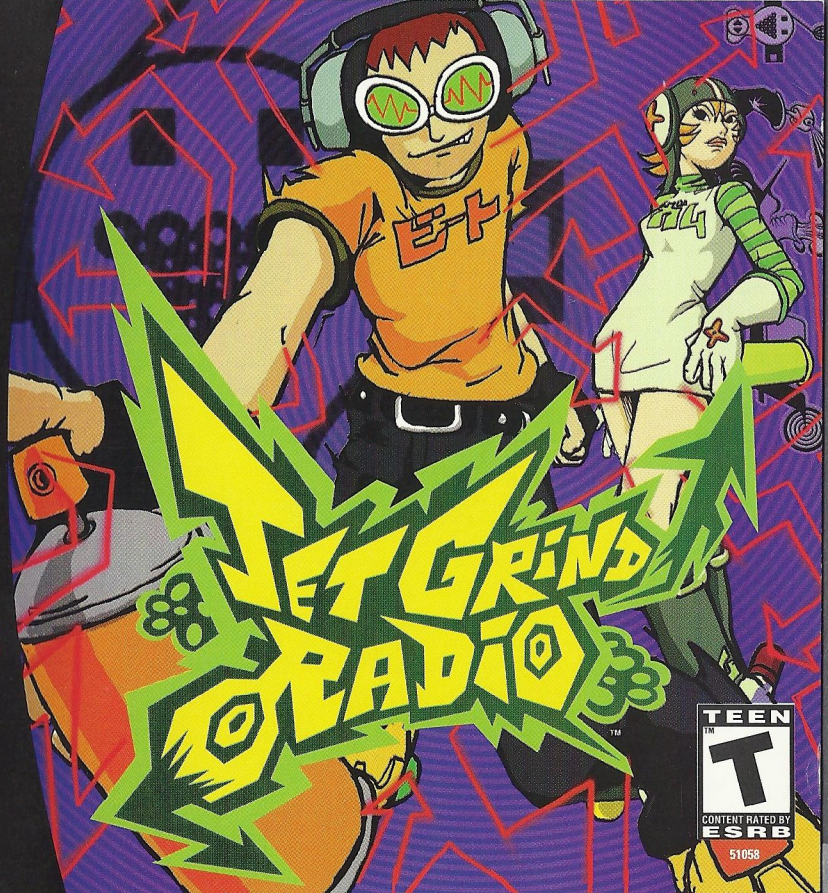




©Eric Haze 2000. All Rights Reserved.

 Dreamcast™



TEEN  
T  
CONTENT RATED BY  
ESRB  
51058



## 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 any thing 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 Jet Grind Radio. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual before you start playing.

Jet Grind Radio is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. See below for details regarding game files. While saving, never turn the Dreamcast OFF, or remove the memory card, controller or other peripheral devices.

SYSTEM FILE  
[JETGRIND\_SYS]  
ORIGINAL GRAFFITI FILE  
[JETGRIND\_SMA]  
ORIGINAL GRAFFITI FILE  
[JETGRIND\_LAR]  
ORIGINAL GRAFFITI FILE  
[JETGRIND\_XLA]

4

18 max

34 max

66 max

## CONTENTS

PROLOGUE	2
CONTROLS	6
STARTING UP	7
STREET	9
GRAFFITI	17
SYSTEM	24
RADIO	25
INTERNET	25
VMU FILE	29
CREDITS	31

VMU ACTIVE FILE  
[JETGRIND\_VM]

30

GRAFFITI FILE (SMALL)  
[JETGRIND\_SOO]

18 max

GRAFFITI FILE (LARGE)  
[JETGRIND\_LOO]

34 max

GRAFFITI FILE (X LARGE)  
[JETGRIND\_XOO]

66 max



# PROLOGUE

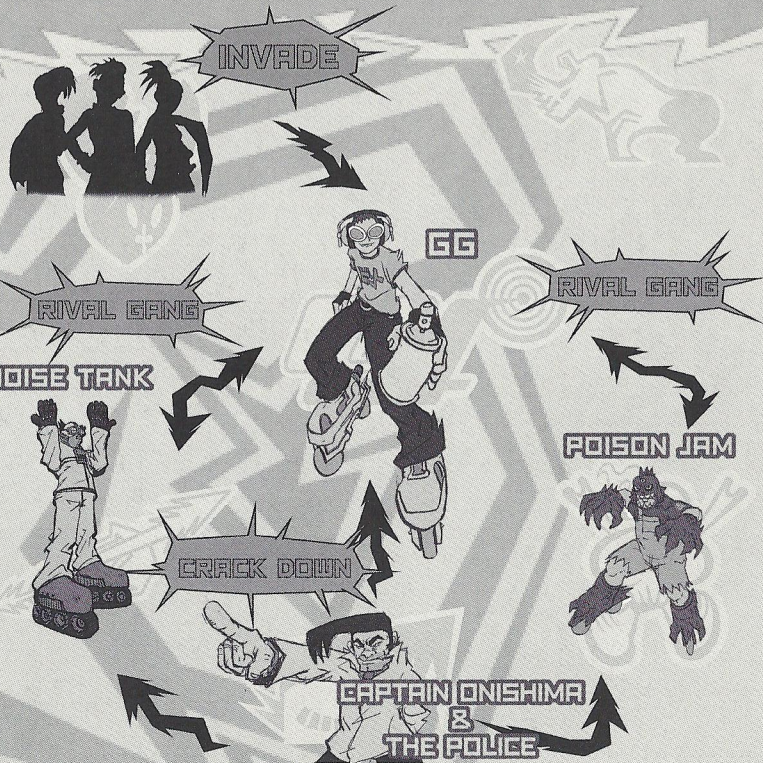
## IN TOKYO-TO, A CITY IN ASIA SIMILAR TO TOKYO...

The signal's goin' over buildings, across railways, traveling at the speed of sound out into the streets of Tokyo-to. This is Professor K, the man with the sounds, DJ of the underground and captain of the pirate station: Jet Grind Radio!!!

There's a 3-way stand-off happenin' down in Tokyo-to. To the west, we got those freaky high-tech dudes called the Noise Tanks. In the east, the Poison Jam, a twisted bunch of perverts with crazy masks, are running rampant. And in Shibuya-cho to the south are the GG's, a knarly bunch who seem to be treading on everybody's toes. Each team has their own graffiti tag marking their turf.

As if those freaks aren't enough, the Tokyo-to government and the Rokkaku Construction Group have started the "21st Century Project," a movement strong-armed by Captain Onishima and his police force to increase their grip on the city.

Oh man! What's that? Some crazy fool's sprayed their tag in Shibuya-cho. I've gotta bad feeling Tokyo-to's about to turn into a warzone. I don't like it, but there's nothing I can do to stop it.







## PROFESSOR K

Height: 6'1". At the center of Tokyo-to street culture is Professor K, a superstar DJ spinning a mix of non-stop tunes from all genres on the pirate radio station, "Jet Grind Radio." He's lived in Tokyo-to for 13 years and is known by his super funky afro dreads. There's nothing he doesn't know about Tokyo-to. But there's lots that's not known about him.

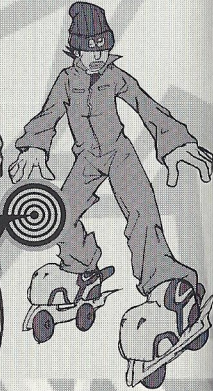
BEAT

TAB

GUM

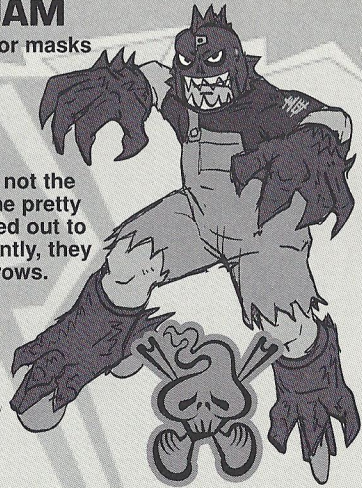
## THE GG's

This team hangs out in Shibuya-cho. Their policy is one of "no policy." Their hideout is a garage located in the backstreets of central Shibuya. Because this is the coolest place in Tokyo-to, they are often challenged by other gangs. Their pet dog is mad because they never take it for walks.



## THE POISON JAM

These weirdos with horror masks hang out in Kogane-cho. Their trademark is the fishy masks that they wear. They're looking to bury Tokyo-to in fear. They're not the most intelligent guys. The pretty girl they kidnapped turned out to be a mannequin. Apparently, they can speak to cats and crows.



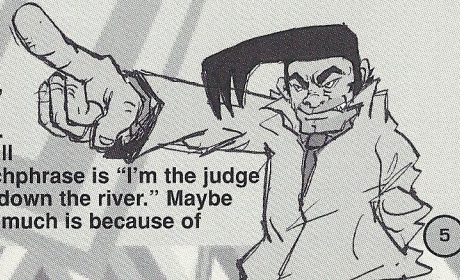
## THE NOISE TANKS

Their turf is Benten-cho. They are able to travel at night with their special glasses. They record the sounds of the city with the tape recorders they have strapped to their bodies. With their knowledge of electronics, they are manipulating power facilities to cause panic.



## CAPTAIN ONISHIMA

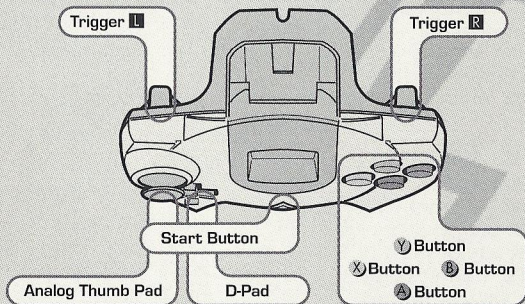
Height: 5'. Shorty. With a five o' clock shadow, dirty hair, and a creased suit, this joker's obviously been watching too many 70's police shows. Watch out when he loses it 'cause he'll start shooting rubber bullets. His catchphrase is "I'm the judge and the jury and I'm gonna send you down the river." Maybe the reason he hates young people so much is because of some past trauma.



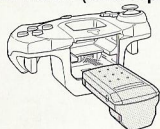


# CONTROLS

Jet Grind Radio is a 1 player game. Connect a controller to Control Port A before turning the power ON. To return to the Title Screen at any point during game play, press and hold **A**, **B**, **X**, **Y** and the Start Button simultaneously on the Dreamcast Controller.



## JUMP PACK™ (sold separately)



Jet Grind Radio is compatible for use with the Jump Pack. Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.

\* **X** and **Y** are not used

	MODE SELECT		GRAFFITI
Analog Thumb Pad	Select	Move	Spray graffiti
D-Pad	Select	—	Adjust camera/graffiti action (see p.13)
D-Pad	Garage	Pause	
Start Button	Enter	Jump	
<b>A</b>	Cancel	—	
<b>B</b>	—	Camera/Graffiti action	
<b>L</b>	—	Speed up	

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

# STARTING UP

Press the Start Button once the Title Select Screen appears. Use **↓↑** to select "New Game", "Load" or "Tutorial" and press **A** to enter.

## NEW GAME

Play the game from the beginning. After watching the Opening Movie, you will have to complete the First Challenge. Once the First Challenge is completed, the Garage will be displayed (p.8).



## LOAD

Continue the game from a saved memory file. Use **←→** to select a memory card and press **A** to load a game file. Once the file has been loaded, the Garage will be displayed (p.8).

## TUTORIAL

Learn how to skate! Follow the commands on screen to master all the cool things you can do in the game! Press the Start Button and use **←→** to return to the Title Screen or continue practicing.

## FIRST CHALLENGE



If you selected "New Game" you must first complete the First Challenge. Copy Gum and Tab's moves to clear this stage. Success in copying a character's moves will allow you to use them in the game. If you fail to copy their moves, or if the Stamina Gauge/Time counter falls to 0 then it's game over.



The Garage. Use **←→** to select a item and press **A** to enter.



## STREET

P. 9

Cruise the streets spraying graffiti and doing cool tricks. There are 3 areas to roam: Shibuya-cho, Kogane-cho and Benten-cho.

## GRAFFITI

P.17

Select the graffiti you wish to spray or create an original tag.

## SYSTEM

P.24

Save the game or check rankings. Adjust the game options.

## RADIO

P.25

Listen to the game's background music.

## INTERNET

P.25

Access the official Jet Grind Homepage and upload/download original graffiti or view/upload rankings.

# STREET

Here's the lowdown on Street Mode. The rules and controls are simple!



### RULES

Within the time limit, spray graffiti at the places shown by the arrows (Graffiti Points). The character will receive damage from attacks by the police and falling from high places. If the Stamina Gauge or the Time Gauge reaches 0 then – game over!

## 1 STAMINA GAUGE

The amount of damage the character can sustain. If the gauge reaches 0 then it's game over!

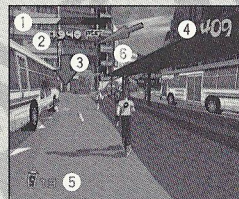
## 2 SCORE

The graffiti and the amount of tricks the character performs determine this.

## 3 GRAFFITI POINT

Press **L** at the point indicated by the arrow to spray graffiti. Some Graffiti Points are necessary to clear the stage and some aren't.

- ↓Red: necessary to clear the stage
- ↓Green: not necessary to clear the stage



## 4 TIME LIMIT

If it reaches 0 then – game over.

## 5 SPRAY CANS

The number of spray cans you have.

## 5 ARROWS

Appear when there are enemies or at the stage exits.

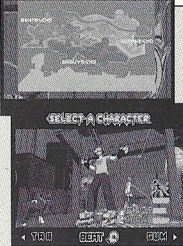
**Run Away:** Run in the direction of the arrows when being attacked to avoid enemy attacks.

**Exit:** Move in the direction of the arrow to go to the stage exit and return to the Garage.



## STORY PROGRESS

### 1 STAGE/CHARACTER SELECT

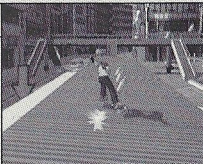


First select a stage. At the beginning, there is only one stage to choose from. However, clearing stages opens up other areas. Use **↑↓←→** to select and press **A** to enter. Then select a character. At first, there are only 3 characters to select. However, winning challenges from other characters will allow you to use them. Use **←→** to select a character and press **A** to enter. Press and hold **R** while selecting to increase selection speed.

**POWER TECHNIQUE** the amount of stamina a character has the larger the gauge, the smaller the turning circle

**GRAFFITI** the larger the gauge, the more difficult the graffiti and the less amount of cans you can carry, but the greater amount of points you can score

### 2 SPRAY CANS



To spray graffiti, you're gonna need some cans of paint. Cans are scattered around the city streets. The number of cans you've collected is displayed in the bottom left corner of the screen. The amount of cans a character can carry is determined by the Graffiti Gauge. There are also cans of first aid spray which are used to recover stamina.

#### Yellow!

1 can equals 1 frame of graffiti.



#### Blue!

Equivalent to 5 yellow cans.

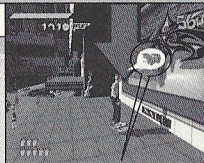


#### Recover!

There are two sizes of first aid spray. The amount of stamina recovered depends on the size of the can.



### 3 FIND A GRAFFITI POINT



Press **L** when this sign appears!



Without spray cans you won't be able to do any graffiti! The bigger the graffiti size, the more cans you'll need!

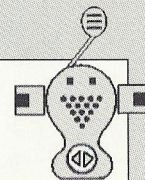
### 4 SPRAY GRAFFITI



These are the graffiti command icons!

### I T E M GRAFFITI SOUL

Get the Graffiti Soul items scattered around the street and increase your selection of graffiti designs. Extra graffiti designs will be listed under the Graffiti List, see p.18. You must clear the mission you are on before you are able to use the new graffiti design.





## 5 DO SOME TRICKS!



Points and the trick name!



Use rail surfaces to do grinds. Guardrails, power lines, hand rails, gutters.....these can all be used. Use rails to escape from enemies when they are chasing you. Also bullets cannot hurt you when you are doing a grind!



Get some air while in the halfpipe or when you've got some speed. You can jump really far!



Touch the wall momentarily. Use this trick to jump higher and farther.



Without using tricks, it is impossible to get to some Graffiti Points and items. You can use tricks to get away from enemies and earn bonus points. So come on, do some tricks....

## 6 EVADE ENEMIES



The wrist radio

Sometimes your wristwatch radio will intercept police radio transmissions. If your wristwatch appears on screen, be careful, the police or the army may be around.

## SPEED UP TO ESCAPE!

If the "!" mark appears, lookout! The enemy has you in their sights. If the mark is flashing they're shooting! Press **R** while running to speed up and escape. Immediately after pressing **R**, you'll do a dash. During this dash, the bullets can't hit you.



Run Away!

## WATCH OUT FOR ARROWS!

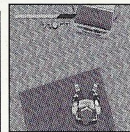


Watch out for the arrows, which appear on-screen. When "RUN AWAY" appears, follow the direction of the arrow. The arrows indicate a direction where you can get away from your pursuers. The blue arrows will show you how to get there.

Follow the arrows!

## CHANGE THE VIEWPOINT

Press **L** to change the camera viewpoint. Changing the viewpoint will help you spot Graffiti Points and enemies. When you're near a Graffiti Point arrow press **L** to start spraying.



When you're next to a wall press **L** to get an over-head view.





## STAGE CLEAR

After you clear a stage and the stage results are displayed, you will be asked whether or not you want to save the game. Select and enter "OK" to display the Save Screen (p.24).

### Ranking:

Jet, Nitro, Turbo,  
Engine, Motor,  
Pedal

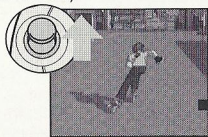
Conditions for clearing the game are listed below. Read the message at the beginning of each stage carefully.

- Spray graffiti at the Graffiti Points marked by the red arrows
- Spray graffiti on the backs of the rival gang members

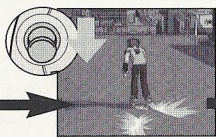
## T E C H N I Q U E

### SKATING BACKWARDS

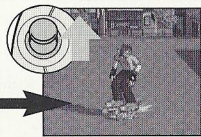
While moving forward, pull back on the Analog Thumb Pad to brake and then immediately push it forward again. The character will skate backwards. It is easier to do this if the character is skating fast. Press **A** while performing the backward skate technique and the character will jump and skate backwards. (It's not possible to dash while skating backwards.)



Move forwards

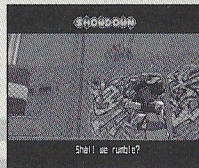


Reverse and brake



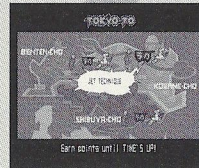
Forwards again!

## RIVAL SHOWDOWN



When "Rival Arrives" appears on-screen, you can go head to head with a rival skater. These rival skaters will test how good you are. Win the challenge and you will be able to use these skaters in the game. You will also be able to spray new graffiti. Follow the movements of the rival in the "Technique" sections, or beat the rival to the Graffiti Point in the "Race" sections. When the rival throws down a challenge, use **←→** to select "YES" and press **A** to enter. If you want to chicken out, select and enter "NO". You will return to the Stage Select Screen. After failing a challenge once, press **A** to skip the rival's demonstration.

## TRIAL



Clear the "Street" and "Rival Showdown" areas and you will be able to take part in "Trials." You will be able to select these areas from the Stage Select Screen. There are 3 kinds of trials:

**Jet Graffiti** Get to all the Graffiti Points and spray within the time limit.

**Jet Technique** Get the top score within a set time.

**Jet Crash** Reach the goal and spray before the other skater.



## PAUSE MENU

Press the Start Button while playing to display the Pause Menu. Check the map or adjust the volume of the radio.

### 1 BGM VOLUME

Press ◀▶ to adjust the volume of the radio.

### 2 BACK TO GAME

Return to the game.



### 3 RETURN TO GARAGE

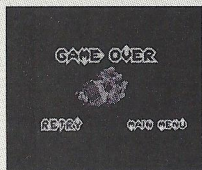
Return to the Garage.

### 4 MAP

The stage map. Locate where the Graffiti Points you haven't sprayed yet are.

## GAME (TIME) OVER SCREEN

Game over? Come on, don't give up yet. Use ◀▶ to select an option and press A to enter.



### RETRY

Try the stage again

### GARAGE

Return to the Garage

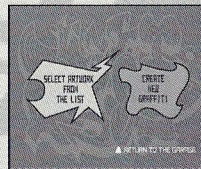
### TITLE SCREEN

Return to the Title Screen

▲ If you run out of time "TIME OVER" will be displayed

# GRAFFITI

Make your own original graffiti design. Use your designs in the game and register them on the Jet Grind Radio official home page. Try and make them as cool as you can. Use ◀▶ to select an item and press A to enter.



### Select from list

Select which graffiti to use in the game. .....▶ p.18

### Create Graffiti

Make an original graffiti design. .....▶ p.19

#For details regarding the required amount of memory blocks, see p.23

## GRAFFITI CONTROLS

	LETTER SELECT	PAINT MODE
Analog Thumb	Move Cursor	Move Spray
Pad	Select	Select Palette
D-Pad	Return to Garage	Return to Garage
Start Button	Enter	Enter
A	Select "Back"	Select "Back"
B	Undo (1 step)	Undo
Y	---	Thin Spray
L	---	Thick Spray

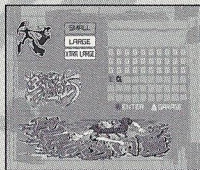


## SELECT GRAFFITI FROM LIST

Check graffiti designs and select which one to use in the game. Use  $\uparrow$  $\downarrow$  to select a size and press  $\Delta$ . The graffiti list for that size will be displayed. Use the cursor to select an icon and press  $\Delta$ . This will display the graffiti in the graffiti window. This graffiti is now selected for use in the game. Press the Start Button to return to the Garage.

### 1 WINDOW

Displays the selected graffiti. From the top: small, large and x-large.



### 2 TITLE/COMMENT

When a graffiti design is selected, the title (top) and comment (bottom) will be displayed. In the case of a picture file, press  $L/R$  to select the "Erase" setting.

### 3 LIST

Shows the list of graffiti for the selected size.

### ICONS

**G** Graffiti acquired from the Graffiti Soul (p.11) and the Rival Showdown (p.15).

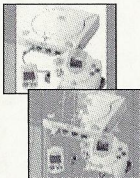
**E** Original graffiti designs.

**DL** Pictures downloaded from the Internet\* or graffiti downloaded from the Jet Grind Radio home page.

\* The filename, "PASSPORT\_POO" will be displayed.

### PICTURE FILE "ERASE" SETTING

Erase the color from picture files. Press  $L/R$  to select the "Erase" setting and you'll be able to erase parts of the picture. Increase the number value of the Erase setting to increase the amount erased from the picture.



Insert a memory card to Expansion Socket 1 of the controller connected to Control Port A to load saved graffiti designs.

It is only possible to use JPEG format picture files. Some pictures in JPEG format cannot be used. In this case "This data cannot be used" will be displayed

## CREATE GRAFFITI

### SELECT SIZE

Select a graffiti size. Use  $\leftarrow$  $\rightarrow$  to select "SMALL," "LARGE" or "X-LARGE" and press  $\Delta$  to enter.



### ENTER TEXT

Enter the graffiti text. Up to 7 letters can be entered. Use the D-Pad to move the cursor and press  $\Delta$  to enter.



<b>ENG</b>	Enter English text
<b>JPN</b>	Enter Japanese text
$\leftarrow$	Move the cursor to the left
$\rightarrow$	Move the cursor to the right
<b>Delete</b>	Delete a letter
<b>Back</b>	Return to the previous screen
<b>Next</b>	Alter the Shape (p.20)
<b>Paint Mode</b>	Go to Paint Mode (p.22)

### "Start Over?" SCREEN

Select and enter "Return" to display the Start Over? Screen. Use  $\leftarrow$  $\rightarrow$  to select an item and press  $\Delta$  to enter.

**YES** Return to the previous screen **NO** Continue with name entry

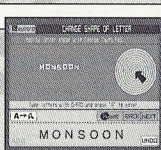




## TEXT MODE ICONS

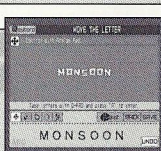
### **Shape**

Adjust the shape of the letters. Use the D-Pad to select the letter you wish to change. To change all the letters, select "ABC." Use the Analog Thumb Pad to change the shape. Press **A** to select the shape you like. Select and enter "Next" to edit the letters further.



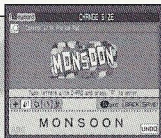
### **Position**

Adjust the positioning of the text. Use the D-Pad to select the letter you wish to adjust. To adjust all the letters, select "ABC." Use the Analog Thumb Pad and **L/R** to adjust the position. Press **A** to enter.



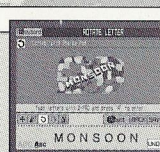
### **Size**

Adjust the size of the letters. Use the D-Pad to select the letter you wish to adjust. To adjust all the letters, select "ABC." Use the Analog Thumb Pad and **L/R** to adjust the size. Press **A** to enter.



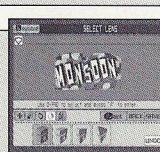
### **Rotate**

Adjust the angle of the text. Use the D-Pad to select "ABC" to rotate the whole word. Select "Abc" to rotate all the letters. Use the D-Pad to select an individual letter. Use the Analog Thumb Pad and **L/R** to rotate. Press **A** to enter.



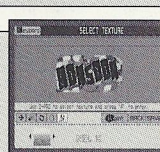
### **Lens**

Adjust the perspective of the text. Use the D-Pad to select a lens and press **A** to enter. Adjust the size of the text to see how the perspective has changed.



### **Pattern**

Select a pattern for the letters. Use the D-Pad to select a pattern and press **A** to enter.



### **BACK** **NEXT** **Paint Mode**

Go to paint mode (p.22).

### **BACK** **NEXT** **Back**

Display the **Start Over?** Screen.

### **BACK** **NEXT** **Next**

Go to the next step.



## PAINT MODE ICONS



**TIP!** Use **L** and **R** to:

**L** Thin spray (paint/erase)

**R** Thick spray (paint/erase)

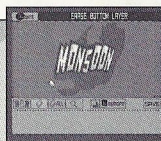
### Palette

Spray graffiti! The color palette will be displayed. Use the D-Pad to select a color then the Analog Thumb Pad to move the cursor. Press **L/R** to spray. Press **A** to enter.



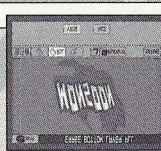
### Eraser

Select to display the Eraser. You can also display the eraser by pressing **X**. Once the eraser is displayed, use the Analog Thumb Pad to move the cursor and press the **L/R** to erase. Only the painted portion will be erased, not the text. Press **A** to enter.



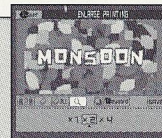
### Total Erase

Press **A** to erase all the paint. You will be asked to confirm your selection. Use the D-Pad to select either "OK" or "NO" and press **A**. Only the painted portion will be erased, not the text. It will not be possible to undo this step so be careful.



### Zoom

Zoom in on the graffiti. Use the D-Pad to select "x1," "x2" or "x3." Press **A** to enter.



### Keyboard **SAVE** Paint Over/Under

Select whether to spray paint over the text or under the text. Select "Over" and you'll spray over the top of the text.



### Keyboard **SAVE** Text Mode

Go to text mode (p.20).

## PAINT/TEXT MODE ICONS

### Keyboard **SAVE** Save

Don't forget to save once you've finished or your graffiti will be lost! Select and enter "Save" to display the save confirmation prompt. Use **←→** to select "YES." Press **A** to display the Save Screen (p.24). Once the Save Screen is displayed, it won't be possible to edit your graffiti anymore.



To save graffiti you need the following amount of memory blocks in your memory card:

Small: 18 Max

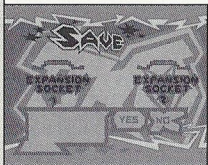
Large: 34 Max

X-Large: 66 Max



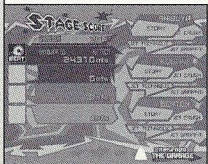
# SYSTEM

Save game files, view rankings and adjust the various game settings. Use **↑↓** to select an item and press **A** to enter.



## SAVE

Save game files, settings, graffiti downloaded from the Jet Grind Radio official home page and the VMU File (p.29) to a memory card. Use **←→** to select a memory card and press **A** to display the save confirmation prompt. Select and enter "OK" to save and return to the Garage.



## STAGE SCORE

View the rankings for the various stages. Use **↑↓** to select a stage and view its rankings. Press the Start Button to return to the Garage.



## OPTIONS

Adjust the game settings. Use **↑↓** to select an item and **←→** to adjust. Press the Start Button to return to the Garage.

- |                  |                                    |
|------------------|------------------------------------|
| <b>Sound</b>     | Select Mono or Stereo sound output |
| <b>Jump Pack</b> | Enable or disable the Jump Pack    |

# RADIO

Listen to the Jet Grind Radio background music. Use **←→** to select a song. Press the Start Button to return to the Garage.



# INTERNET

Access the Jet Grind Radio official homepage to upload/download graffiti and upload/check rankings.

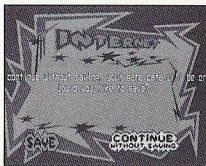
## ● REGARDING USER REGISTRATION

This software is not equipped with the functions necessary for setting up a communications environment. In order to access the Jet Grind Radio homepage, it is first necessary to use the Planet Web Browser, included with the Dreamcast unit, to register online or to perform a user registration check.



### WARNING!

Connecting to the Internet without saving will result in the loss of all unsaved game files. Select "SAVE" on the screen to the right to save game files. Select "DON'T SAVE" to access the Internet without saving. Press **B** to return to the Garage.



## TRIGGER **L** MENU/TRIGGER **R** MENU

While in Internet Mode, press the **L** to display the **L** Menu or **R** to display the **R** Menu.

### **L** MENU

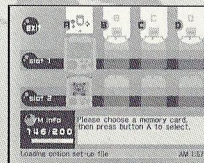
<b>HOME</b>	Return to local home
<b>MAIL</b>	Display mail
<b>OPTION</b>	Display the network options screen
<b>CONNECT</b>	Return to the game
<b>GOTO GAME HP</b>	Jump to the Jet Grind Radio homepage
<b>EXIT TO GAME</b>	Return to the game

### **R** MENU

<b>BACK</b>	Display the previous screen
<b>FORWARD</b>	Advance 1 screen
<b>RELOAD</b>	Refresh the page
<b>CANCEL</b>	Cancel the operation in progress
<b>ZOOM</b>	Increase the size of the page
<b>FILE</b>	Display the File Screen

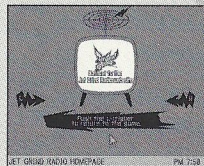
## FILE SELECT

Once "INTERNET" is selected, the File Screen will be displayed. Here it is possible to load any Planet Web option files saved on a memory card. These files will be loaded automatically. Select and enter exit to display the Jet Grind Radio Homepage Select Screen.



## JET GRIND RADIO HOMEPAGE SELECT

From here you can get to the Jet Grind Radio homepage. Use **←→↑↓** to select the television and press **A** to connect to the Jet Grind Radio homepage. Press **L** to return to the game.





## HOMEPAGE

This is the totally awesome Jet Grind Radio official homepage. Select "Graffiti" to upload/download original graffiti and rankings. Have fun!

To save graffiti you need the following amount of memory blocks in your memory card:

**Small: 18 Max**

**Large: 34 Max**

**X-Large: 66 Max**

## D O W N L O A D

### PICTURES INTO GRAFFITI

Save pictures files to the memory card and use them as graffiti. Position the pointer over the picture you wish to use and press **A** and **X** simultaneously. If you have enough free memory blocks you will save the picture file onto the memory card. To view the picture or set the size setting, see p.18.



It is only possible to use JPEG format picture files.

### ● DISCLAIMER

When you download graphics from the web and use them in the game, make sure you respect other people's copyrights.

# VMU FILE

Download graffiti from the Jet Grind Radio official homepage and it will be possible to add titles and comments.



\* The VMU File is saved to the memory card automatically once graffiti is downloaded  
\* It is possible to save the VMU File to another memory card if the VMU currently contains an VMU File



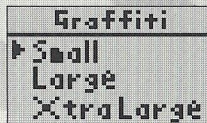
### TITLE SCREEN

The screen to the left is the Title Screen. Press **A** and **B** simultaneously to display the Channel Select Screen.



### CHANNEL SELECT SCREEN

Press **A** to display the Graffiti Select Screen.



### GRAFFITI SELECT SCREEN

Select a graffiti size. Use **↑**/**↓** to select a size and press **A** to enter. If there is no graffiti of the selected size "No DL graffiti" will be displayed. Press **B** to return to the Graffiti Select Screen.



JETRADIO.SOC  
 JETRADIO.SOC  
 JETRADIO.SOC  
 NEXT →

## GRAFFITI SCREEN

Select the graffiti you wish to check. Use **↑↓** to select a graffiti and press **Ⓐ** to enter. If there is more than one screen to select from, select and enter "Next" to view the following screen. Select and enter "Contents" to return to the Graffiti Select Screen.

TITLE  
 MY GRAFITI  
 →  
 E-mail

## GRAFFITI TITLE SCREEN

Check the title of the select graffiti. Select and enter "E-mail" to display the E-mail Screen. Select and enter "to Comments" to display the Comment Screen.

E-mail  
 Jet@sega.co  
 →  
 to comments

## E-MAIL SCREEN

If the person who made the graffiti has listed their mail address, you can check it here. Select and enter "Continue" to view the address. Select and enter "to Comments" to view the comment screen.

Comments  
 Whats UP ?  
 ← →  
 to title

## COMMENT SCREEN

View the comments made by the person who made the graffiti. If there is more than one screen, select and enter "Next" to view the following screen. Select and enter "Contents" to return to the Graffiti Select Screen.

# CREDITS

## "DRAGULA"

by Rob Zombie

Courtesy of Geffen Records under license from Universal Music Enterprises.

(Rob Zombie, Scott Humphrey)

(c) 1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP) & GIMME BACK MY PUBLISHING

(ASCAP) ADMINISTERED BY BUG MUSIC, INC.

ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP)

ADMINISTERED BY WB MUSIC CORP. (ASCAP)

ALL RIGHTS RESERVED. USED BY PERMISSION.

[www.robzombie.com](http://www.robzombie.com)

## "IMPROVISE"

by Jurassic 5

Courtesy of Interscope Records under license from Universal Music Enterprises.

(D. Givens, M. Potsic, C. Stewart, C. Henderson, L. Macfadden, M. Stuart, Q. Jones)

Published by DJ Nu-Mark (BMI)/ Inshallah Music (ASCAP)/ Macari & Me Music (ASCAP)/ Manphibian Music (ASCAP)/ Naja Music (ASCAP)/ Upper Cut Music/ Fox Fanfare Music, Inc. (ASCAP)/ Warner-Tamerlane Publishing Corp. (BMI)

## "THE HOT ROCK"

As sampled in "Improvise"

(Quincy Jones)

(c) WARNER-TAMERLANE PUBLISHING CORP. (BMI)

ALL RIGHTS RESERVED. USED BY PERMISSION.

[www.jurassic5.com](http://www.jurassic5.com)

## "PATROL KNOB"

by MixMaster Mike

Written by Michael Schwartz for Schwartz Entertainment.

MixMaster Mike appears courtesy Asphodel Records. © 2000 Asphodel Ltd.

[www.mixmastermike.net](http://www.mixmastermike.net)



### "JUST GOT WICKED"

by Cold

Courtesy of Flip/Geffen Records under license from Universal Music Enterprises.

Written by Cold for Into Everything Music (ASCAP)

[www.coldonline.com](http://www.coldonline.com)

### "SLOW"

by Professional Murder Music

Courtesy of Geffen Records under license from Universal Music Enterprises.

Written by Professional Murder Music for Professional Murder Music (ASCAP)

[www.murdermusic.com](http://www.murdermusic.com)

INTERSCOPE, GEFFEN, A&M RECORDS, 2220 COLORADO AVE., SANTA MONICA, CA 90404. (p)© 2000

INTERSCOPE RECORDS, (p) GEFFEN RECORDS,  
INC.

ASPHODEL, LTD., 763 BRANNAN ST., SAN FRANCISCO, CA 94103. © 2000 ASPHODEL LTD.

**\*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 Jet Grind Radio 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.