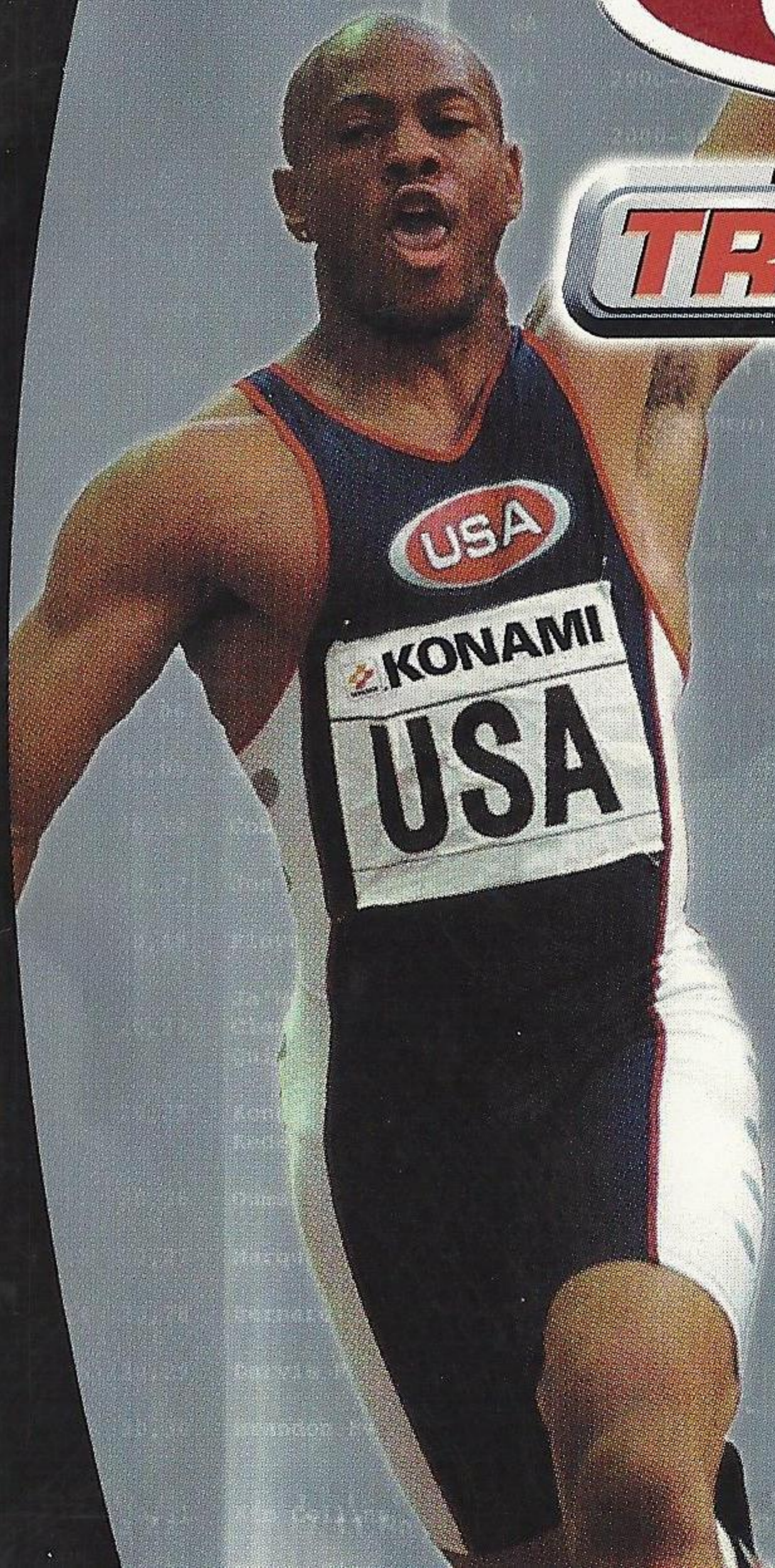




INTERNATIONAL
TRACK & FIELD

Dreamcast™



EVERYONE
®
E
CONTENT RATED BY
ESRB

T-9509N

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 the 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 the 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 the 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 the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the 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, or 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.

CONTENTS

Thank you very much for purchasing
**ESPN the Games™ INTERNATIONAL
TRACK & FIELD.**

In order to more fully enjoy your game
playing experience, we recommend
that you thoroughly read this manual
before playing.

This game is fictional. Any similarity
between current organizations, groups,
countries or individuals is purely
coincidental.

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DISC DOOR

POWER BUTTON

This turns the unit ON or OFF.

OPEN BUTTON

Press to open the Disc Door.

CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. For **ESPN the Games™ INTERNATIONAL TRACK & FIELD**, use each port to connect controllers for players 1-4 respectively. (Buy additional controllers, sold separately, to play with two or more people.)

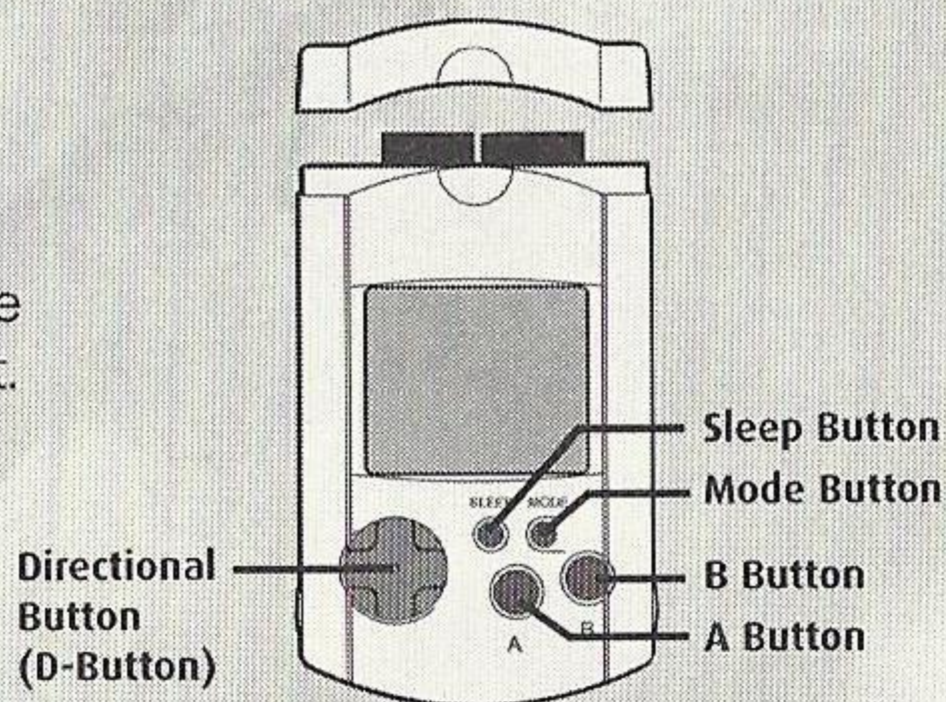
ESPN the Games™ INTERNATIONAL TRACK & FIELD is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

VISUAL MEMORY UNIT (VMU)

To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into an expansion socket of the controller BEFORE turning on the Sega Dreamcast. This game requires 11 blocks to save game data.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



SAVING GAME DATA

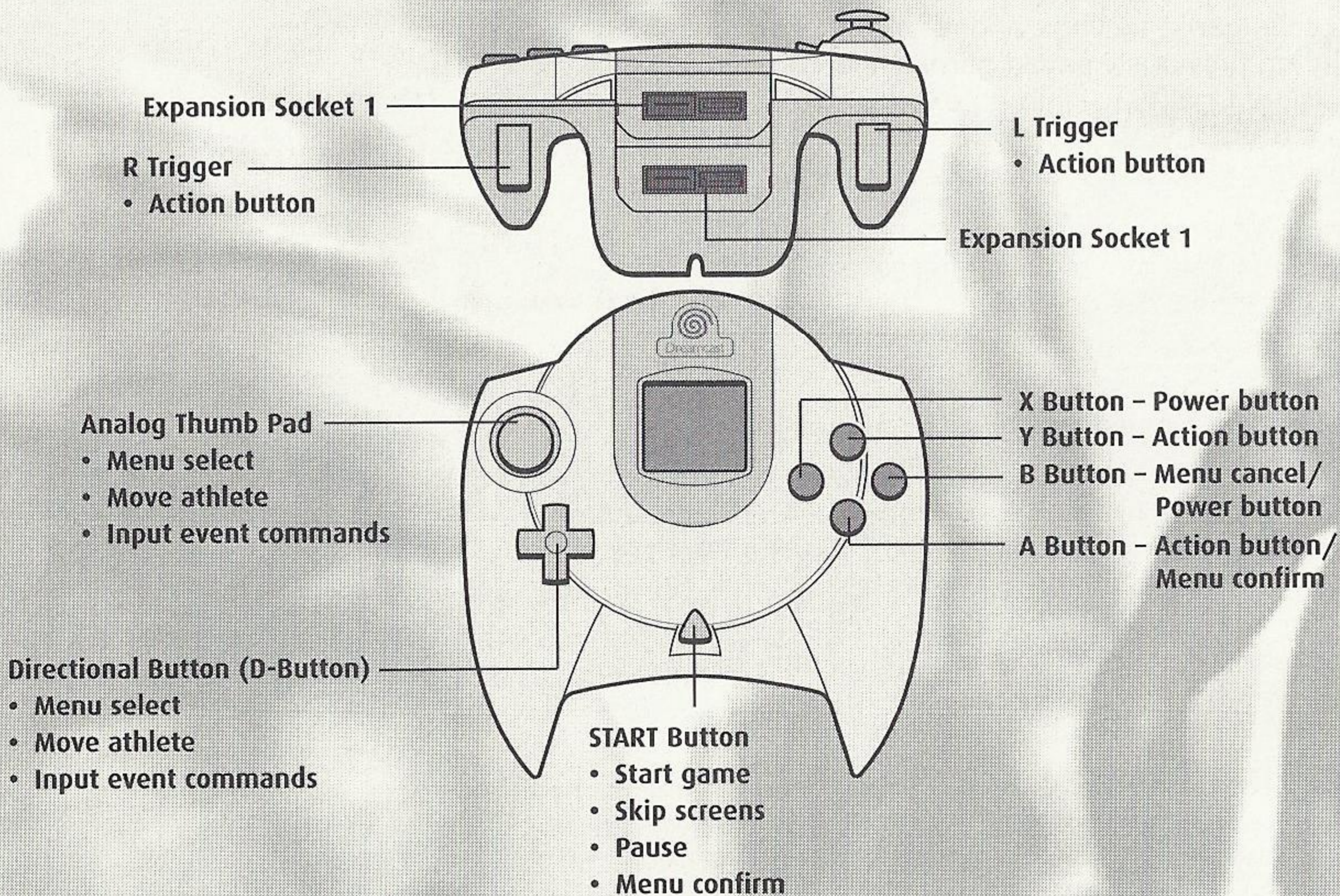
You can save game data from the Main Menu. After setting your options (see page 13), or completing an event, return to the Main Menu. Use the Directional Button or Analog Thumb Pad to highlight the "Save" option and press the A Button. Highlight an expansion socket containing a VMU, and press the A Button to save.

LOADING GAME DATA

You can load saved game data from the Main Menu. Select the "Load" option and press the A Button. Highlight an expansion socket containing a VMU with **ESPN the Games™ INTERNATIONAL TRACK & FIELD** saved game data. Press the A Button to load the data.



SEGA DREAMCAST CONTROLLER

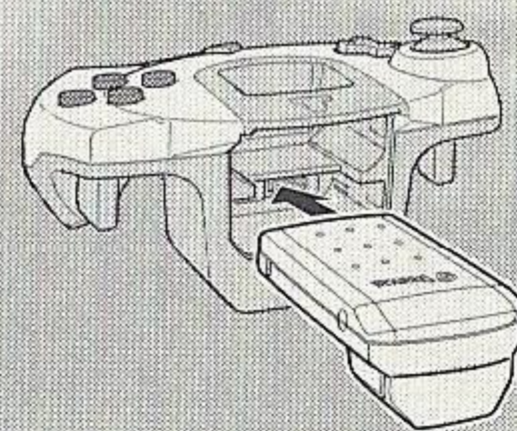


- **ESPN the Games™ INTERNATIONAL TRACK & FIELD** is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- For all controllers, to return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.

JUMP PACK

ESPN the Games™ INTERNATIONAL TRACK & FIELD supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

Note: When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

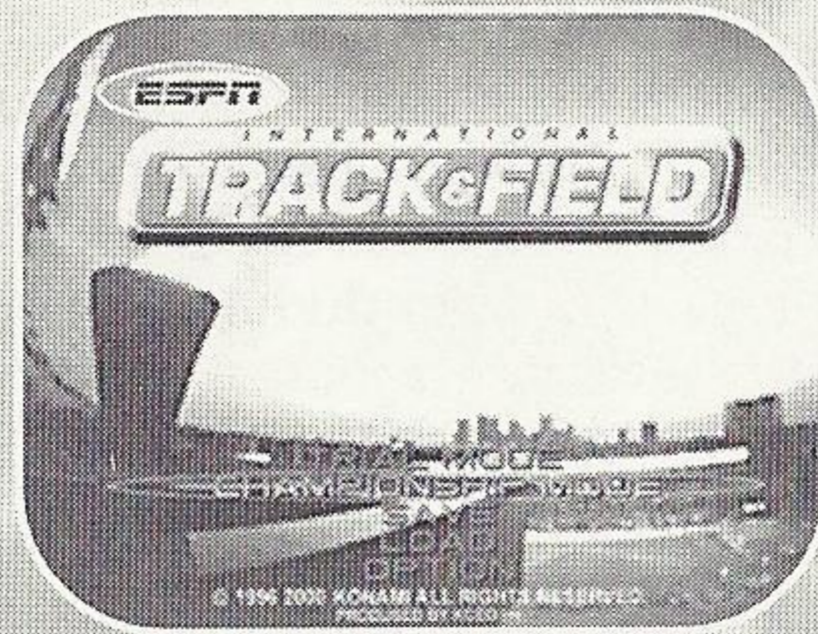
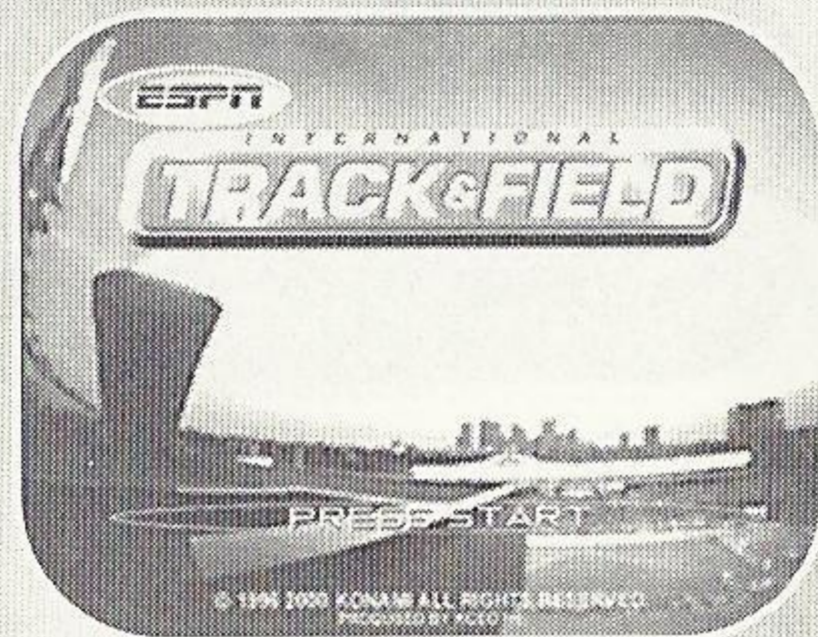


CHOOSING A GAME MODE

Press START at the Title screen. If you're just beginning a session, you'll see options to start a "New Game" or to "Load Game." Use \uparrow/\downarrow on the Directional Button or Analog Thumb Pad to highlight your selection, and press the A Button to confirm. (If you're loading a previously saved game, see page 3.)

If you're starting a new game, you'll see the Main Menu with the following options. Use \uparrow/\downarrow to highlight your selection, and press the A Button to confirm.

- **TRIAL MODE:** Play through the events to practice and learn the controls. See page 8 for more details
- **CHAMPIONSHIP MODE:** Represent your favored country and play through a random series of events for high scores and standings. See page 11 for more details.
- **SAVE:** Save game settings and results to a Visual Memory Unit (VMU) inserted in any expansion socket of any controller being used to play the game. See page 3 for instructions.
- **LOAD:** Load a previously saved game from a VMU inserted in any expansion socket of any controller being used to play the game. See page 3 for instructions.
- **OPTION:** Reconfigure game settings and save game data. See page 13 for details.



PAUSING THE GAME

Press START during an event to pause the action and display the Pause Menu.

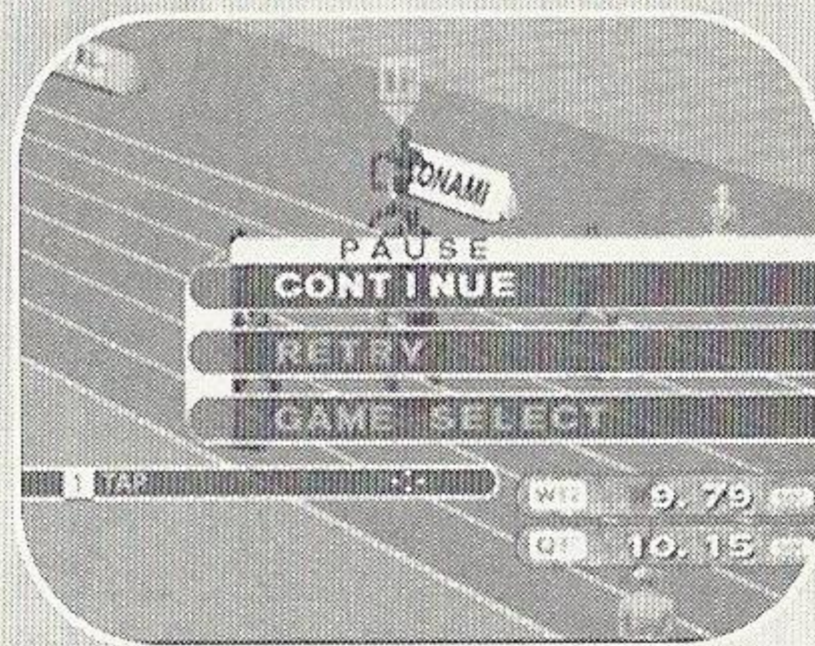
- Pause the game to see a quick reminder of the event controls.
- Check the current World Record (WR) on the Pause screen.

You can then use one of these options, using \uparrow/\downarrow to select and the A Button to confirm:

- CONTINUE: Return to the current event.
- RETRY: Restart the current event.
- GAME SELECT: Exit back to the Game Select screen.

WATCHING REPLAYS

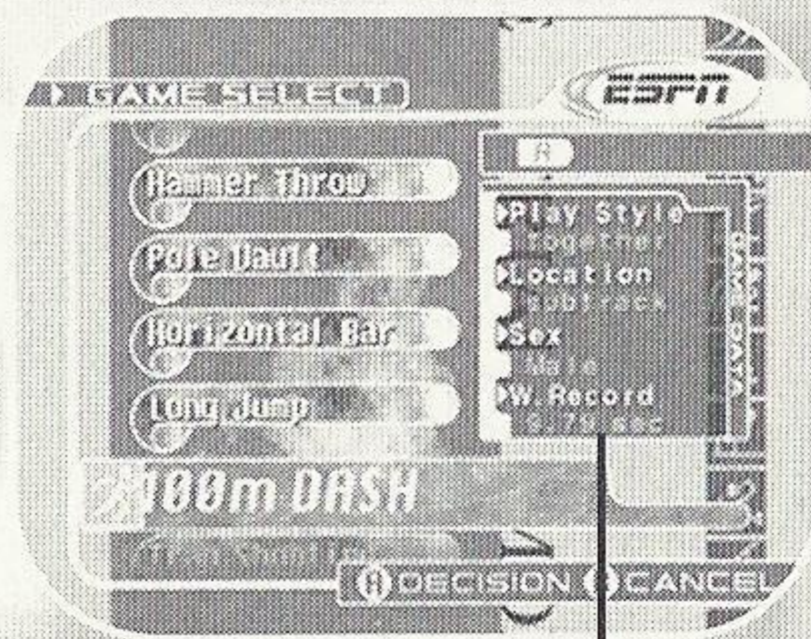
After the completion of each event, the Replay screen appears. Watch the replay as many times as you want, to review your performance. Press START to end or skip the replay.



TRIAL MODE

Select "Trial Mode" from the Main Menu to play this mode. The Game Select screen appears. Eight events are available for selection at any time during Trial Mode. You can play the events in any order, and repeat events as often as you want. Four additional events can be unlocked during Championship Mode.

Use \uparrow/\downarrow to select an event. Press the R Trigger to toggle between the Ranking roster and Game Data display for the selected event. Press the A Button to enter the event.



Ranking/Game Data

EVENT SELECT

The 12 events available are:

100m Dash	Javelin Throw
Long Jump	Weight Lifting
Horizontal Bar	High Jump
Pole Vault	Triple Jump
Hammer Throw	Vault
110m Hurdles	Trap Shooting

PLAYER ENTRY

Press the A Button to start your player entry.
For multiple player games, all players should press their A Button to begin individual player entry.

After enabling your player, use the Directional Button or Analog Thumb Pad to select a country, then press the A Button to confirm.

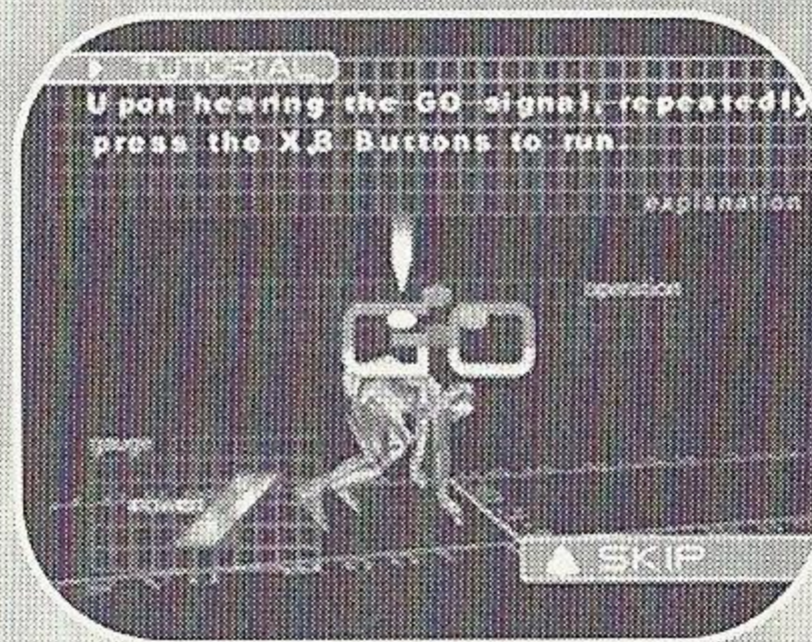
Next, enter your player's name. Use \uparrow/\downarrow to select a character. Change the cursor position by using \leftarrow/\rightarrow . Press the A Button after each character selection to set it and finally, to complete your name entry.

Once all players have completed name entry, the event begins.

TUTORIAL

Before the starting horn, a Tutorial screen explains the event controls. It's to your advantage to pay attention to how the controls and gauges work before entering the event. Press START if you want to skip the Tutorial.

Note: Pause the game (press START) during the event to see a quick control summary.



VIEWING RESULTS

At the completion of each event, the Result screen is displayed, showing the current rankings. Press START to continue from this screen.

CONTINUE

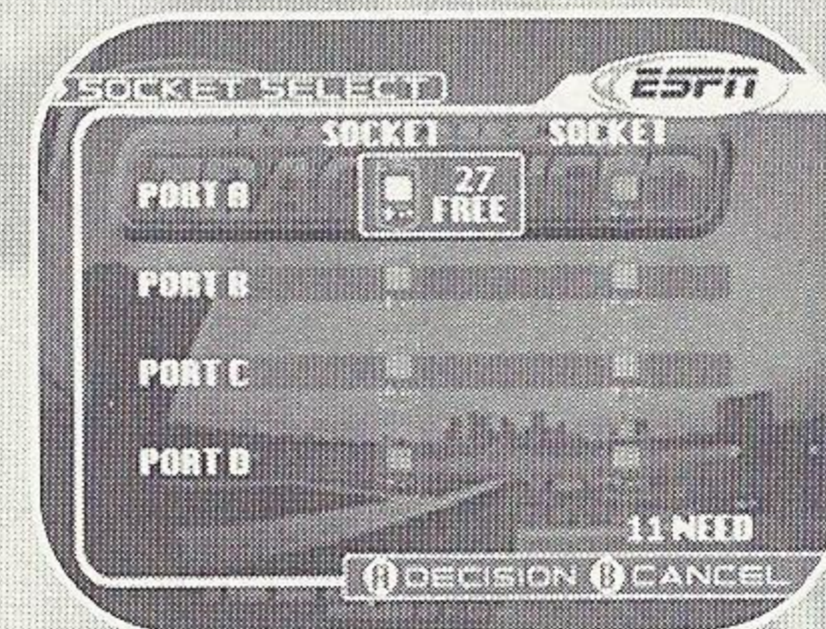
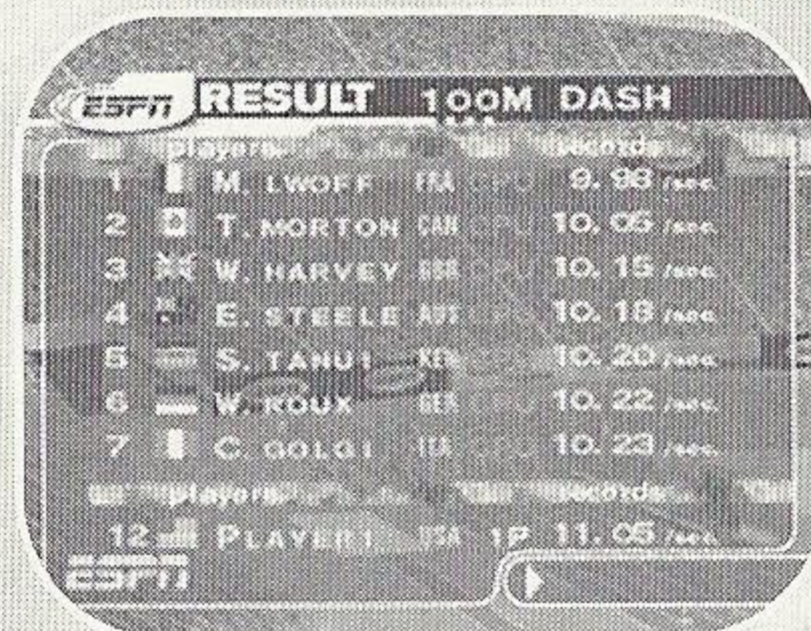
Finally, the Event Completion screen is displayed. Use \uparrow/\downarrow to select an option and press the A Button:

- CONTINUE: Restart the last event played from the beginning.
- GAME SELECT: Exit back to the Game Select screen to choose another event.
- QUIT: Exit back to the Title screen.

SAVING IN TRIAL MODE

If you achieve a Top 3 Record and want to save your data, you must exit Trial Mode and return to the Main Menu. Select "Save" to save the data. (See page 6.)

Caution: Any Personal Best records in the Top 5 will be held in memory automatically; however, these records will disappear when the power is turned off. To save Personal Best data, return to the Main Menu and select "Save." (See page 6.)



CHAMPIONSHIP MODE

In Championship Mode, eight events are randomly chosen. You play through these events in their assigned order, competing against athletes from other countries for top scores. Current points and country standings are displayed at the completion of each event.

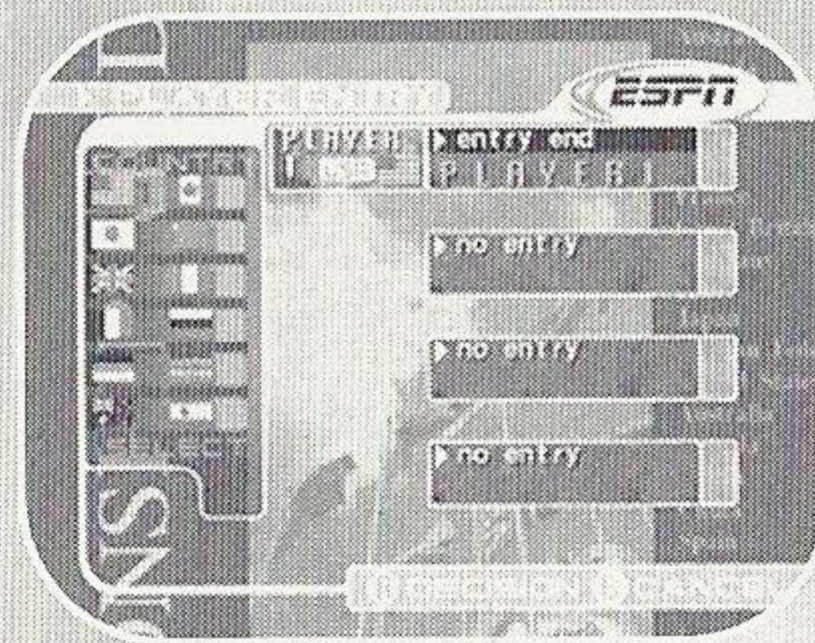
PLAYER ENTRY

Enter players, countries and names in the same way as for Trial Mode games (see page 9). After all players are entered, the first three randomly selected events are displayed.

PLAYING A CHAMPIONSHIP EVENT

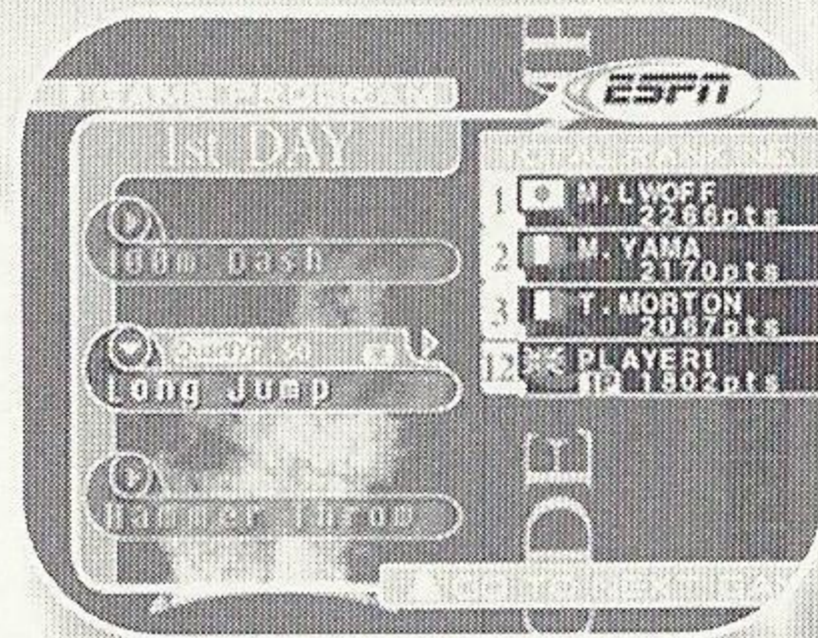
Press the A Button to start the game. (You must play through the events in their assigned order; you cannot select events or change their order.)

- A Tutorial appears before each event, explaining the event controls (see page 9).
- At the completion of each event, a replay reviews your performance. Press START to continue.
- Next, the Result screen displays the current game rankings and total points. Press START to continue.
- Finally, the Game Program screen displays the name of the next event. Press the A Button to start the event.
- After each event, if you achieved No. 1 ranking, you'll hear the national anthem for your chosen country (except for Russia and Kenya).



SAVING IN CHAMPIONSHIP MODE

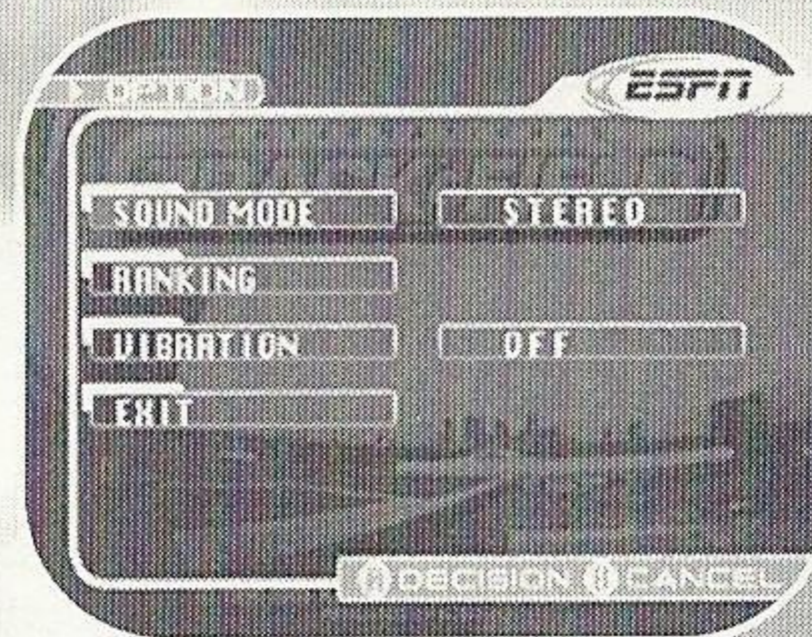
The Total Result screen is displayed after all eight events have been completed. At this point, you can save your Championship Record data by selecting "Yes" and pressing the A Button.



OPTION MODE

Use \uparrow/\downarrow on the Directional Button or Analog Thumb Pad to select a menu item, and use \leftarrow/\rightarrow to change the settings.

- SOUND MODE: Select STEREO or MONO depending on your speaker setup.
- RANKING: View the best times and point scores for all events. Press the A Button to see the Ranking screen. Use \leftarrow/\rightarrow to cycle through the rankings by event.
- VIBRATION: Toggle the Jump Pack vibration feature ON or OFF.
- EXIT: Return to the Title screen.



100M DASH

RULES

Compete for the fastest time, running a distance of 100m. If you start running before the GO! signal, you will false start. A player with two false starts will be disqualified.

MULTI-PLAYER GAMES

Players compete simultaneously.



Power Gauge

Press START during an event to see the event controls.

CONTROLS

- At the GO! signal, repeatedly press the Power buttons to start your athlete running.
- The faster you press the buttons, the higher the Power Gauge will rise and the faster your athlete will run.
- During the event, arrows appear to designate the controlled runners, e.g. "1P" designates Player 1's runner.



Each card qualifies the primary user of the Konami of America person. Winner void in Washington. In Kansas a cash prize may be terminated with

To help us to continue making the hottest games for Sega Dreamcast™, please answer these questions about *ESPN INTERNATIONAL TRACK & FIELD*. Mail the card to us, and you could win a free Konami video game in our monthly drawing.

Name _____

Address _____

City _____ State _____ Zip _____ Phone _____

Birth Date ____/____/____ Male Female

1. Date *ESPN INTERNATIONAL TRACK & FIELD* was purchased _____

2. Who purchased the game?
- 1. Mom
 - 2. Dad
 - 3. Game Player
 - 4. Grandparent
 - 5. Friend
 - 5. Other

6. Do you own any other game?
- 1. Super NES
 - 2. Sega
 - 3. Game Boy
 - 4. Game
 - 5. Sega Saturn
 - 6. PlayS

3. How did you hear about this game?
- 1. Friend
 - 2. TV
 - 3. Magazine Review
 - 4. Game Package In Store
 - 5. Magazine Ad
 - 6. Rented It
 - 7. Played or Saw Demo In Store

7. How many games do you plan to purchase in the next 12 months?
- 1. 1 - 5
 - 2. 6 - 10
 - 4. 21 - 30
 - 5. 31 or more

4. What type of video games do you like?
- 1. Action/Arcade
 - 2. Adventure/Role Play
 - 3. Sports
 - 4. Puzzle
 - 5. Fighting

8. Who else in the family plays video games?
- 1. Brother(s)
 - 2. Sister(s)
 - 3. Dad
 - 4. Mom

5. What are your favorite magazines?
- 1. Next Generation
 - 2. Game Pro
 - 4. Ultra Game Players
 - 5. Electronic Gaming Monthly
 - 6. Die Hard Game Fan
 - 7. Game Informer
 - 8. PS Extreme
 - 9. Nintendo Power

9. What are your favorite hobbies?
- 1. Team Sports
 - 2. Skateboarding
 - 3. Rollerblading
 - 4. Arcade
 - 5. Collecting

es for one monthly drawing. Please fill in all information about the
 he Product, or include all information on a 3 x 5 card and mail to:
 ca, Inc., P.O. Box 318, Addison, IL 60101-0318. One entry per
 will be notified by mail within 30 days of drawing. This contest
 on, Missouri, Florida, Ohio and other places where prohibited.
 alternative in lieu of a prize may be requested. This contest may
 thout notice. No purchase necessary.

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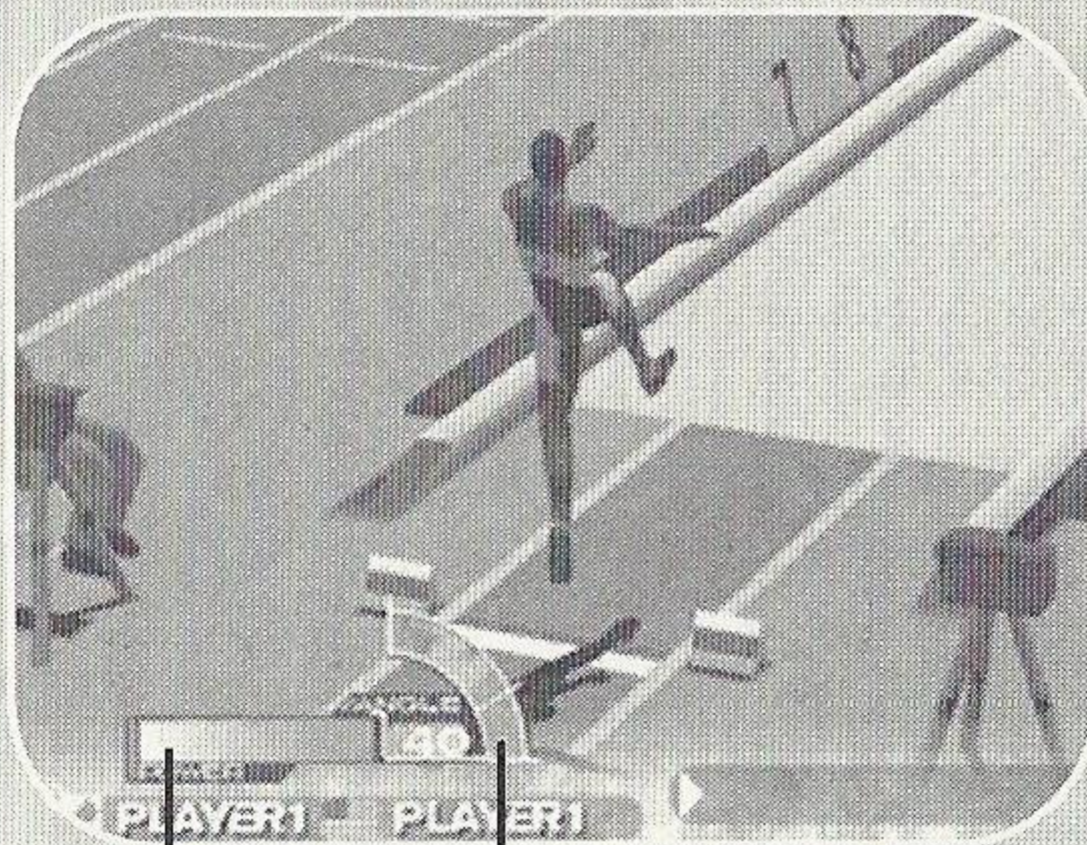
LONG JUMP

RULES

Build up speed in the run-up and compete for the farthest jump distance. Crossing the jumping line before you jump results in a foul. The farthest jump out of three attempts counts as your score.

MULTI-PLAYER GAMES

Players alternate one jump at a time.



Power Gauge

Angle Gauge

Press START during an event to see the event controls.

CONTROLS

- Repeatedly press the Power buttons to start your athlete running. (You must start within 10 seconds or you will time out.)
- The faster you press the buttons, the higher the Power Gauge will rise and the faster your athlete will run.
- Press/hold an Action button as your athlete approaches the jump line to increase the Angle Gauge.
- When the gauge reaches the desired angle, release the Action button to complete the jump.

RULES

Perform various twists and turns on the horizontal bar, competing for points. Points are judged on the skill and beauty of the routine.

MULTI-PLAYER GAMES

Players alternate to complete their routines.



Timing Gauge

Press START during an event to see the event controls.

CONTROLS

- Press an Action button to start the event. (You must start within 10 seconds or you will be fouled.)
- **Step 1:** Areas on the Timing Gauge will light up at random. Press an Action button when the marker is inside the lit area.
- **Step 2:** Commands appear on-screen. Use the Directional Button or Analog Thumb Pad to enter the commands in the order shown within the time limit.
- Repeat steps 2 and 3 a total of 8 times.
- Your athlete will automatically complete the landing.

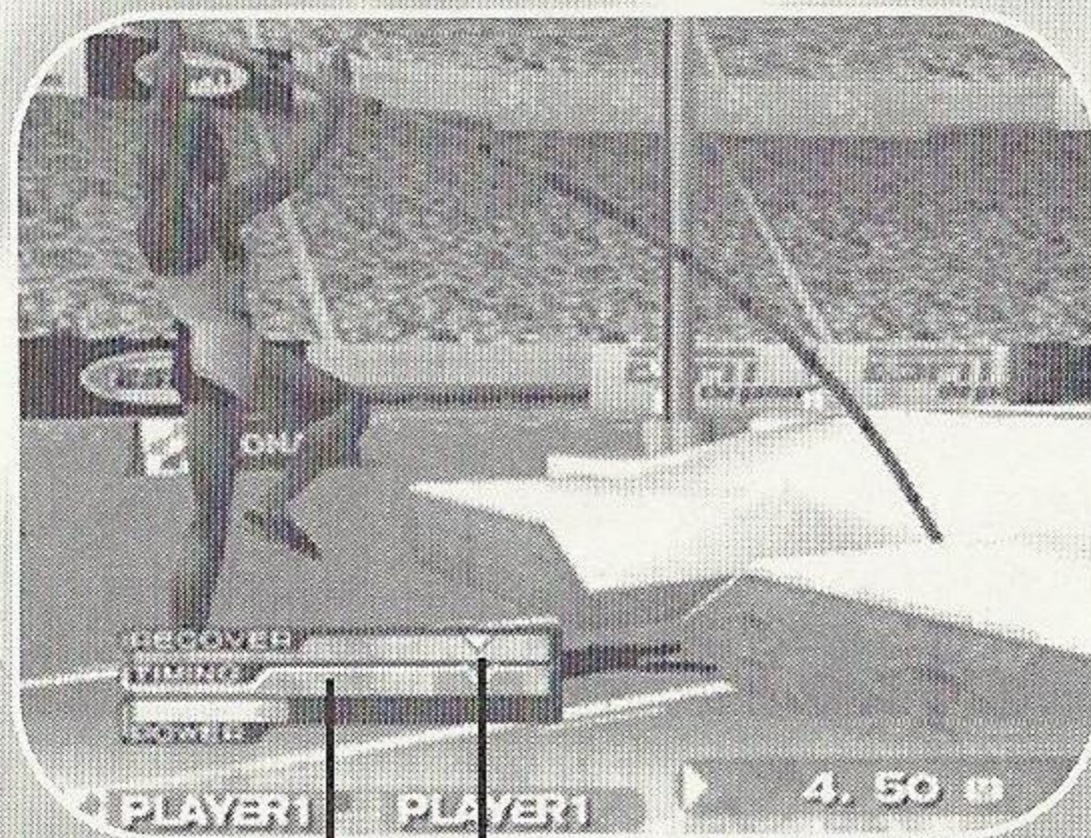
POLE VAULT

RULES

Build up speed in the run-up and use the pole to clear the bar. Compete to clear the highest bar without knocking it off. Knocking off the bar is a foul; three fouls is a disqualification. Successfully clear the bar to advance to the next height.

MULTI-PLAYER GAMES

Players alternate one vault at a time.



Recover Gauge

Timing Gauge

Press START during an event to see the event controls.

CONTROLS

- Use \uparrow/\downarrow to select the bar height, then press the A Button to set it.
- Repeatedly press the Power buttons to start your athlete running. (You must start within 10 seconds or you will time out.)
- The faster you press the buttons, the higher the Power Gauge will rise and the faster your athlete will run.
- Press an Action button as the Timing Gauge approaches the red mark to jump.
- Press/hold an Action button as the Recover Gauge approaches the yellow mark to lift your athlete's legs and clear the bar.
- Release the Action button to complete the jump.

EVENTS

HAMMER THROW

RULES

Twirl around to build up power, then throw the hammer, competing for the farthest distance thrown. The hammer must land between the two lines to be a valid throw.

MULTI-PLAYER GAMES

Players alternate one throw at a time.



Swing Gauge

Timing Gauge

Press START during an event to see the event controls.

CONTROLS

- Repeatedly press the Power buttons to start the event. (You must start within 10 seconds or you will time out.)
- The faster you press the buttons, the higher your Power Gauge will rise.
- The Timing Gauge will rotate five times. You must throw the hammer before the gauge reaches "0" or you will be fouled.
- Press/hold an Action button when the Swing Gauge is facing in the direction you want to throw (shown in white).
- When the gauge reaches the desired throw angle, release the Action button to complete the throw.

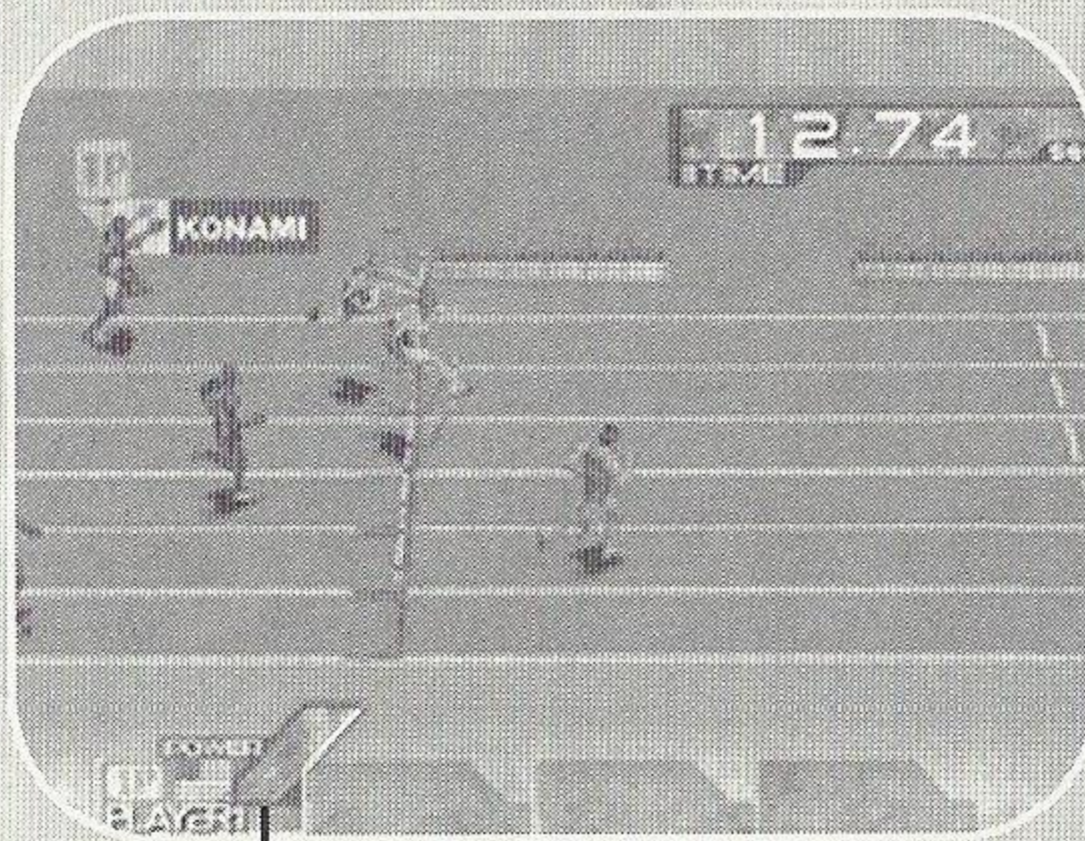
110M HURDLES

RULES

Compete for the fastest time running the 110m hurdles. If you start running before the GO! signal, you will false start. A player with two false starts will be disqualified.

MULTI-PLAYER GAMES

Players compete simultaneously.



Power Gauge

Press START during an event to see the event controls.

CONTROLS

- At the GO! signal, repeatedly press the Power buttons to start your athlete running.
- The faster you press the buttons, the higher the Power Gauge will rise and the faster your athlete will run.
- During the event, arrows appear to designate the controlled runners, e.g. "1P" designates Player 1's runner.
- Press an Action button as your athlete approaches the hurdles to jump.
- Watch your timing when jumping the hurdles. You need to jump sooner than you think to clear the hurdles without knocking them over.

JAVELIN THROW

EVENTS

RULES

Build up speed in the run-up and throw the javelin, competing for the farthest distance thrown. The javelin must land between the two lines to be a valid throw.

MULTI-PLAYER GAMES

Players alternate one throw at a time.



Angle Gauge

Power Gauge

Press START during an event to see the event controls.

CONTROLS

- Repeatedly press the Power buttons to start your athlete running. (You must start within 10 seconds or you will time out.)
- The faster you press the buttons, the higher the Power Gauge will rise and the faster your athlete will run.
- Press/hold an Action button before crossing the throw line to set the angle of the throw.
- When the gauge reaches the desired angle, release the Action button to complete the throw.

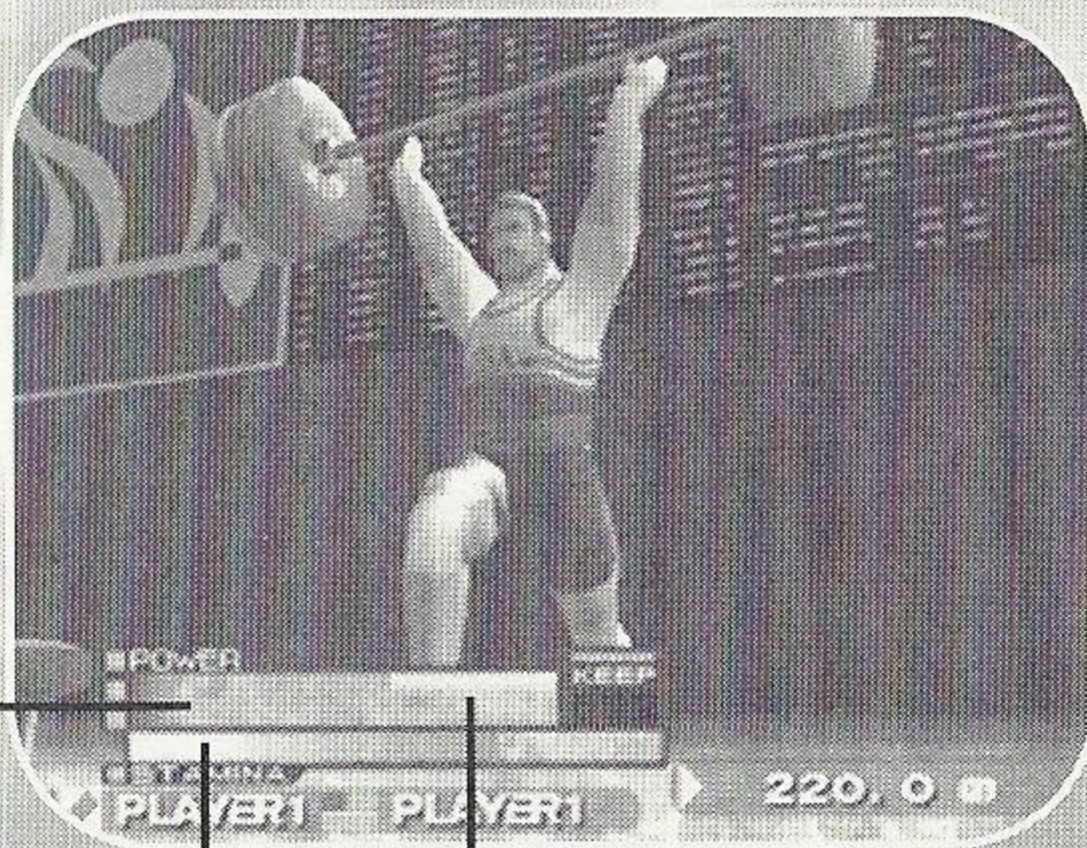
WEIGHT LIFTING

RULES

Compete for the heaviest successful lift.

MULTI-PLAYER GAMES

Players alternate one lift at a time.



Power Gauge

OK Zone

Stamina Gauge

Press START during an event to see the event controls.

CONTROLS

- Use \uparrow/\downarrow to select the weight of the barbell, then press the A Button to set it.
- Repeatedly press the Power buttons to build up the Power Gauge.
- Press an Action button when the purple gauge and sliding marker are both in the lighted OK Zone to complete the Clean.
- Again, repeatedly press the Power buttons, then press an Action button in the OK Zone to complete the Jerk.
- Repeatedly press the Power buttons to keep the bar steady for three seconds by keeping the Power Gauge in the OK Zone.
- Complete your lift before the Stamina Gauge falls to zero.

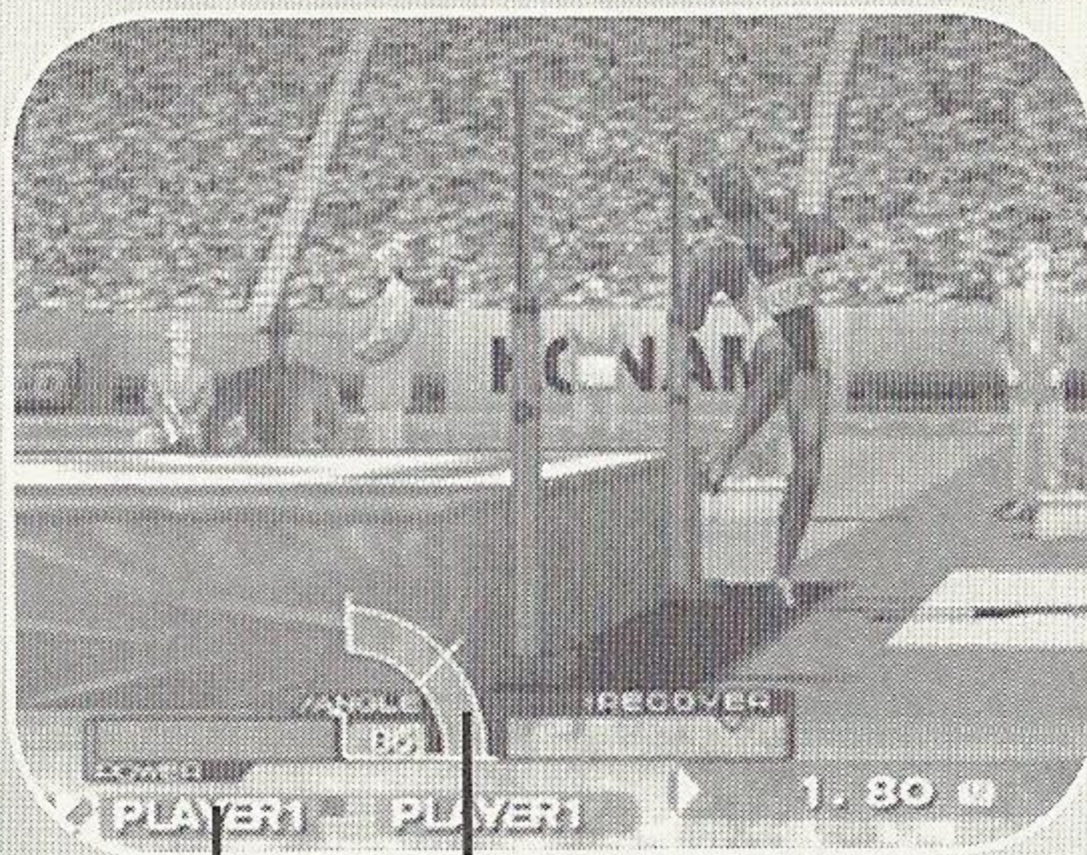
EVENTS

RULES

Build up speed in the run-up and then jump, competing to clear the highest bar without knocking it off. Knocking off the bar is a foul; three fouls is a disqualification. Successfully clear the bar to advance to the next height.

MULTI-PLAYER GAMES

Players alternate one jump at a time.



Angle Gauge

Power Gauge

Press START during an event to see the event controls.

CONTROLS

- Use \uparrow/\downarrow to select the bar height, then press the A Button to set it.
- Repeatedly press the Power buttons to start your athlete running. (You must start within 10 seconds or you will be fouled.)
- The faster you press, the higher the Power Gauge will rise and the faster your athlete will run.
- Press/hold an Action button when your athlete is in the red Jump Area to set the angle of the jump. When the gauge reaches the desired angle, release the button to jump.

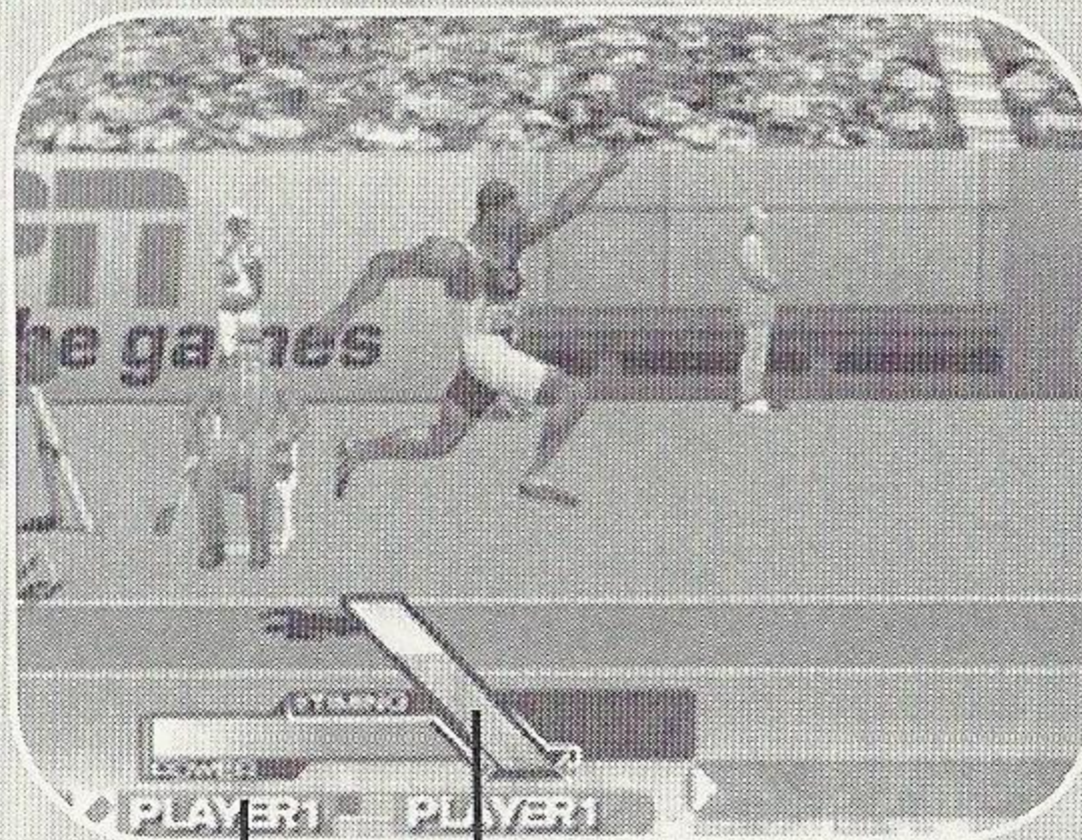
TRIPLE JUMP

RULES

Build up speed in the run-up and compete for the longest jump distance. Crossing the jumping line before you jump results in a foul. The longest jump out of three attempts counts as your score.

MULTI-PLAYER GAMES

Players alternate one jump at a time.



Timing Gauge

Power Gauge

Press START during an event to see the event controls.

CONTROLS

- Repeatedly press the Power buttons to start your athlete running. (You must start within 10 seconds or you will time out.)
- The faster you press the buttons, the higher the Power Gauge will rise and the faster your athlete will run.
- Press an Action button as your athlete approaches the Jump Line to make the first jump.
- Press the Action button again when the Timing Gauge drops down to the Timing Mark to make the second jump.
- Press the Action button a third time on the Timing Mark to make the third jump.

RULES

Perform various twists and turns on the vault, competing for points. Points are judged on the skill and beauty of the routine.

MULTI-PLAYER GAMES

Players alternate one routine at a time.



Power Gauge

Commands

Timing Gauge

Press START during an event to see the event controls.

CONTROLS

- Repeatedly press the Power buttons to start your athlete running. (You must start within 10 seconds or you will be fouled.)
- The faster you press the buttons, the higher the Power Gauge will rise, increasing the difficulty level of the vault.
- Use the Directional Button or Analog Thumb Pad to enter the commands that appear on screen in the order shown within the time limit.
- Press an Action button when the Timing Gauge drops down to the Landing Mark to land cleanly.

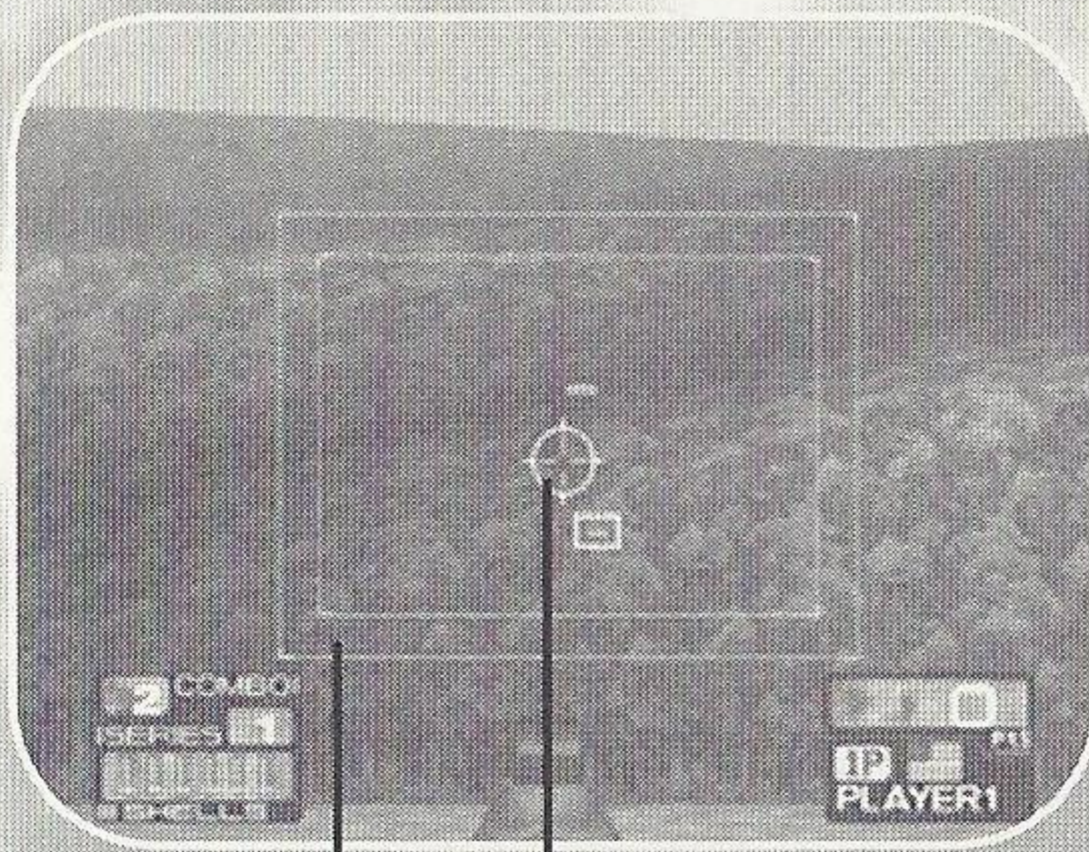
TRAP SHOOTING

RULES

Compete for the highest score by shooting as many clay skeets as you can with limited ammunition. The faster you shoot the skeets, and the more skeets you hit, the higher your score. Your final score is the total of all points at the end of the event.

MULTI-PLAYER GAMES

Players alternate their turns at shooting.



Cross-Hairs

Target Box

Press START during an event to see the event controls.

CONTROLS

- Use \uparrow/\downarrow to select either NORMAL or REVERSE controls:
NORMAL: Press \uparrow to move the cursor UP, and \downarrow to move the cursor DOWN.
REVERSE: Press \uparrow to move the cursor DOWN, and \downarrow to move the cursor UP.
- Press the A Button to release a clay skeet.
- Use the Analog Thumb Pad to move the cross-hairs over the target. (The Directional Button does not move the cross-hairs.)
- Press the R Trigger to fire when the cross-hairs is on the target.

EVENTS

NOTES

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CREDITS

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Published by

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