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NET LINK MANUAL SUPPLEMENT



VIRTUAL ON™

CYBER TROOPERS

SEGA SATURN™



81072



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VIRTUAL ON

Net Link Game Manual Addendum

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VIRTUAL ON

Overview

Virtual On drops you into 50 foot mechanized Virtualoids to fight for control of the moon. Please see your Virtual On game manual for complete game play details. This addendum covers new features unique to the Sega Saturn Net Link edition of the game.

Virtual On Net Link Edition and Net Link let you battle head to head against another player over telephone lines. You can dial a friend, or locate an opponent on line, then connect directly for two-player fighting action.

To get on line with SEGA Virtual On Net Link Edition, you will need:

- Saturn Net Link
- PPP compatible Internet account (**see Net Link manual for more details**). If you don't have an Internet account simply insert your Virtual On Net Link Edition disc in your Sega Saturn and click on the Net Link Zone when it appears. Follow the on screen directions to establish an account with WebBullet™ Internet Service.

To communicate easily with other players, you may also want to use a keyboard with the SEGA Saturn Net Link Keyboard Adapter. See your Net Link Browser manual for more information.

Quick Start

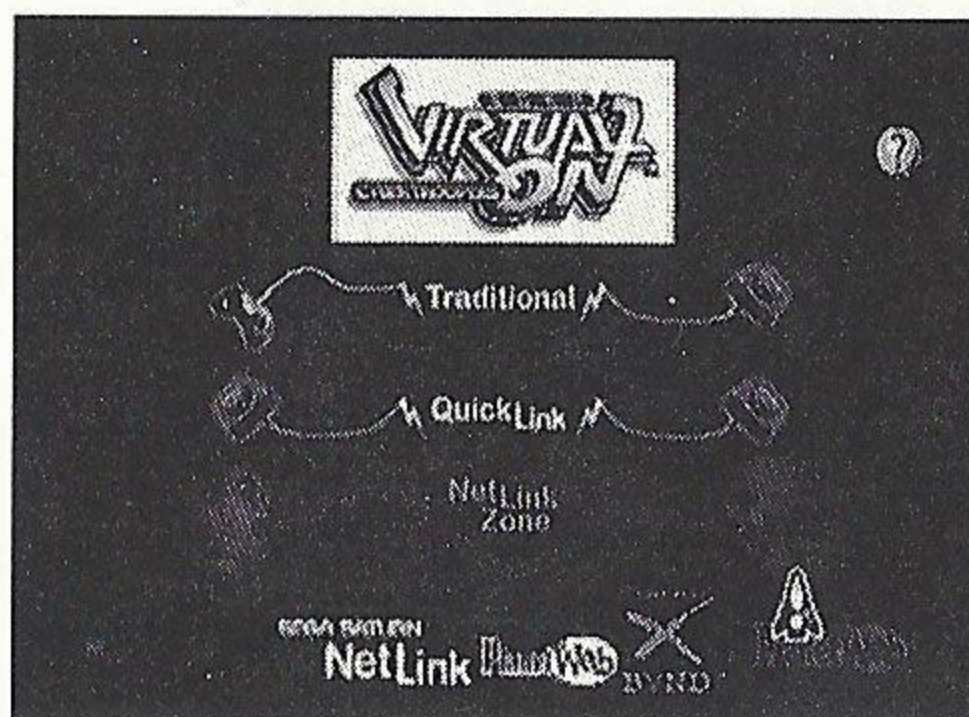


Place the game disc in the Sega Saturn and power on the system as described in the Virtual On game manual. The Virtual On and Sega Saturn Net Link splash screens will appear. Next you will see the Virtual On Net Link main menu.

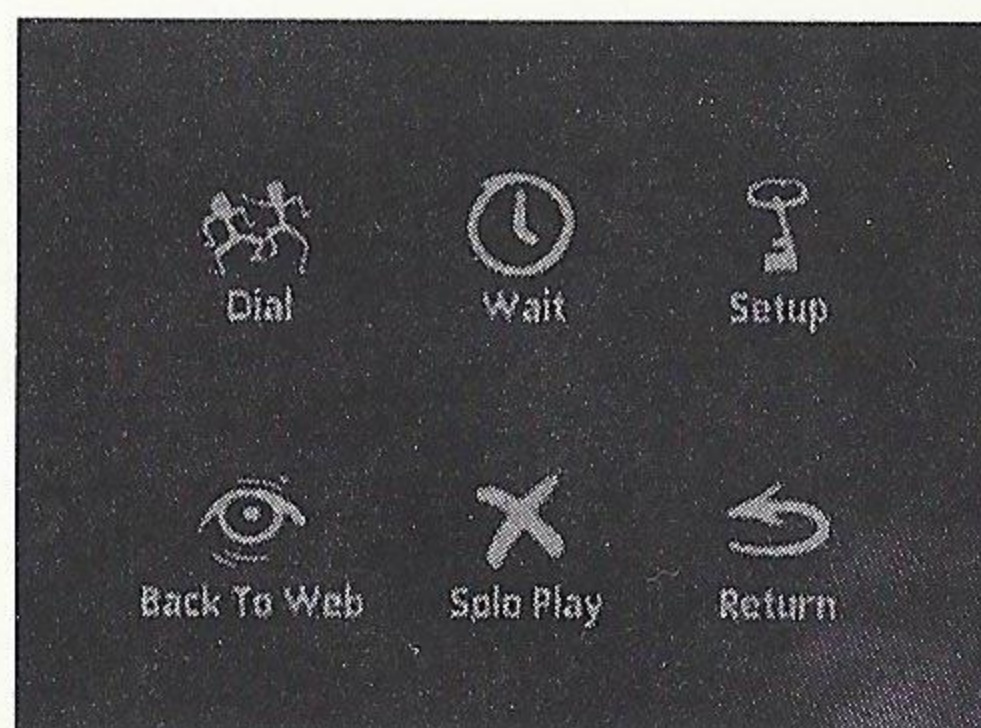
VIRTUAL ON

To setup your character:

- Choose Quick Link to create a character and connect with an opponent. Press any button at the X-band splash screen to continue. Then choose "Setup" from the six icons on the Quick Link menu.



- Choose "Character" to select a picture of your character persona. Press right or left with the D-pad to find a portrait you like and press "A" or "C" to select the character.



- Choose "Code Name" and "Taunt" to input your character nickname as well as a taunt to challenge your opponent. Use the on-screen keyboard or a keyboard attached to your Sega Saturn with the optional Net Link Keyboard Adapter. Choose "Done" when finished. Your character's portrait, nickname and taunt will appear when you connect with your opponent, before the battle begins.

These settings will be saved to the Saturn's internal memory and will remain there until you change them. Your portrait, nickname and taunt will be displayed each time you connect with an opponent for any Net Link game. If you decide that you want to change them, return to the Setup menu and repeat the selection steps.

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- Choose "Return" to go back to the Quick Link main menu.

To dial an opponent:

- Choose "Phone Setup" to select pulse or touchtone dialing, or if you need to dial a prefix before placing a call (such as "9"). You will only need to do this once (unless you change your telephone service or move your Saturn to a different phone number); the information you enter will be saved to the Saturn's internal memory.
- Choose "Dial" from the Quick Link main menu. Type in a phone number with the on-screen keyboard, or a keyboard attached to your Sega Saturn. Choose "Dial" to connect.

Important! The player who dials pays for the call. Net Link calls are like any other phone call, you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Quick Link call. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.

To receive a call:

- Choose "Wait" from the Quick Link main menu. Your Net Link will go into standby mode while it waits to receive a call from your opponent. When your opponent calls, the Net Link will automatically answer the call and establish a connection so you can begin to play head to head.

When you connect with an opponent, you will see a screen showing both characters' portraits, names and taunts. The player who dialed gets to select the arena and game options. Both players get to select Virtualoids and Controller configurations. The game then begins in two player mode.

Note: When playing a Quick Link game, one player must choose "Dial" and the other player must choose "Wait". Make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

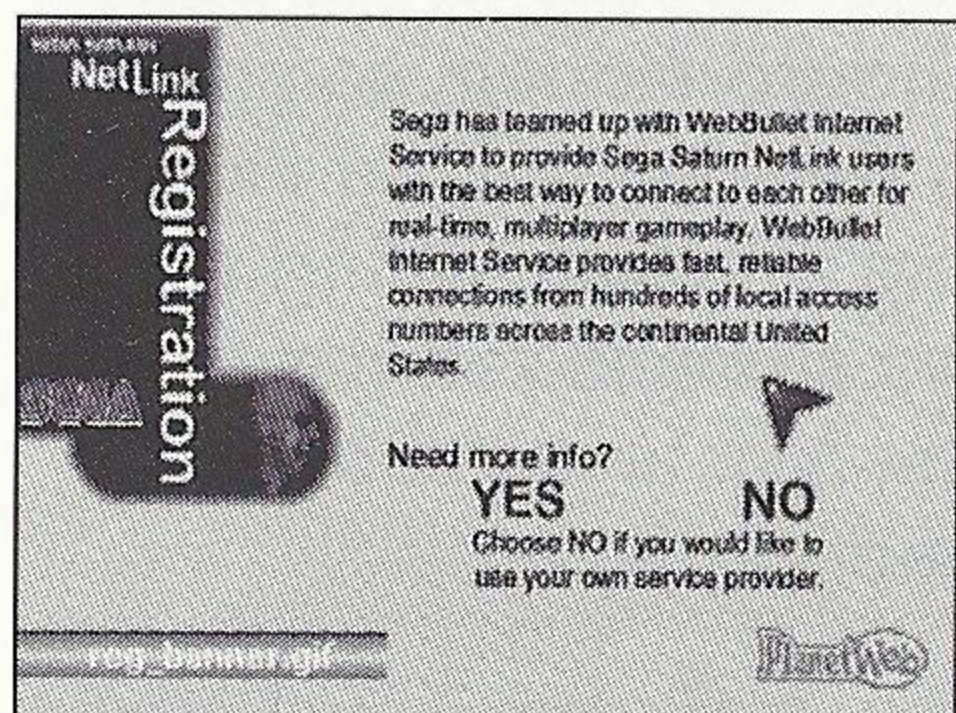
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How to use the Internet with SEGA Virtual On Net Link Edition

If you would like to use the Net Link Zone to locate other players and chat live on-line you will need a PPP dial-up account with an Internet Service provider (ISP). **See your Net Link Browser manual for more information.**

- If you already set up an ISP account using the Net Link browser, your account information is already stored in your Saturn. All you need to do is load the game disc and choose Net Link Zone from the main menu.
- If you already have an ISP account set up for your computer, and would like to use it with your Saturn, see the Net Link browser manual for instructions on how to enter your account information.
- If you don't currently have an Internet account and would like to sign up for an Internet account with **WebBullet™**, the fastest connection available for Net Link, load the game disc and the software will step you through the registration process.

Registration is a one-time process to set-up an Internet account. You will need a valid credit card to register with **WebBullet**.



Choose "Yes" when asked if you would like to sign up with **WebBullet**. Use the D-pad on the Saturn controller or a keyboard attached to your Saturn to enter necessary information.

See Net Link Browser 3.0 instruction manual for detailed instructions on how to establish an account with WebBullet.

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Choose "Submit" when finished.

You will be connected automatically to **WebBullet's** toll-free registration line.

Fill in the requested information on the registration screen.

Please make sure that you select a dial-up phone number that is a local call for you. Neither Sega nor WebBullet will be responsible for any telephone charges you incur by dialing up WebBullet or any other ISP.

If **WebBullet™** does not have a local phone number in your area, call their customer service department at (415) 429 - 3131 for assistance. You may also want to investigate alternate ISPs with local dial-up access in your area—local computer users groups or computer retailers might be able to make recommendations for you.

When you are finished your account information will be stored in the SEGA Saturn's internal memory. ***Make sure to write down your account information in the space provided in your Net Link Browser 3.0 manual.***

In case somebody accidentally erases your Saturn's internal

memory, you will be able to re-enter the necessary information and continue using your account. To view your account information, press "START" and choose "Options" from the Command Cluster, then view the "General Preferences", "Network Preferences", and "Mail Preferences" screens. See the Net Link Browser manual for more details.

Your credit card will be billed monthly after the free trial period has expired. If you have questions about your WebBullet service or to cancel your account., call **WebBullet** customer support at:

(415) 429-3131

Or send an e-mail to:

support@webbullet.com

When your Net Link modem dials, a box labeled "Modem Messages" will appear on screen. This is normal; the characters that appear in the box are standard modem commands used to determine if the modem is dialing and connecting properly. Once connected the "Modem Messages" box will disappear.

Note: Once you have established an Internet account, you can use it for all Net Link games as well as exploring the Internet with the Net Link Browser.

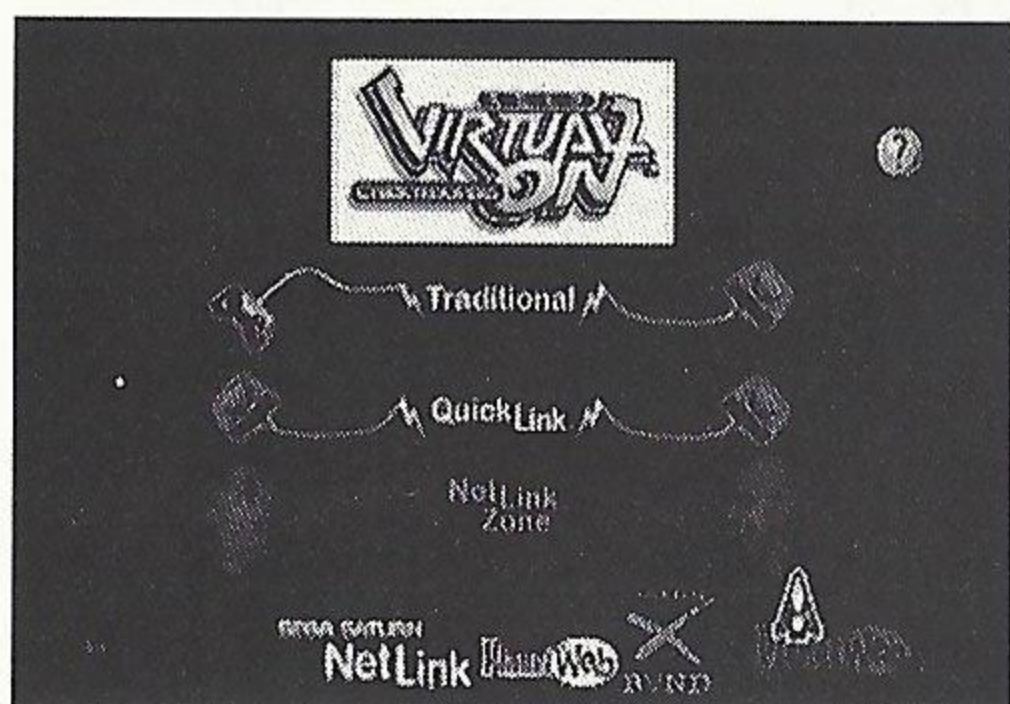
VIRTUAL ON

Important note: If you choose to sign up for a **WebBullet** account, after entering all the necessary information, you will have to disconnect, reset your Saturn and wait for approximately 15 minutes for **WebBullet** to process your credit card information and establish your account. After waiting approximately 15 minutes, you should be able to connect successfully. If you have problems, call **WebBullet's** customer service department at (415) 429 - 3131.

Game Interface

SEGA Virtual On Net Link Edition has several new menus and options for on-line play.

Selecting play options



The SEGA Virtual On Net Link main menu has three options:

- Traditional - This is the standard SEGA Virtual On game for one or two players with **no on-line gameplay**. See your SEGA Virtual On manual for more information on game-play. This option does not require an Internet account.
- Quick Link - This option lets you dial an opponent directly, or wait for an incoming call from another SEGA Virtual On player. This option does not require an Internet account.
- Net Link Zone - This option connects you to the Internet to contact other SEGA Virtual On players on line. This option requires an Internet account.

Click on the question mark button at the upper right corner of the screen to display a brief description of each option.

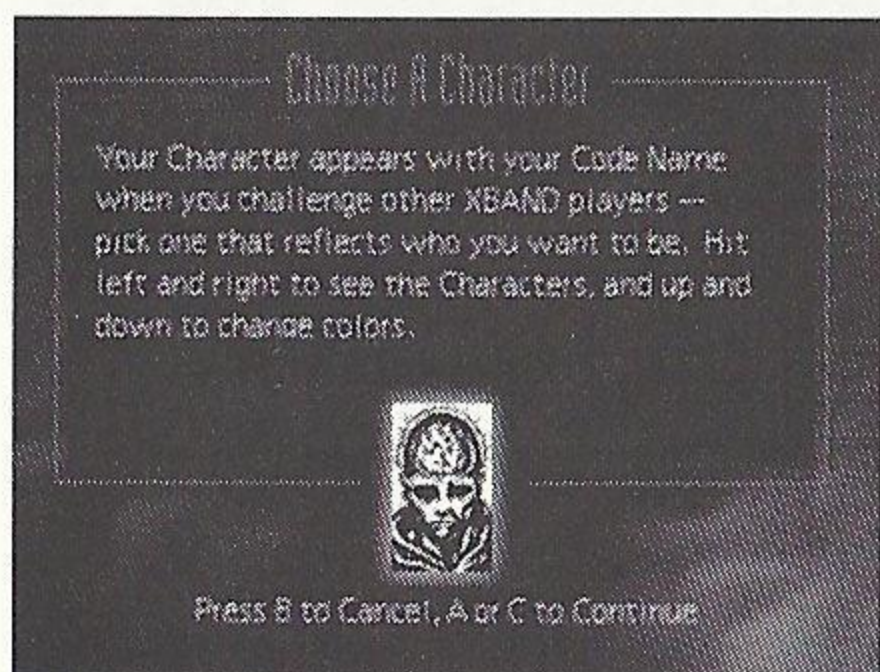
VIRTUAL ON

Creating a Character

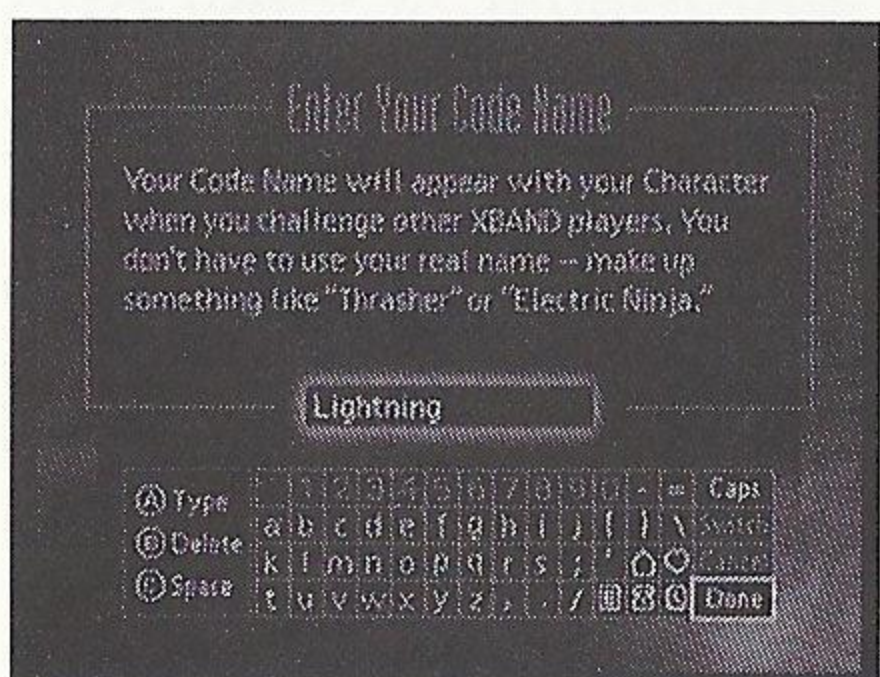
Before you connect with another player in Quick Link mode, you'll want to create a character to be your on-screen persona. You can choose a nickname, select a portrait, and enter a taunt to challenge your opponent.



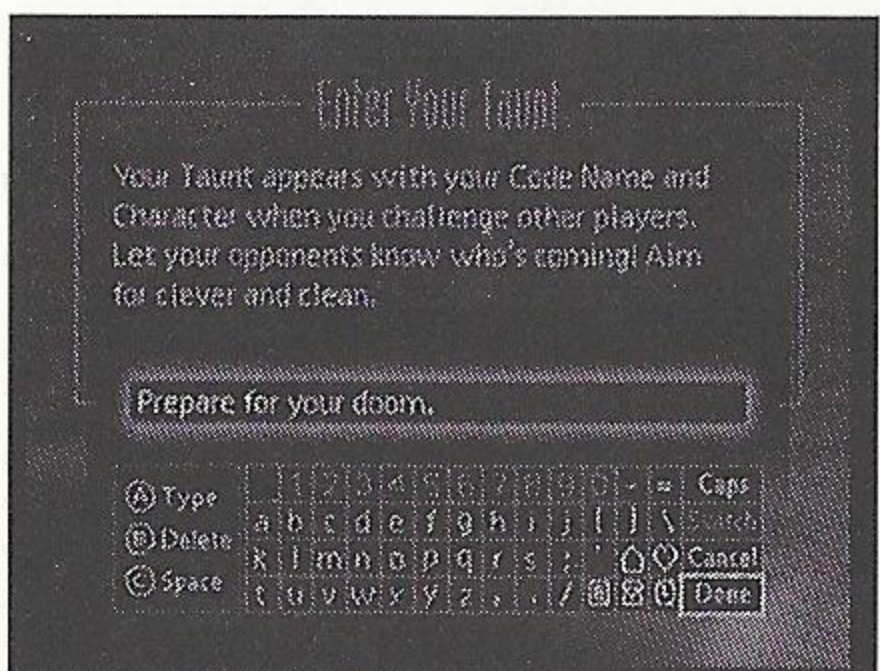
- Choose Quick Link from the Virtual On Net Link main menu. Press any button at the X-band splash screen to continue. Choose Setup from the six icons on the Quick Link menu.



- Choose "Character" to select a picture of your character. Press right or left on the D-pad to find a portrait you like and when you are satisfied with your portrait, press the "A" or "C" button.



- Choose "Code Name" to enter a game play nickname. Use the on-screen keyboard or a keyboard attached to your Net Link Keyboard Adapter. Choose "Done" when finished.



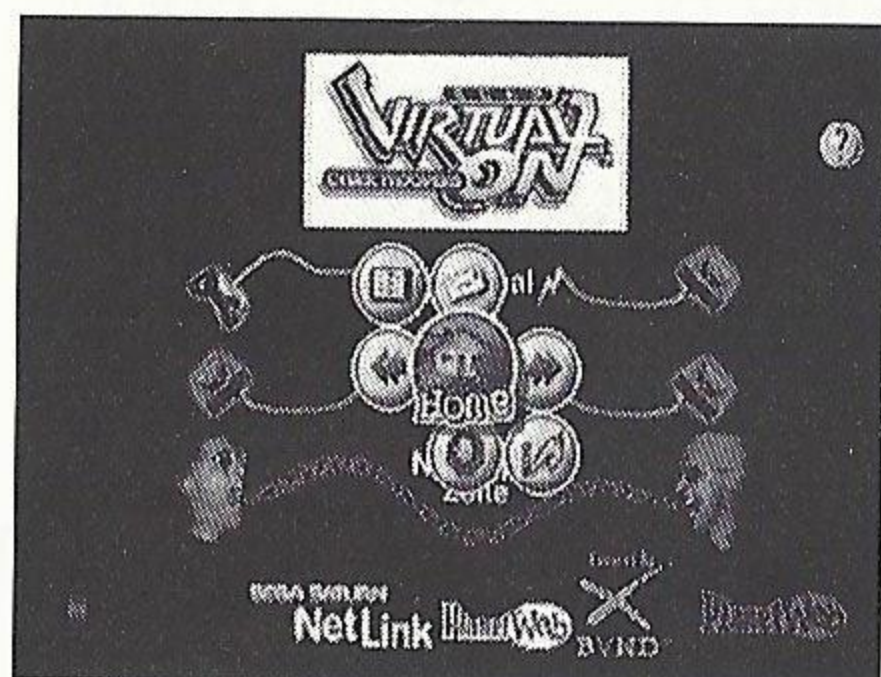
- Choose "Taunt" to enter a challenge to your opponent. Be creative, but keep it clean, nobody likes a rude player! Choose "Done" when finished.

Your character's portrait, nickname and taunt are saved to your Saturn's internal memory and are used each time you connect for any Quick Link game. Change your character's settings by returning to Setup and following the same steps listed above.

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Using the Command Cluster

The Command Cluster helps you to navigate in the Net Link Zone, check and send email and change the network setup.



To display the Command Cluster at the SEGA Virtual On Net Link main menu and in the Net Link Zone, press the "Start" button on the controller.

Select an option with the D-pad arrow buttons, then press the "A" button.

The options on the Command Cluster are:

- Address book: Select an addressee for an email message.
- Mail: Check your email box for messages and write new e-mails.
- Back/Forward : Navigate through places you've already been in the Net Link Zone.
- Home: Return to the Net Link Zone Main menu.
- Options: Change network options and settings.

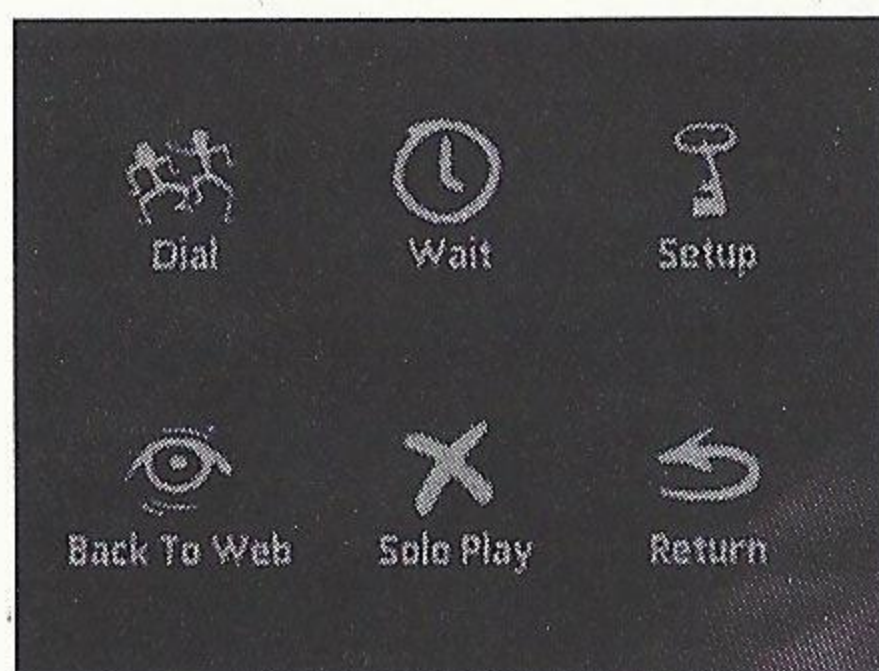
See the Net Link browser manual for more information on Command Cluster options.

Note that the Command Cluster for Net Link games does not include all the options shown in the Net Link Browser Command Cluster. It has been specially customized for Net Link games.

VIRTUAL ON

Quick Link Mode

Select Quick Link from the Virtual On Net Link main menu to connect directly with another player. Press any button at the X-band splash screen to continue. The Quick Link menu screen appears with the following six options:



- Dial: Enter and dial an opponent's phone number
- Wait: Wait to receive an incoming call from another player
- Setup: Change character and phone settings

- Back to Web: Return to the Virtual On Net Link main menu
- Solo Play: Start Virtual On in regular, non network mode
- Return: Return to X-Band splash screen

How to set up phone settings

- If you need to change the phone setup to pulse dialing or to dial a prefix such as "9" to reach an outside line, choose "Setup" from the Quick Link main menu, then choose "Phone Setup" and make changes. Choose the "Return" icon when finished. Choose "Return" again to go back to the Quick Link main menu. These settings are stored in your SEGA Saturn's internal memory, you only need to enter them once.

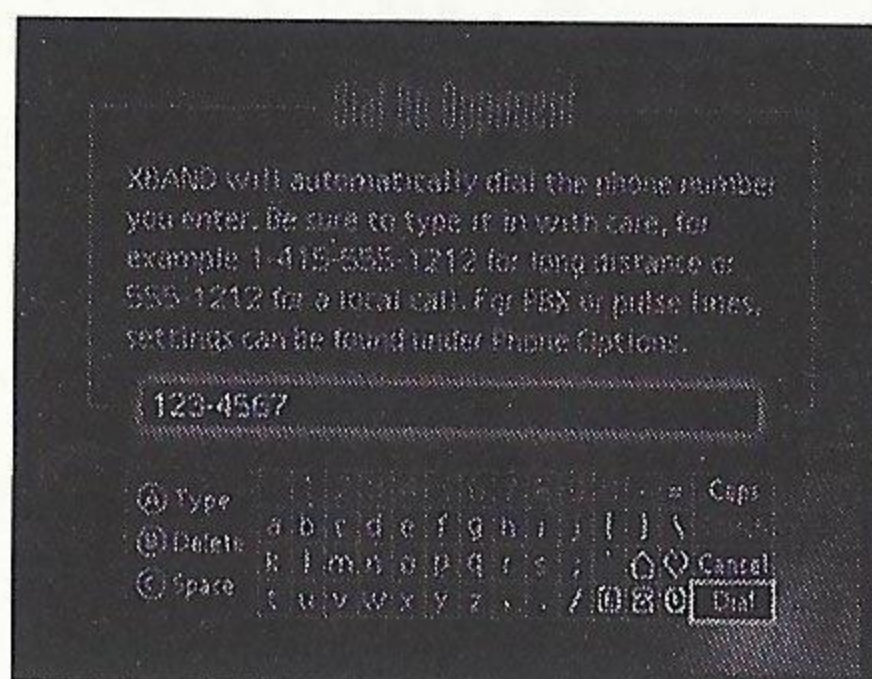
How to dial an opponent

Important! The player who dials pays for the call. Net Link calls are like any other phone call, you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Net Link call. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.

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- Choose "Dial" from the Quick Link main menu. Type in a phone number with the on-screen keyboard, or a keyboard attached to your SEGA Saturn.

Then click on "Dial" to connect. The Dialing Opponent Screen will appear while dialing and connecting.



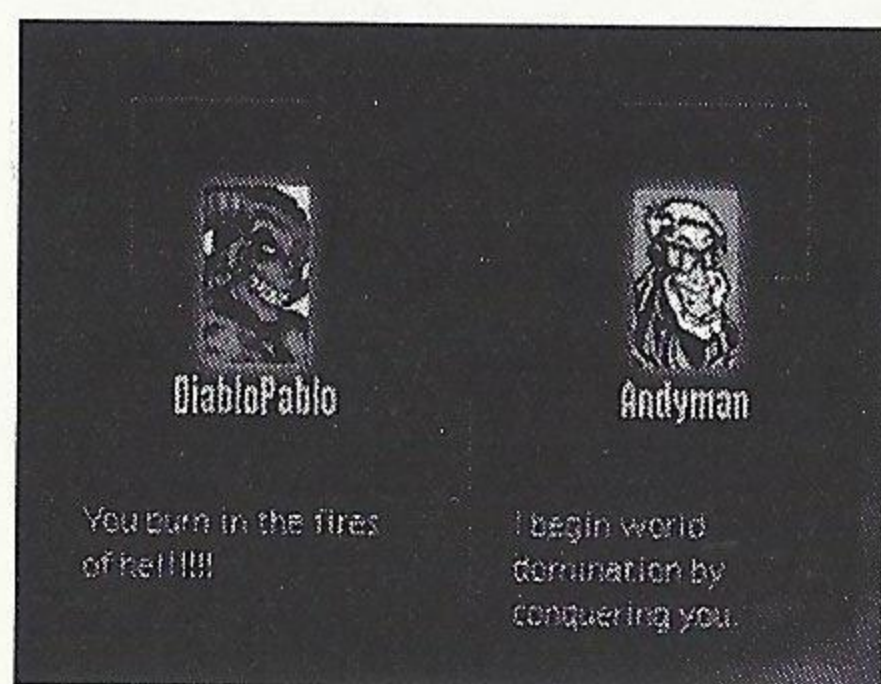
How to receive a call

- Choose "Wait" from the Quick Link main menu.

Your Net Link will enter standby mode and will automatically answer when another Net Link owner dials your number. Unlike other Net Link games, you cannot practice Virtual On while waiting. The Net Link modem will automatically answer when a call comes in.

Remember: One player must choose "Dial" and the other player must choose "Wait". Make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

Once you are connected



When you connect with an opponent, you will see a screen showing both your characters' portraits, nicknames and taunts. Both players select Virtualoids and controller configurations. The player who dialed gets to select the arena and game options. There is a short deadline for both players to select options so act quickly;

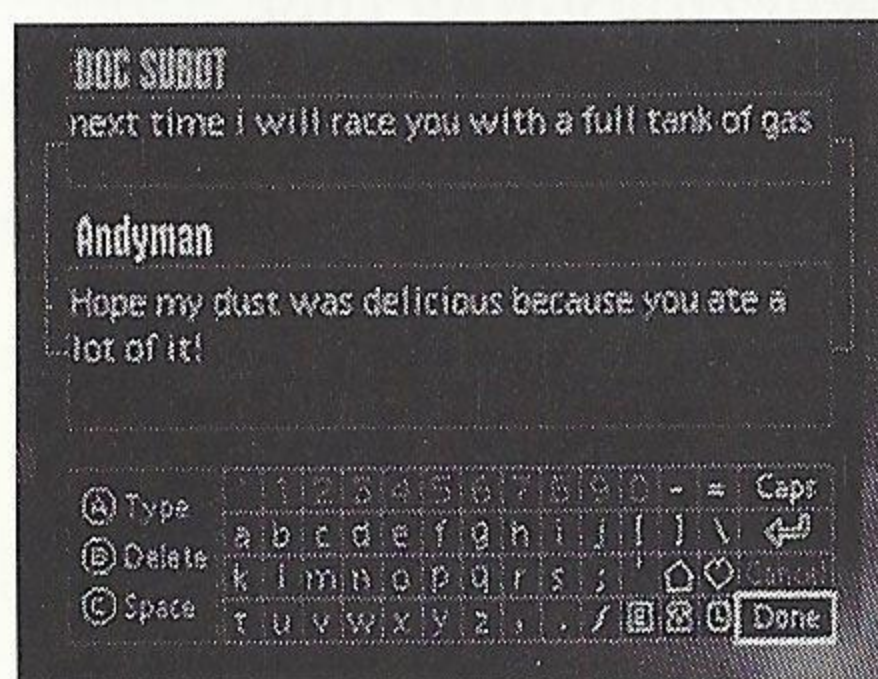
if you take too long, the game will start with the default selections. The game then begins in two player mode. See the Virtual On game manual for more information on the game and its controls options.

VIRTUAL ON

When a Battle is complete

When the battle is complete, you and your opponent have the option to fight again.

- Both players must select "Yes" to fight again. **The player who won the last match gets to select the arena and game options.**
- If both players select "No" then the game **switches to Quick Link chat mode.**
- If one player selects "No" and the other selects "Yes" then the game **switches to Quick Link chat mode.**



In Quick Link chat mode you can communicate with your opponent by typing messages on the screen. Messages appear on both players' screens as they are typed. You can use the chat mode to schedule a rematch, congratulate the winner, or taunt the loser.

Remember, even though you can't see or hear the other player, be polite. Treat your opponent as you would like to be treated. Don't use bad language – who wants to play with a sore loser?

Please note: Neither Sega nor WebBullet take responsibility for the content of the after-game chat. This is a direct connection with your opponent and SEGA and/or WebBullet cannot control the content, language, or anything else about the conversation. If you become offended by the content of the chat, choose "Done" to disconnect.

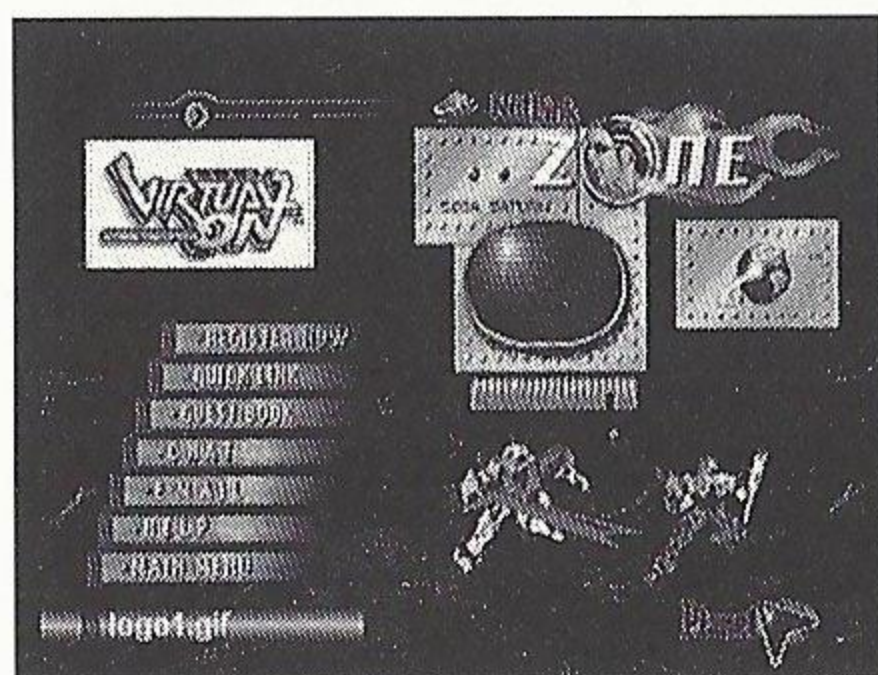
When you are finished chatting, choose "Done" to return to the Quick Link main menu where you can dial another opponent or wait for a call.

VIRTUAL ON

Net Link Zone

Select Net Link Zone from the Virtual On Net Link main menu to connect to the Internet and enter the Virtual On Net Link Zone and meet other players on line.

Note: You must have an Internet account programmed into your Saturn for your Net Link to access The Net Link Zone.



The Net Link Zone is a special Web page that contains links designed to help you locate other SEGA Virtual On players in your area. See your Net Link Browser manual for more information on the Internet and the World Wide Web.

The Net Link Zone main page contains the following options:

- Register Now: Enter your name in the Net Link Zone Guestbook so other players can contact you by e-mail to play a game.
- Quick Link: Takes you to the Quick Link main menu. See the Quick Link section in this manual for more details.
- Guestbook: Search the guestbook for SEGA Virtual On players in your area.
- Chat: Enter the on line chat area, communicate with other players in real time to set up Quick Link games, and trade tips and tricks.
- E-Mail: Check your email box for new messages or send a message to another player.
- Help: View an on line version of this manual.
- Main Menu: Return to the SEGA Virtual On Net Link Main menu.

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Guestbook

Do you want to be challenged by other NetLink gamers?
Do you think you can handle getting your butt kicked by people you've never even seen?
Fill in the registration form below to be entered into our database of NetLink gamers. If you would like to search the database for people to play against click on the guestbook icon at the top of this page.

Personal Information		
1. Code Name:	2. City:	3. State/Province:
5. E-Mail (sega.com):	4. Country: <input type="radio"/> U.S.A. <input type="radio"/> Canada	6. Area Code:

Network & Game Information	
7. Skill Level: <input type="radio"/> Beginner <input type="radio"/> Intermediate <input type="radio"/> Expert	8. Internet Service Provider:
9. Times you like to play: <input type="radio"/> Morning <input type="radio"/> Afternoon	10. Which NetLink games do you own? (check all that apply)

The Guestbook is an on line database of players who have registered in the Net Link Zone in order to find opponents for Quick Link games. You can use the register option to add your name and information to the database. You can also search the database for other SEGA Virtual On players in your area. Any information

you enter in the database is used only to help other players contact you to set up Quick Link games.

The Guestbook includes the following information:

- Code Name
- Area Code
- City
- State
- Country
- Skill Level
- Preferred Gaming Time
- Net Link Games Owned

Please note: Sega provides the Guestbook as a service to facilitate player matching only. Furthermore, Sega makes no guaranties concerning the accuracy of the information in the Guestbook, and takes no responsibility for consequences resulting from the use of the Guestbook.

To register in the Guestbook

Choose "Register Now" from the Net Link Zone main menu. Fill out the information boxes on the registration form that appears. Choose "Submit" to add your information to the Guestbook or "Reset" to cancel.

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Please note: Don't give out your real name to strangers on the Internet. Enter your character name or "nickname" in the Code Name area on the Guestbook registration form.

To Search the Guestbook: Choose "Guestbook" from the Net Link Zone main menu. Enter the information you want to search for. Include more information for a more specific search. For example, enter your area code and game to find all SEGA Virtual On players in your area.

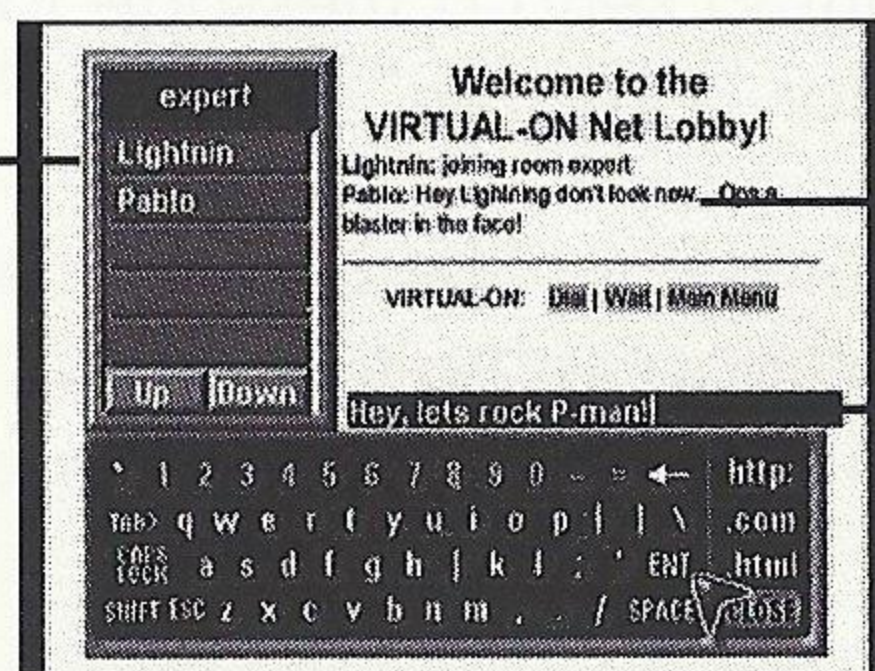
You see the search results as a table on your screen. Each horizontal line represents one player. Click on a name to automatically open a new email message addressed to that player. Click on any other information to list all players that have that item in common. For example choosing an area code will list all players in that area code.

Chat

Please note: Neither SEGA nor WebBullet are responsible for the contents of any on line chat area. Use at your own risk. Never give out your real name or address to strangers in a chat area. Use the same common sense rules you would apply when talking to a stranger on the telephone. Sega has established the chat rooms as a service for Net Link users. Furthermore, Sega and WebBullet make no guaranties concerning the accuracy of the information shared in the chat rooms and take no responsibility for consequences resulting from the use of the chat rooms.

You can communicate in real time with other players in the Net Link Zone by using Internet Relay Chat (IRC). When you enter a chat room in the Net Link Zone, you will see a list of all the other players in the room, and a scrolling message area. We highly recommend that you use a keyboard with the Net Link Keyboard Adapter when using chat rooms. Typing messages on a keyboard is much faster than using the on-screen keyboard.

List of people in room



Chat messages

Your outgoing message

Chat Etiquette

Entering a chat room is like joining a party already in progress. Be courteous and keep your messages brief. Don't be rude or use bad language. More people will want to play with you if you are friendly. Using uppercase letters in a chat room is like shouting so don't leave your caps lock key on.

:-) Smile

;-) Wink

:-(Frown

:o Surprise

:-* Kiss

Here are some
popular smileys

When chatting, be careful about what you say. Since other people cannot see your body language and facial expressions, your comments can be easily misinterpreted. People on line often use "smileys" or "emoticons" to clarify meaning. A smiley is a set of punctuation marks that resembles a smiley face when you turn your head sideways to the left, like this :-). Smileys let the people in the chat room know that your comments are meant to be good natured.

To use Net Link Zone Chat:

- Choose "Chat" from the Net Link Zone main menu. A page will appear listing the SEGA Virtual On chat rooms.
- Choose a chat room you'd like to join. Each chat room holds a limited number of people. When a room fills up, a new, similar room is created.

You'll see a page with a list of people in the room on the left and a scrolling message area on the right. You can scroll through the list of people to see all players in the room.

To chat:

Enter a message in the text box at the lower right and choose "Done" or press the return key on your keyboard. Your Message appears in the scrolling text area and is visible to everyone in the room. If you do not want to send a message to everybody in the chat room, use the special "Whisper" mode.

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To send a private message (a whisper):

You can send a whisper message to a single person in the chat room if you have something private to say. This message will be seen only by the person you choose and will NOT be seen by anybody else in the chat room.

To send a whisper, first find the person to whom you would like to whisper from the list of people in the chat room and click on his/her name to choose that person. If you selected the person correctly, the box containing his/her name will change color. Now, whatever you type will appear in blue and will only be seen by the selected person; nobody else in the chat room will see your messages until you turn off Whisper Mode.

Turn off Whisper Mode by clicking on the selected person's name again. The highlight will disappear to show that you have exited Whisper Mode. Now whatever you type will be seen by everyone in the chat room. If you want to send a private message to a different person, choose his/her name from the list, and it will highlight as described above.

Please note: Make sure that you are in Whisper Mode with the correct person BEFORE you send any private messages. Otherwise, you may inadvertently share personal or private information with the wrong person or, worse, with everybody in the chat room!

Tips for matching up with another player in the chat room:

- Send a message asking if there is anyone in your area code who would like to play against you, or wait for someone else to ask.
- When you get a response, choose that player's name from the list on the left to enter Whisper Mode. When in Whisper Mode, you can exchange phone numbers and decide who dials and who waits without bothering the whole room.

Remember: If you dial, you have to pay for the call (if necessary), but you don't have to give out your phone number.

- Once you both decide who will wait and who will dial, choose the "Dial" or the "Wait" button as appropriate. See the Quick Link section in this manual for more information on dialing or waiting for a call.

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Troubleshooting Guide For Net Link Games

My game disc boots up into the normal "standalone" game instead of allowing me to choose Net Link options.

Your Net Link is not inserted properly. Turn off your Saturn, unplug the Net Link and then plug it back into your Saturn. Turn your Saturn back on.

I can't connect to the Net Link Zone.

Check to make sure that your phone cord is connected properly between your Net Link and your phone outlet.

Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.

Your ISP is not programmed properly. Try loading the Net Link Browser to see if you can connect to the Internet. If you can't, you may need to establish an account with an ISP. See manual for further information. If you have established an account, you may have accidentally changed or erased the data saved in your Saturn's internal memory. Check to make sure the data saved is the same as the original account information that you recorded in your manual.

Your ISP phone connection is not working. Try loading the Net Link Browser to see if you connect to the Internet. If you can't and you know that you have an ISP account programmed into your Saturn, you may need to wait until your ISP connection comes back on line. Call your ISP for assistance.

Call waiting may be interfering with your connection. Try disabling call waiting.

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You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.

If you just established an account with WebBullet, you may need to wait a few minutes before connecting. WebBullet takes approximately 15 minutes to process your account information. Wait for 15 minutes, reset your Saturn and you should be able to connect. If you are still having problems, please call WebBullet at (415) 429-3131.

I can't connect to another player via the Quick Link option.

You and your opponent may both have selected Dial or both have selected Wait. You need one player to select each option. Contact your opponent and make sure that you each know who is going to "Dial" and who is going to "Wait."

You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.

Check to make sure that your phone cord is connected properly between your Net Link and your phone outlet.

Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.

Your opponent may not have the same game loaded on his/her Saturn. Both players must use the same Net Link game to connect successfully.

Troubleshooting (Continue)

I can't connect to another player via the Quick Link option.

You may need to dial "1" or "1 + area code" to reach your opponent if he/she does not live in your local calling area.

Remember that you may incur long-distance telephone charges to call someone outside your local calling area. SEGA IS NOT RESPONSIBLE FOR ANY TELEPHONE CHARGES THAT YOU INCUR AS A RESULT OF YOUR USE OF NET LINK.

Check to make sure that you have entered your opponent's phone number correctly into the "Dial" menu.

Why do I keep losing the connection in middle of game?

Call waiting may be interfering with your game connection. Try disabling call waiting.

Call waiting may be interfering with your game connection. Try disabling call waiting.

Why does my after-game chat end suddenly?

Your opponent probably clicked on "Done." Once one player exits the after-game chat, the Net Link automatically hangs up the phone line.

How come I can't play another game after finishing a match?

Both players must select "Yes" to play again. Your opponent chose to not play again.

Why can't I get into chat rooms in the Net Link Zone game lobby?

The chat room you selected may be full. Try selecting another room.

Why can't I chat with everybody in a chat room?

You have "Whisper Mode" (private chat) selected. See the manual to deactivate Whisper Mode.

I didn't finish the ISP sign-up process and now I can't get back to finish it.

Use the Sega Saturn Memory Manager to delete the file "INTERNETCFG". Be careful that you only delete this one file so you don't accidentally delete any of your saved games.

I'm using the WebBullet Internet Service and my e-mail does not work.

Your e-mail server address may be incorrect. Press the "Start" button on your D-Pad, choose "Options", choose "Mail Preferences". Your e-mail address should be "your logon name@mail.mplayer.com". Your POP# server name should be "mail.mplayer.com" and your SMTP server name should be "mail.mplayer.com".

How do I use the Twin Stick in the Net Link Zone or X-Band pages?

Unfortunately, Net Link does not recognize the Twin Stick. Use a standard Saturn controller.

I clicked on an ad banner and now I can't get back to the Net Link Zone.

Press Start to bring up the Command Cluster and then click on the "Home" button. This will bring you back to the Net Link main menu.

I've looked though the manual and troubleshooting guide and still can't figure out my problem.

Please call Sega's Customer Service Department at 1-800-SEE-SATURN

VIRTUAL ON

Credits

Sega of America

Producer:

Michael S. Jablonn

Net Link Producer:

Paul Stathacopoulos

Director of Net Link Engineering:

Yutaka Yamamoto

Lead Tester:

Tony Lynch

Assistant Lead Testers:

Lloyd Kinoshita, Mike Dobbins

Designers/Programmers:

Victor Zavala, Bruce Jones, Patrick Joiner

Product Manager:

Andrew Stein

Product Specialist:

Mark Subotnick

Packaging:

Eric Smith

Manual Layout:

Verdoni Multi Media

SOA Test Department:

Chris Lucich, Steve Bourdet, Howard Gipson,
Peter Young, Ferdinand Villar, John Jansen

Special Thanks:

Steve Hutchins, Greg Winslow, Ryoichi Hasegawa,
Yoshi Nakano, Jason Kuo, Mike Needham, Eileen
Sacman, Geraldine Dessimoz, Dan Stevens, Marcelyn
Ditter, Anne Moellering, Mike Markey and the
Seedy Crew.

MPATH, Inc.

XBAND Software:

Josh Horwich, Janice Hsia, Dave Jacobs, Richard Kiss,
Dan Lindsey, Andrew Stadler, Hoan Tran

XBAND Art: Joanna Escolar, Joey Stocklein

Mplayer Art:

William Haas

Web Design:

John Schroeder

PlanetWeb, Inc.

VP Engineering:

Ken Soohoo

Computer Engineering:

Jeff Chin, Steven Cole, Warren Gee, Edgar Allen Tu

Art Direction:

Cuyler Gee

QA Manager:

Randall Hughes

QA:

John Takizawa

Director of Server Technologies:

James Straus

VIRTUAL ON

Notes

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega Saturn compact disc 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, Sega will repair or replace the defective compact disc or component part, at its option, 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 material or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342

IF YOUR SEGA SATURN COMPACT DISC IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO YOUR RETAIL SELLER. Please contact the Sega Consumer Service Department for information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store, which is deemed to be free from defects in material and workmanship.

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If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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ESRB RATING

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

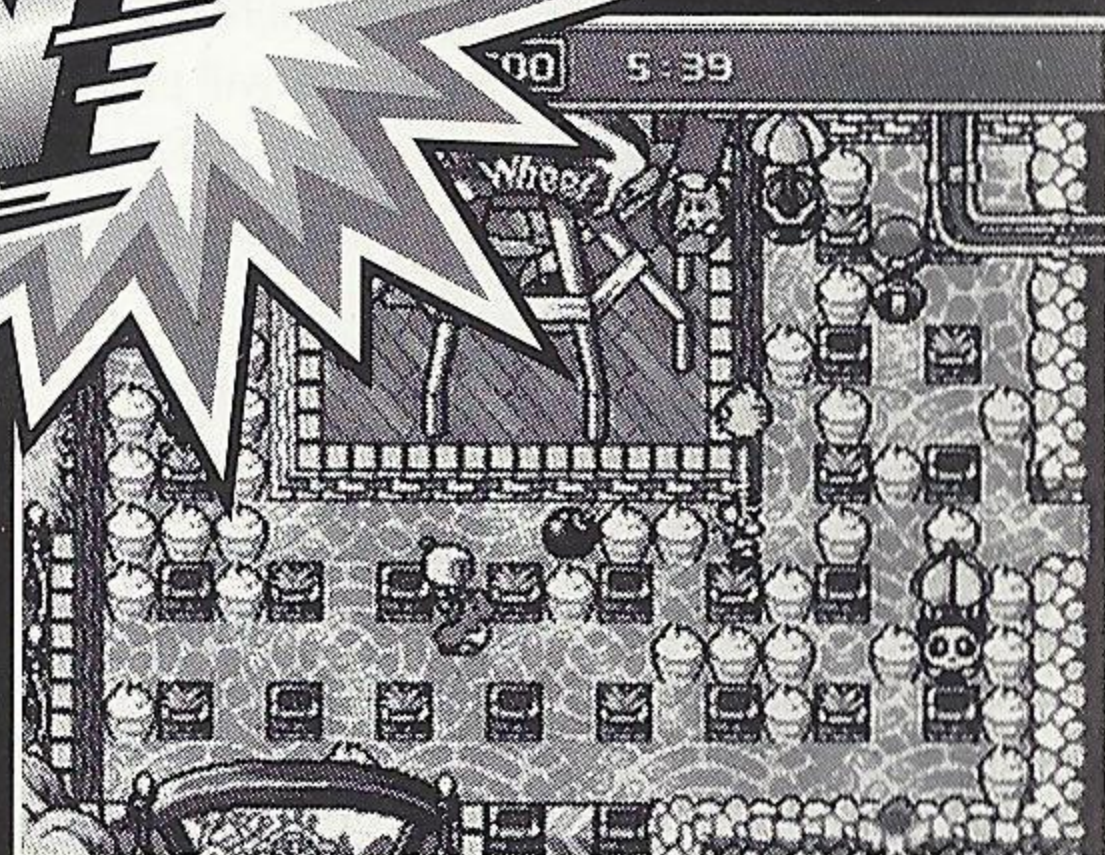
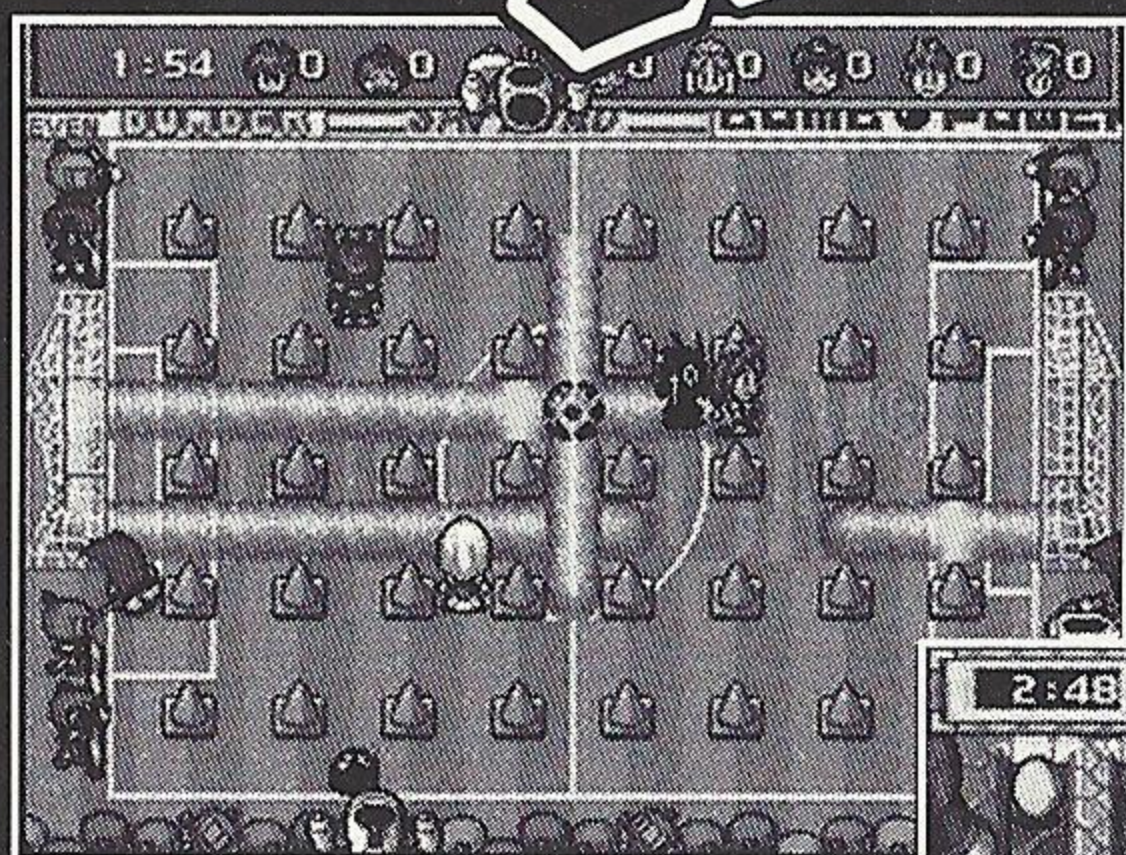


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THE ULTIMATE PARTY GAME

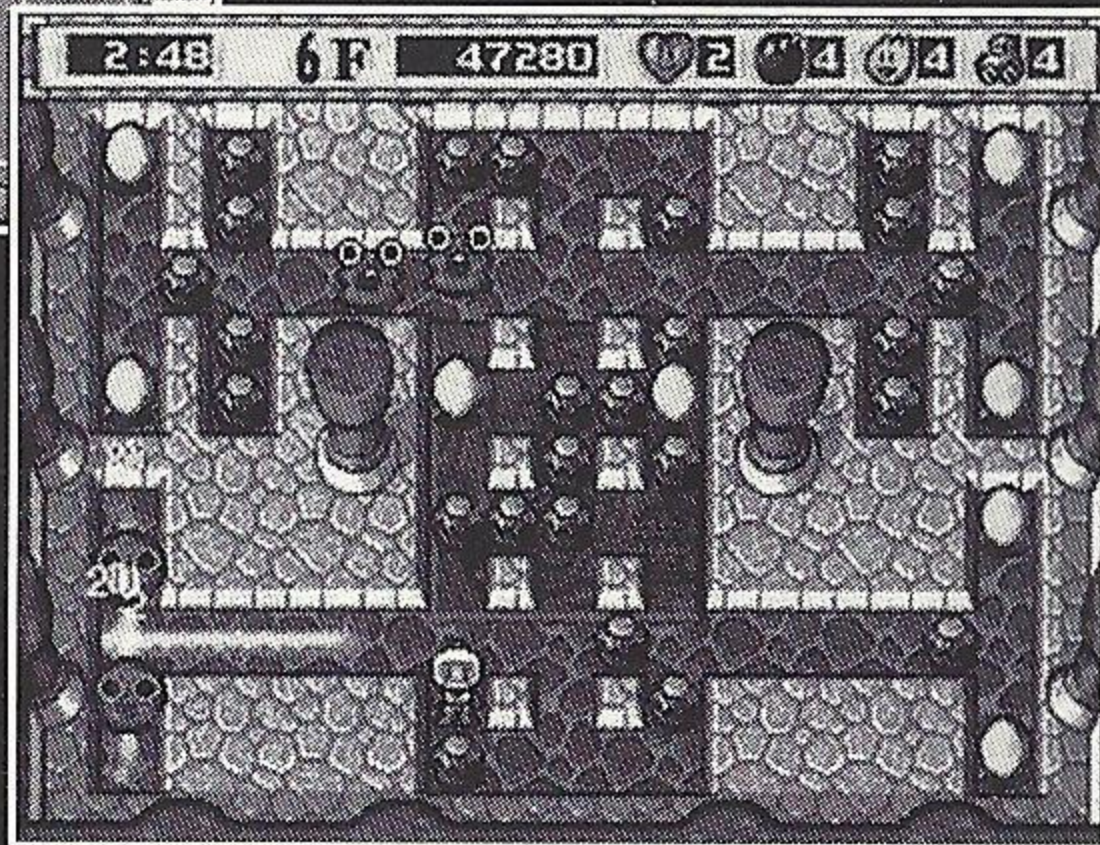


SATURN BOMBERMAN

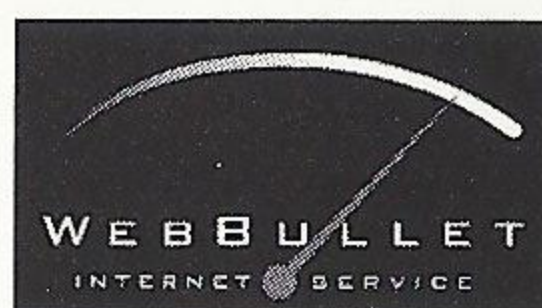


Highly addictive gameplay.

Connect for on-line play
with Saturn Net Link.



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