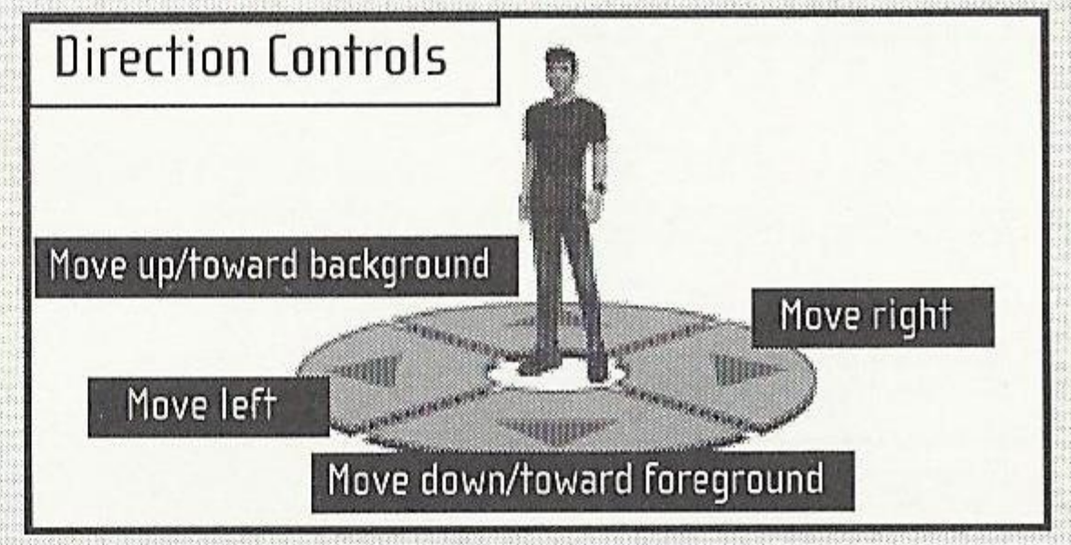
Note: To return to the title screen at any point during the game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** Buttons. This will soft-reset the game and display the title screen.

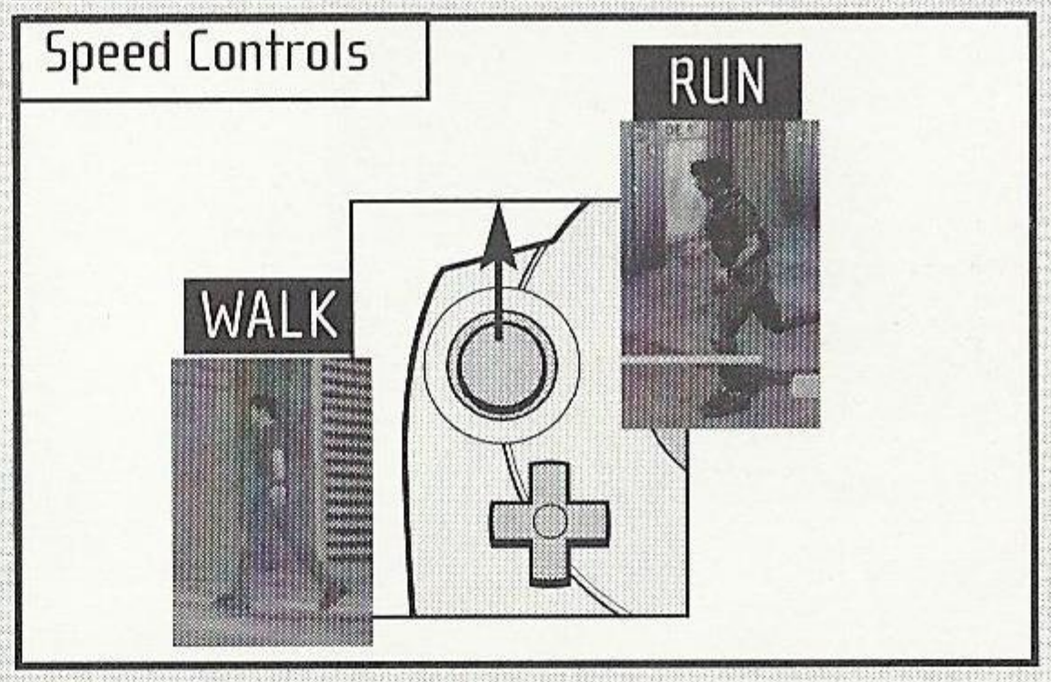
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

CONTROLLING MOVEMENT

Pushing the Analog Thumb Pad in a particular direction will cause your character to move in that direction. The speed that your character moves will depend on how far you push the thumb pad. It is also possible to move your character with the directional buttons.

Some objects can be "pushed" by moving against them.

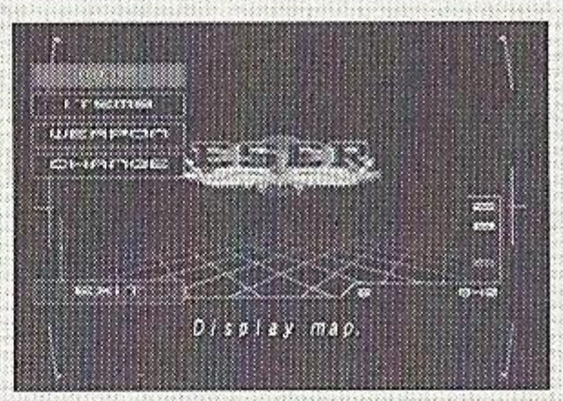




INTERACTION

Pressing the **A** button will let you interact with an object in front of you. It's a good idea to press the A Button when you come across anything that you think you might be able to interact with or manipulate. The way you interact with an object will vary, depending on the type of object. The A button will let you pick up items, use items, open doors, operate control panels, climb ladders, go up staircases, and carry out various other actions.

PORTABLE ACCESS TERMINAL



Pressing the **Start** button will bring up your portable access terminal screen. Instructions for using the terminal can be found on pages 12 and 13 of this manual. Pressing the **Start** button from the terminal screen will return you to the game.

Note: *Blue Stinger* is not compatible with any other controllers. Operation with incompatible controllers is not guaranteed.

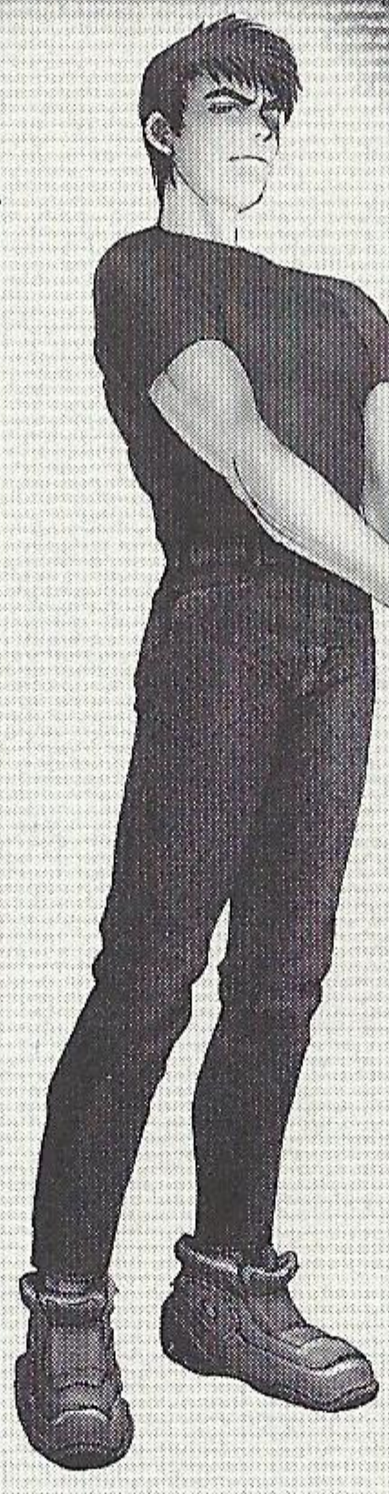
CONTROLLING ELIOT

Eliot can use both long-range and short-range weapons.

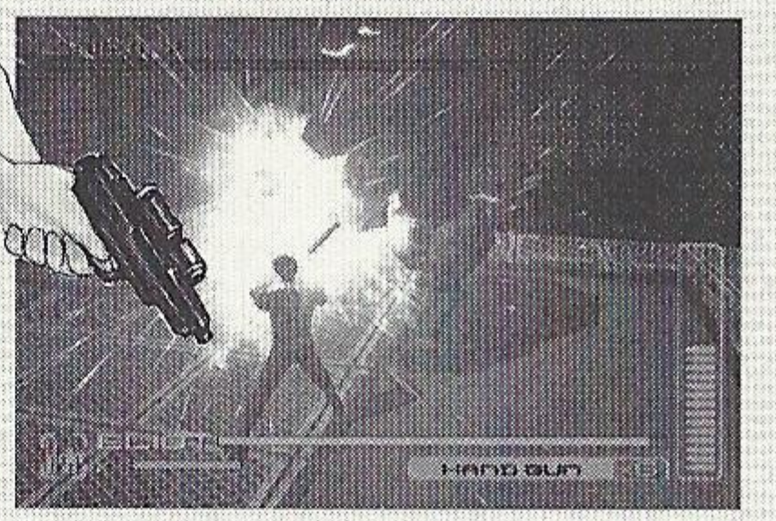
LONG-RANGE ATTACK

R Trigger

Use the right trigger to fire your currently selected long-range weapon. When the weapon is empty, press the **right trigger** again to reload. As long as you are pointing in the general direction of an enemy, the weapon will aim automatically for you.



SHORT-RANGE ATTACK



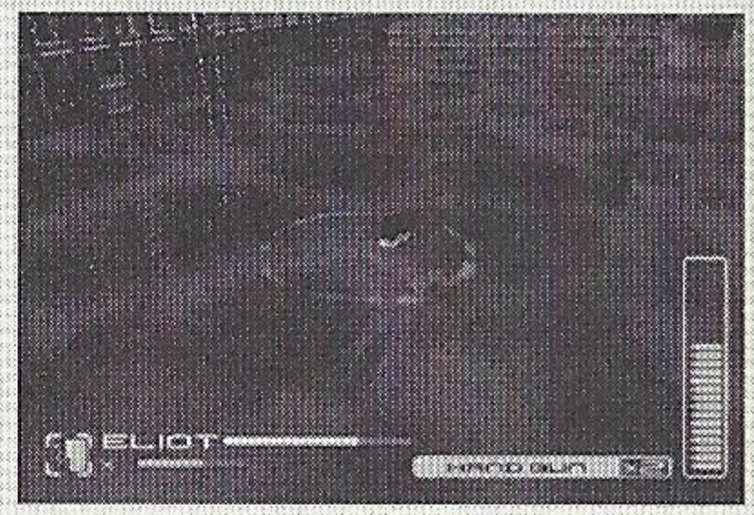
X Button

Press the **X** button to use your currently selected short-range weapon. If you do not have a short-range weapon, Eliot will use his fists. Each weapon has a variety of different attacks, which are controlled by the X button.

SWIMMING

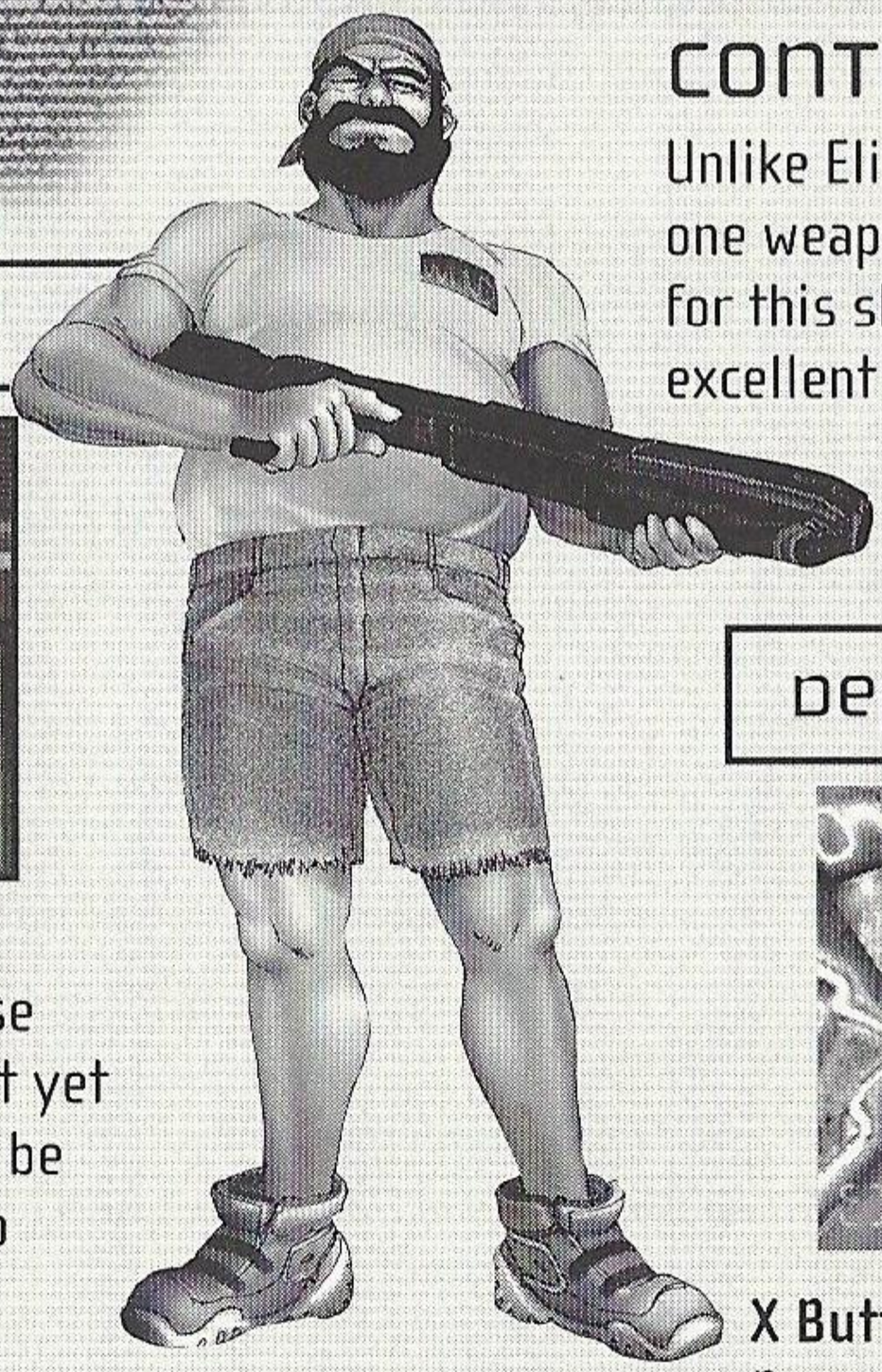
B Button

If you press the **B** button while in the water, Eliot will start swimming. Use the analog thumb pad to control which direction Eliot swims. When Eliot starts to run out of air, press the **B** button by itself (no thumb pad input) to make him swim to the surface.

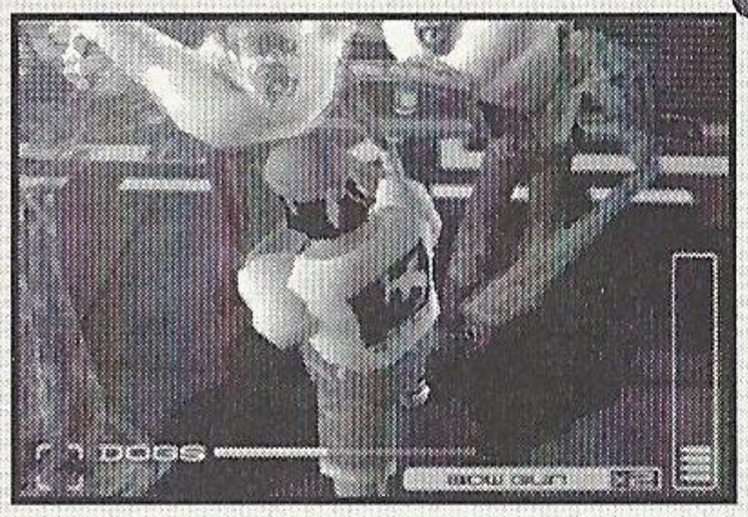


CONTROLLING DOGS

Unlike Eliot, Dogs can only handle one weapon at a time. He makes up for this shortcoming with his excellent defensive skills.



ATTACK

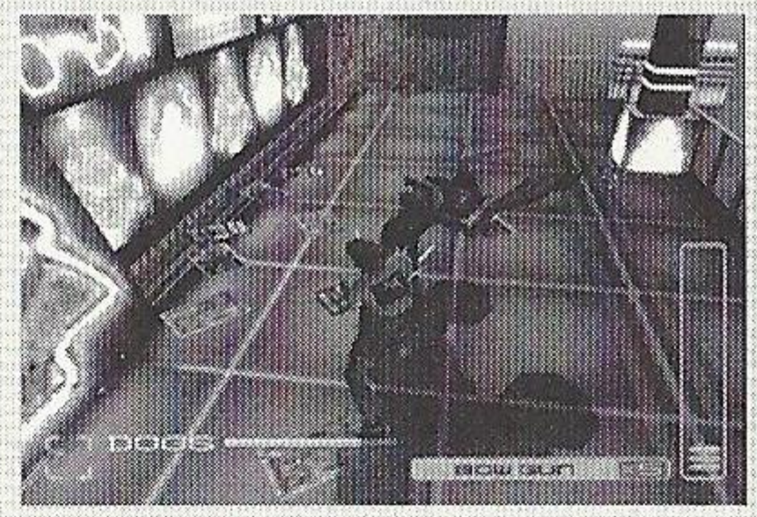


R Trigger
Press the **right trigger** to use your weapon. If Dogs has not yet acquired a weapon, he won't be able to attack. There are two types of weapons available, short-range and long-range.

EXTRA DAMAGE

Some enemy characters take more damage from certain weapons than from other weapons. If an enemy is taking extra damage, it will flash red when hit. Remember which weapon you are using–it will come in handy the next time you encounter the same kind of enemy.

DEFENSE



X Button
Press the **X** button to defend against enemy attacks. Be aware that your defense is not perfect. In some cases, you will still take some damage from an attack you defended against. There will also be times when your defensive moves do you no good at all.

Starting a Game

Main Menu

Press the **Start** button from the title screen to bring up the Main menu. Use the up and down directional buttons to scroll through the menu items, then press the **A** button or the **Start** button to continue.

New Game

Choose this option when you want to start the game from the very beginning. When you first start the game, you can only play Eliot's character. Once you advance past a certain point, you will be able to switch freely between playing Eliot and playing Dogs.

Load Game

The Load Game option allows you to start playing from a previously saved spot in the game. Select the slot containing the VMU memory card you want to use, then press the **A** button. Next, select the file you want to start playing from and press the **A** button. Press the **A** button again to confirm.

Options

The Options menu lets you change the game settings. Use the up and down directional buttons to select the item you wish to modify. You can cycle through the settings for a highlighted item with the left and right directional buttons. To return to the Main menu, select **Exit** or press the **Start** button.

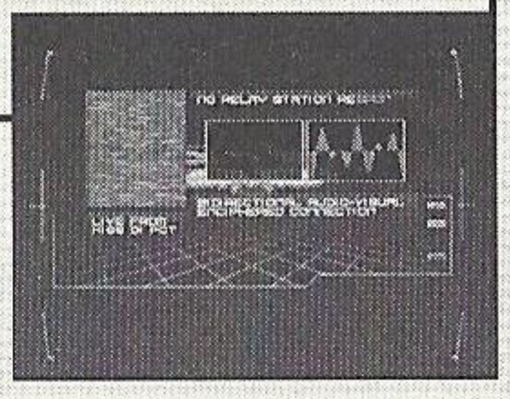
Difficulty – Choose the level of difficulty you want to play.
Sound – Choose between stereo and mono audio output.

THE GOAL OF THE GAME

YOUR MISSION

Your task is to solve the mystery of Dinosaur Island. Use the different skills of Eliot and Dogs to your advantage as you explore the strange island, solving puzzles as you go. Each side-mission you solve will reveal another piece of the overall puzzle of Dinosaur Island.

USING THE PORTABLE ACCESS TERMINAL

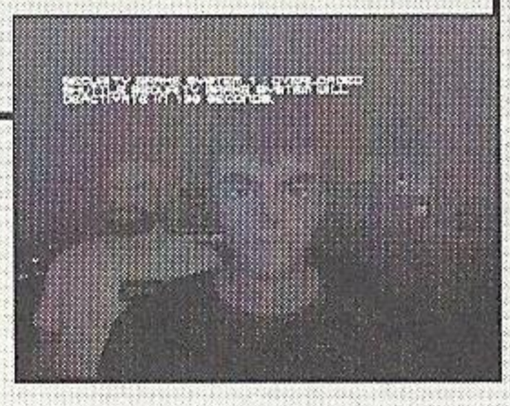


Every so often, Janine King will send Eliot messages through his regulation ESER portable access terminal. When a message comes in, press the **Start** button to receive it.

GAME OVER

Each time a monster inflicts damage on you, you will lose health points. If the health of either Dogs or Eliot falls to zero, the game is over, and you'll be returned to the title screen.

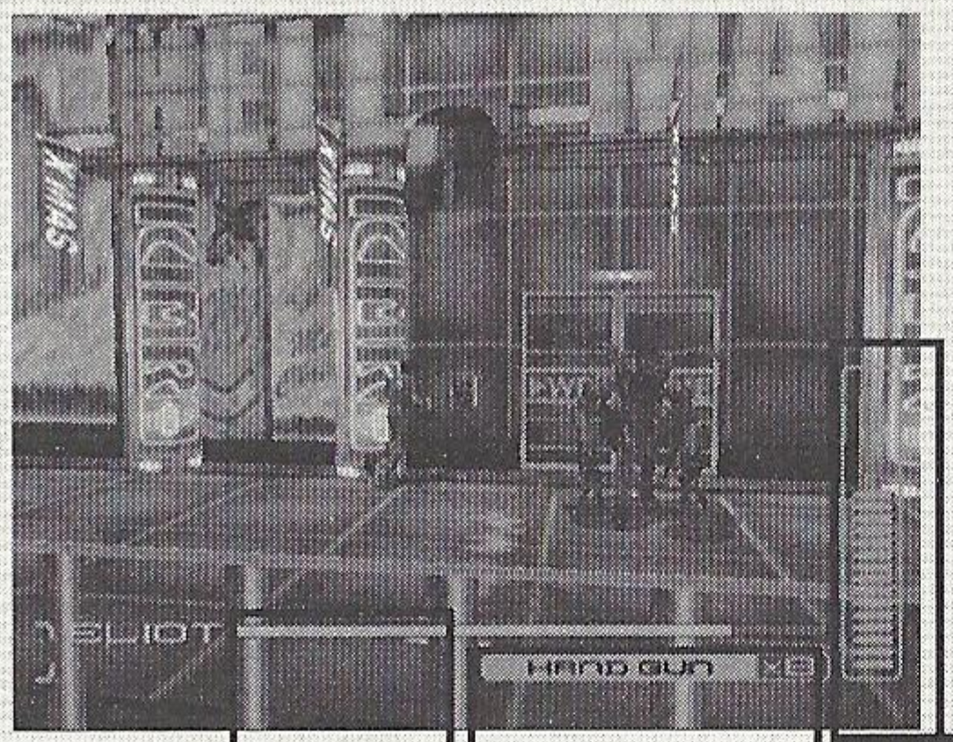
SIDE-MISSIONS



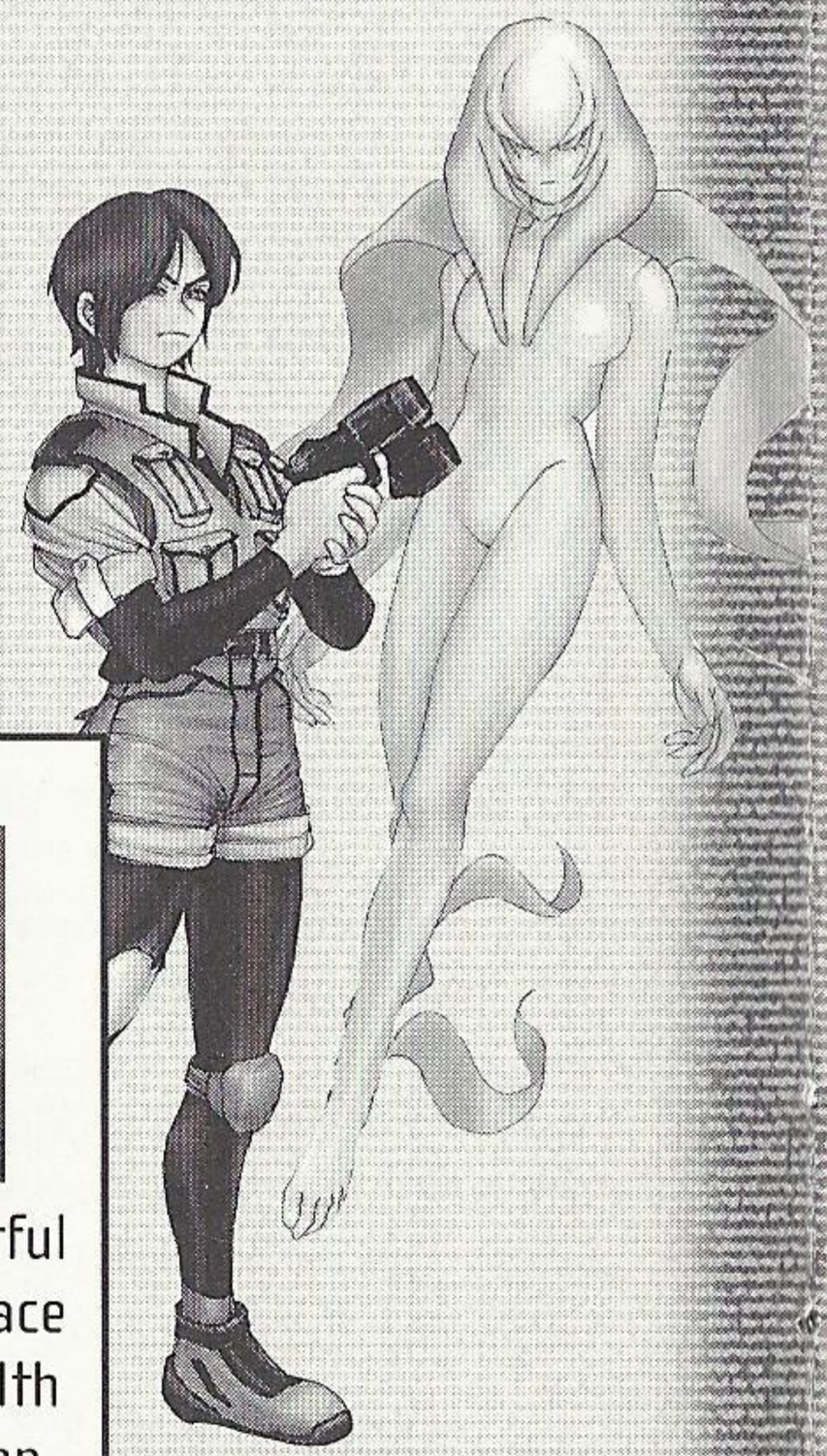
As you progress through your mission, you may encounter certain situations where you have the chance to rescue someone or perform some other task. If you succeed, you may be rewarded with a new weapon or item. However, the game will go on even if you don't successfully complete a side-mission. The side-missions have no bearing on the success of your overall mission.

THE game screen

BASIC STATUS INDICATORS

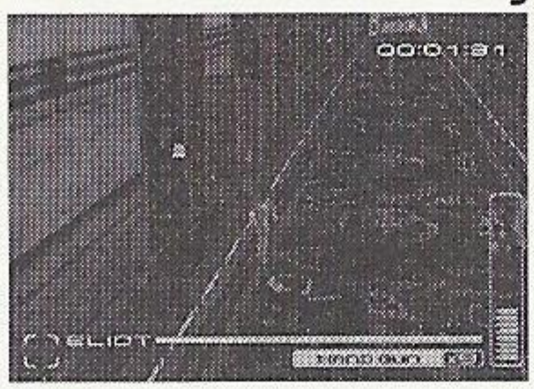


This is the basic Blue Stinger game screen. During cut scenes, the status bars will disappear and your character will be controlled by the computer.



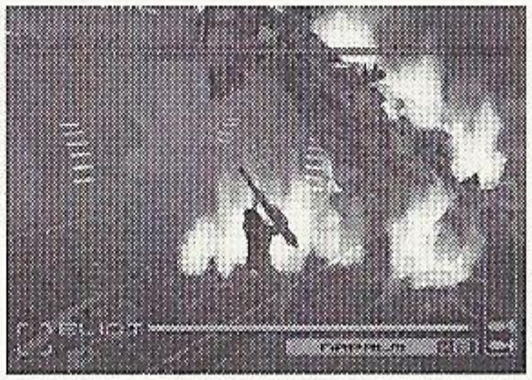
OTHER INFORMATION

TIME REMAINING



During side-missions which incorporate a time limit, the time remaining to complete the mission will be shown on the top right corner of the screen.

ENEMY HEALTH

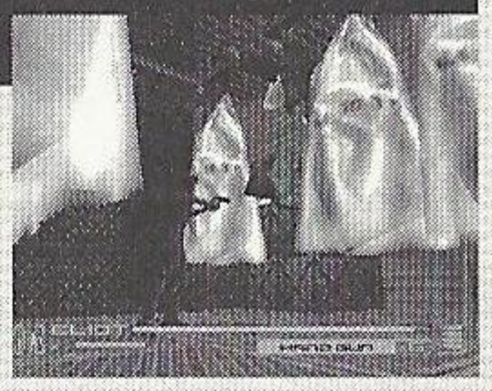


Some of the more powerful enemy characters you face will have their own health bar, displayed at the top of the screen.

Secondary Status Bars

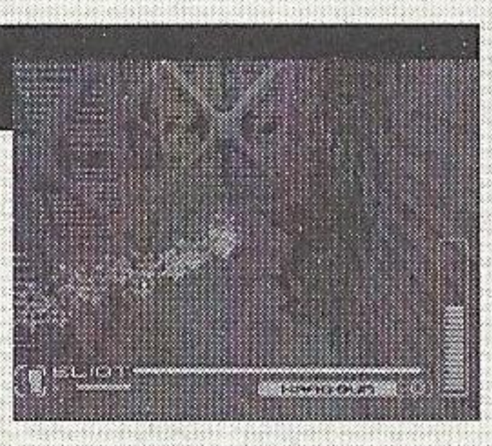
In addition to your health status bar, various other status bars will appear throughout the game. You can tell what the secondary status bars refer to by looking at the icon in the lower left corner of the screen.

Body Temperature



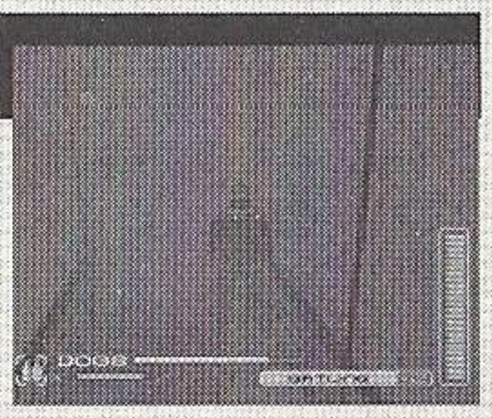
When you enter a very hot or very cold location, a body temperature bar will appear. You can only handle extreme temperatures for a short period of time before you start to lose health points. If you stay too long in an extreme environment–as displayed on your body temperature bar–you will lose health points steadily until you return to an area with normal temperatures.

Lung Meter



The lung meter measures how much air is left in your lungs. It will appear when you swim underwater. If you run out of air underwater, you will lose a lot of health very quickly. Return to the surface to catch your breath.

Oxygen Mask



If you have acquired an oxygen mask, your character will use it automatically whenever you enter a no-oxygen environment. The oxygen mask status bar shows how much oxygen the mask currently contains. When the mask runs out of oxygen, you won't be able to use it again until it recharges.

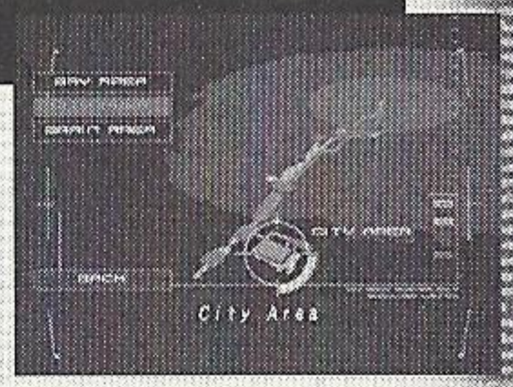
USING THE PORTABLE ACCESS TERMINAL

THE TERMINAL SCREEN

Every member of the ESER team carries a portable access terminal. Your terminal will let you select various items and weapons, as well as switch characters.

Press the **Start** button to access the terminal. From the main terminal menu, select a submenu, then press the **A** button. You can move back to the previous menu by pressing the **B** button or selecting **Back**. Pressing the **Start** button from within the terminal window will return you directly to the game.

MAP



The terminal has an automatic mapping feature, which you can use to find out where you are and where you have been. Interactive information kiosks located throughout the island will provide you with free downloadable maps of the surrounding area.

Use the **up** and **down directional buttons** to select which region of the island you want to see, then press the **A** button to pull up that region's map. If you want to see a close-up view of a particular area, highlight the area, then press the **A** button. In close-up views, areas you have already explored will be shown in green, and unexplored areas will be shown in blue. The area you are in will be shown in red.

ITEMS

You can control your item inventory from the Items menu. Select either **Food** or **Other**, then select the particular item you wish to work with. Food items are items that restore and/or improve your health. Other items are those that come into play at certain points in the game. You can see an explanation of any item in your inventory by choosing the item and selecting **Info**.

WEAPONS

The Weapons menu lets you select a new weapon for each character. First, choose the character whose weapon you want to change, then pick the weapon you want to use. If you need more information on a particular weapon, select **Info**.

short-range/long-range

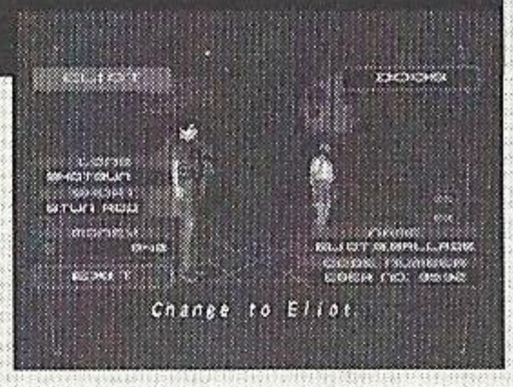
Switching Between Short-range and Long-range Weapons

Eliot can arm himself with both a short-range and a long-range weapon. Dogs can use only one type of weapon at a time.

To toggle the weapons list between short-range and long-range weapons, select the Long or Short icon on the lower right hand side of the screen and press the **A** button.

CHANGE CHARACTERS

You can switch between Eliot and Dogs by choosing the character you want to play using the left and right directional buttons, and then pressing the **A** button.

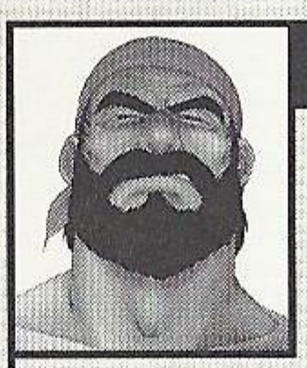


Eliot vs Dogs

When choosing which character to play for a particular segment of the game, don't forget that Eliot and Dogs have very different abilities:

Eliot

- Can swim.
- Is fast and agile.
- Can carry both a long-range weapon and a short-range weapon at the same time.



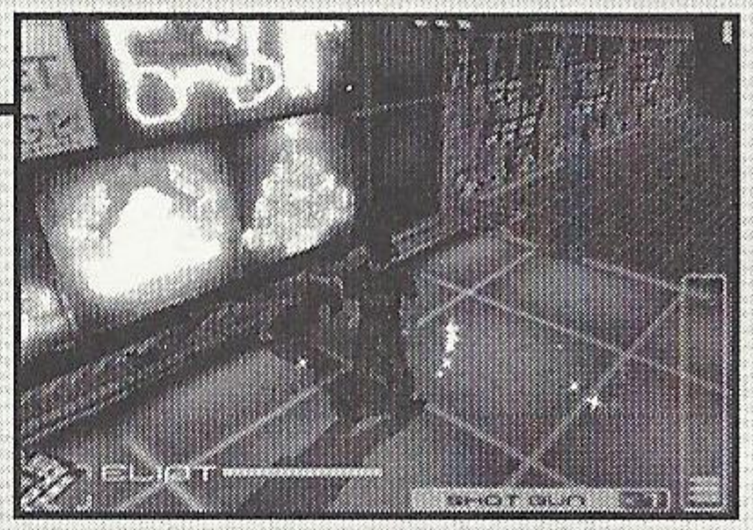
Dogs

- Can use more powerful weapons.
- Can defend himself against attacks.
- Has a stronger constitution.

Vending Machines

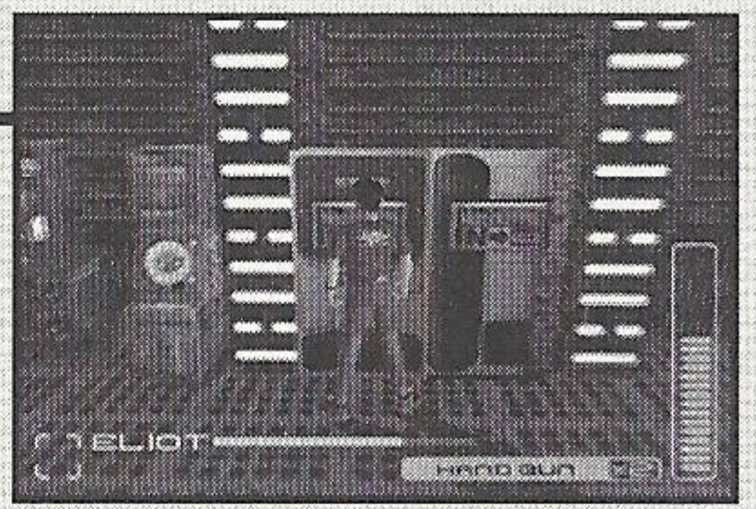
Money

Some of the enemies you fight will be carrying money. If you defeat them, their money will scatter and you can pick it up. The money you acquire in combat is put into a joint account that Eliot and Dogs share.



Purchasing Weapons and Items

You can use your money to purchase health-giving food items, deadly weapons, and other items at the vending machines located throughout Dinosaur Island.

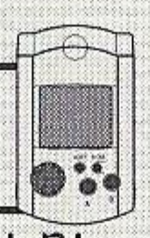


To use a vending machine, stand in front of it and press the **A** button. Choose the item you want to buy with the left and right directional buttons. If you have enough money, you can purchase the highlighted item by pressing the **A** button. To return to the game screen, press the **B** button or select **Exit**.

Available Money

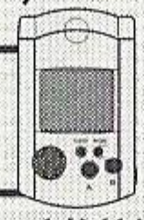
saving the game

memory stations



At various locations throughout Dinosaur Island, you will find machines at which you can save your current location and situation. To save your game, stand in front of a Memory Station and press the **A** button. This will bring up the Save Game menu. You can save games as often as you like, though only six games can be saved on any one VMU.

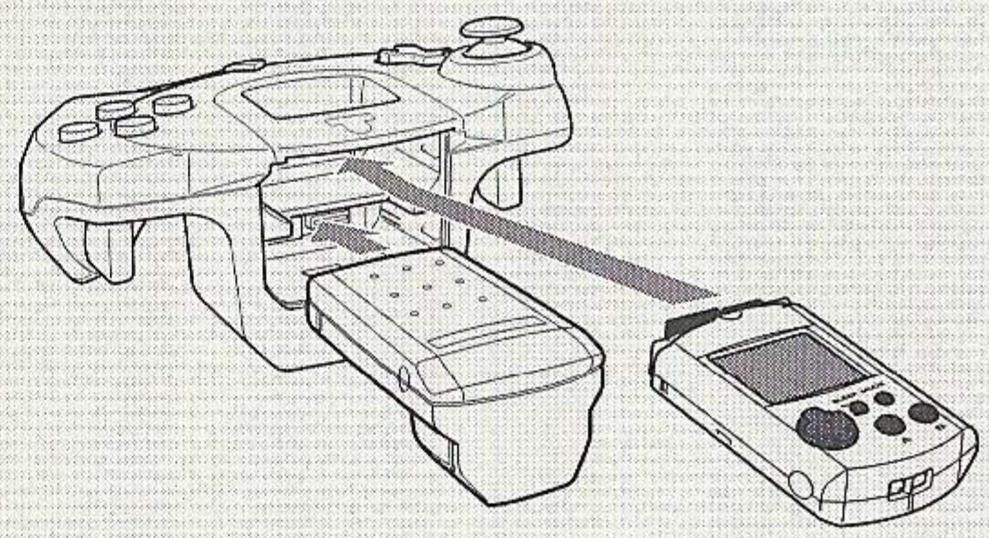
the save game



Select the socket containing the VMU you want to use, then press the **A** button. Next, select the file number that you want to save to and press the **A** button. Press the **A** button again to confirm your choice.

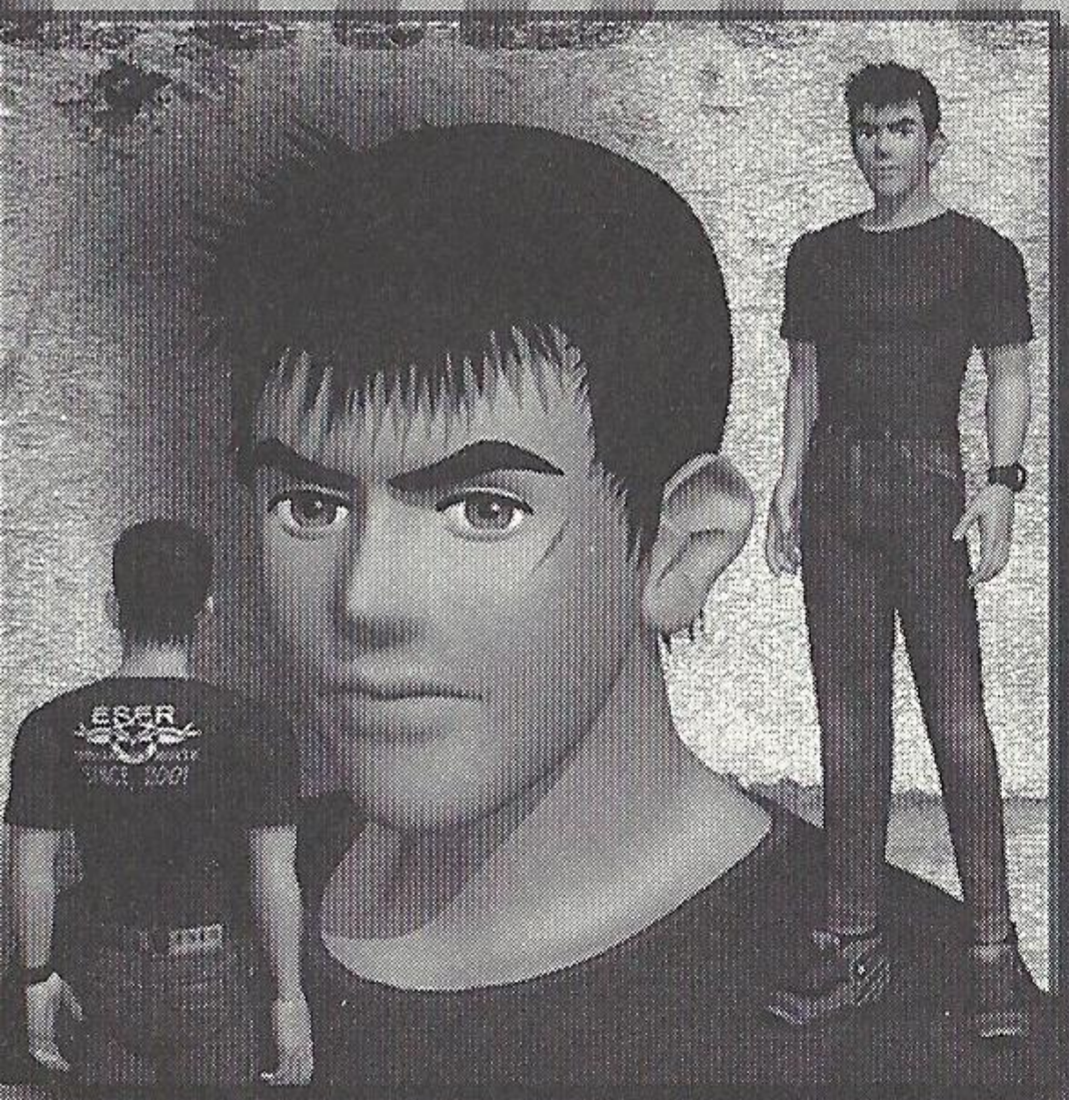
using memory cards

- Game files can be saved to a VMU in either Expansion Socket 1 or 2.
- Each saved game file requires four blocks of memory card space. Up to six games can be saved on any one VMU.
- While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



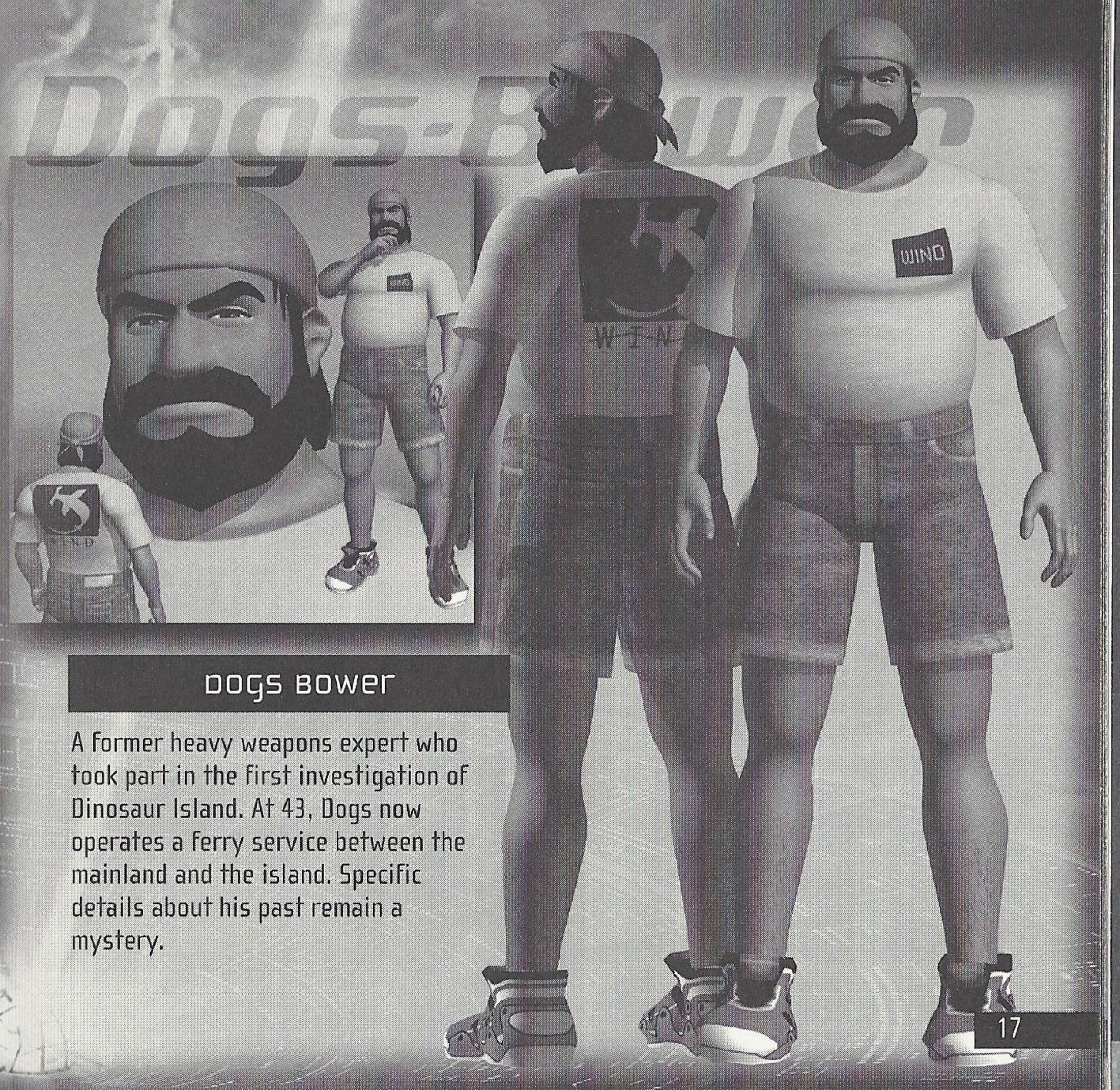
* Please insert Jump Packs into socket number two.

eliot-b-ballade



ELIOT BALLADE

The main character of *Blue Stinger*. Part of the C730 Battalion of ESER, a reserve organization specializing in sea disaster rescues. A hot-blooded 28 year-old who loves his job and will help anyone in trouble.



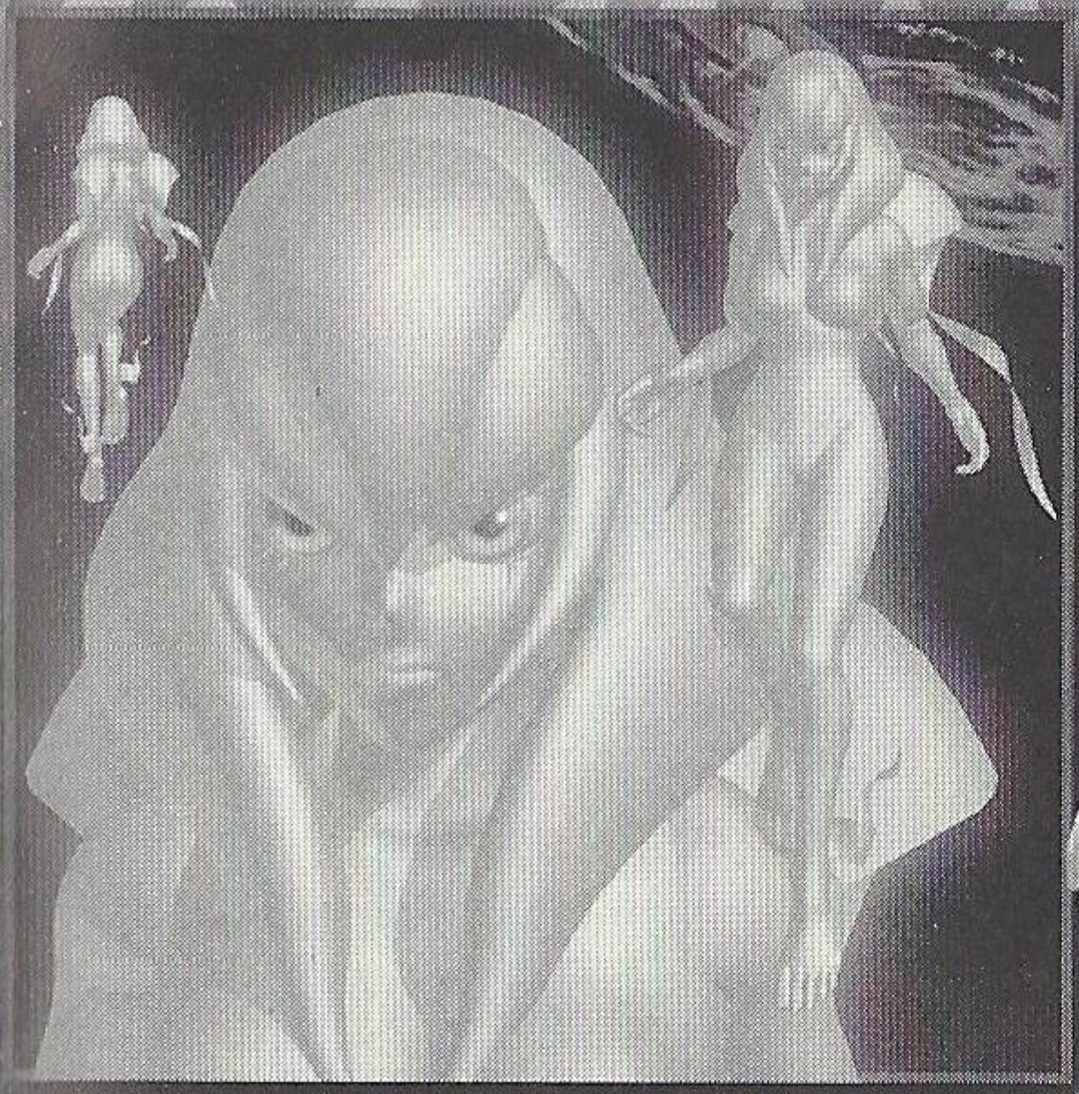
DOGS BOWER

A former heavy weapons expert who took part in the first investigation of Dinosaur Island. At 43, Dogs now operates a ferry service between the mainland and the island. Specific details about his past remain a mystery.

Janine King

A 24 year-old genius who is employed by the Dinosaur Island division of Kimra-Tech Security. At age 16, she graduated from MIT with a master's degree. A mastermind in computer technology, Janine has a thorough knowledge of the island's computer systems.

nephilim



NEPHILIM

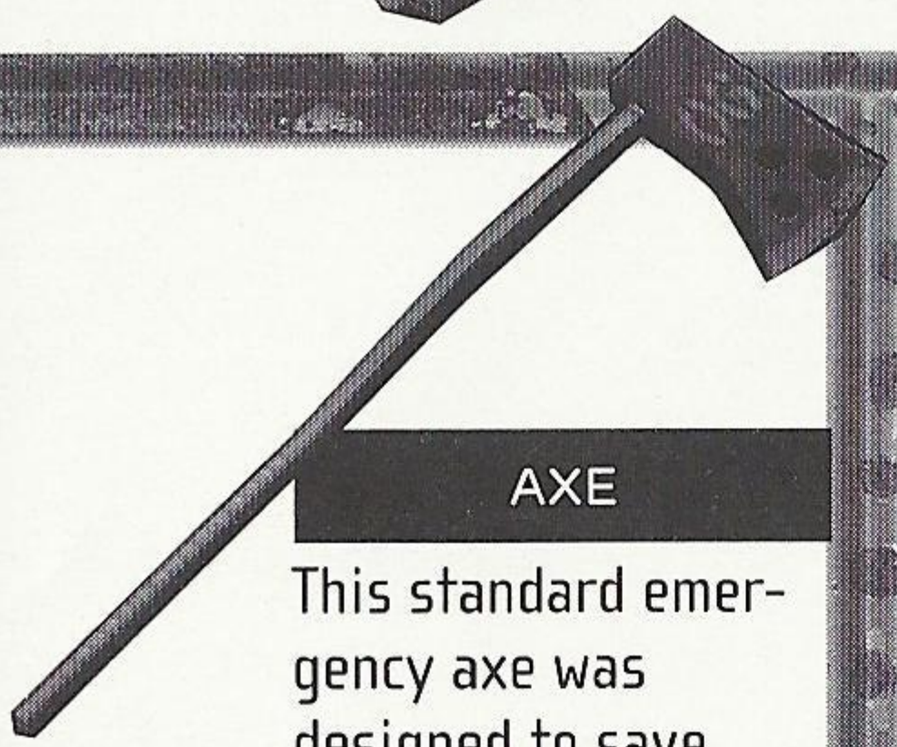
A mysterious angel-like entity that appears sometimes to Eliot during his investigation of the island. Nephilim follows Eliot and observes him, but its intentions remain unclear. Nephilim emits a brilliant blue light that illuminates the environment around it.

SHOTGUN

The Masson M7700 Shotgun fires three rounds at a time.

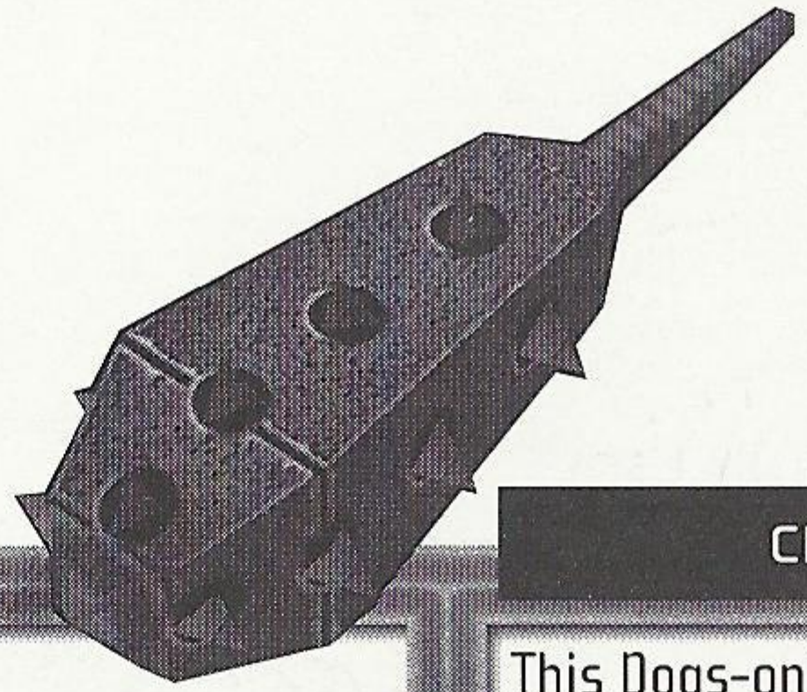
MISSILE LAUNCHER

This powerful missile launcher holds up to three 120mm missiles at a time. It is too heavy for Eliot to handle.



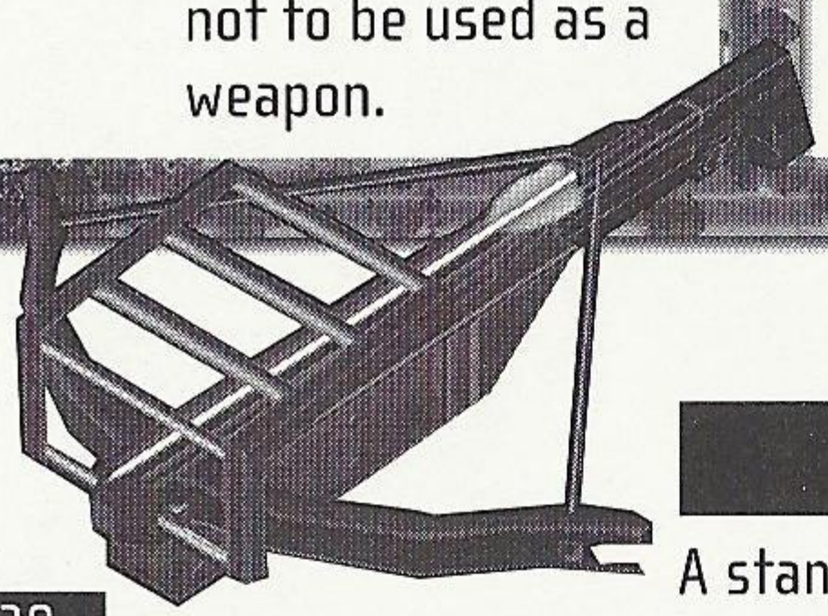
AXE

This standard emergency axe was designed to save lives in emergencies, not to be used as a weapon.



CLUB

This Dogs-only weapon is nothing more than a big club. This deadly weapon is so heavy and cumbersome that you'll have a tough time making contact with your victim.

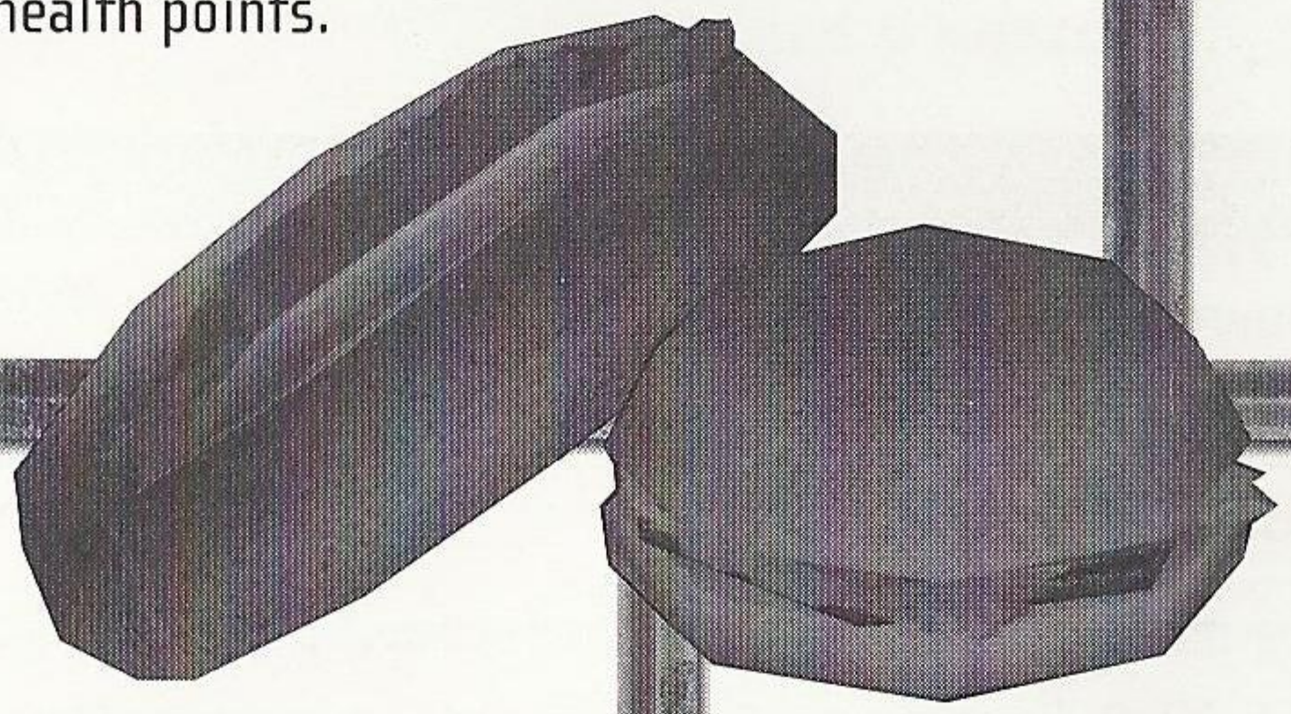


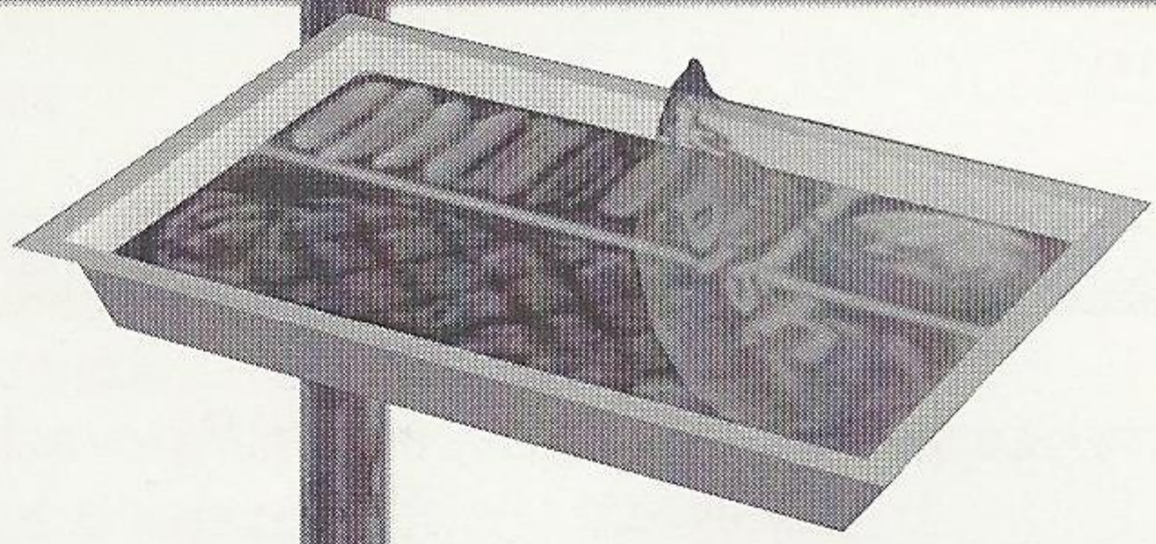
BOW GUN

A standard single-shot crossbow with a built-in sight.

HAMBURGERS AND HOT DOGS

These food items will restore a lot of health points.



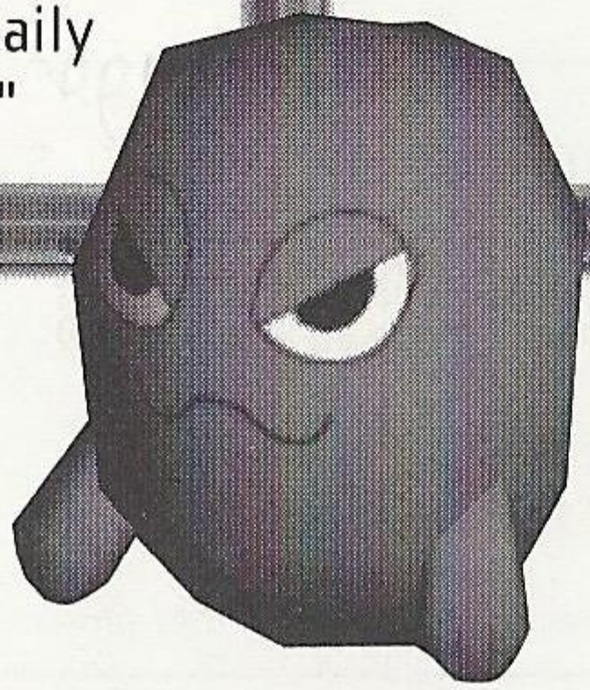


STEAK PLATE

This tasty feast will greatly boost your energy limit.

GAILY

This is a large stuffed toy based on the beloved children's TV show, "Grumpy Gaily and Weepy Gary."



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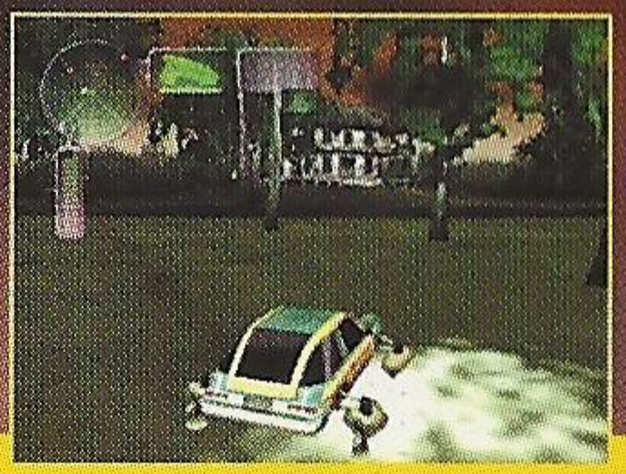

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