

SEGA® PC

ENEMY ZERO™

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Windows® 95
and
Windows® 98
PC CD-ROM

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CONTENT RATED BY
ESRB

85070

WARNINGS

Read Before Using Your Sega Entertainment CD-ROM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on on monitors or television screens while playing games on a computer may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a CD-ROM game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING YOUR COMPACT DISC

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

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ENEMY ZERO

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THE STORY

THE EXPLORATORY BIOCRAFT AKI MAKES ITS WAY HOMEWARD THROUGH LONELY VASTNESS, ITS CREW SEALED IN THE LONG NIGHT OF CRYOGENIC SUSPENSION. LIKE A GREAT STEEL HEART, THE SPACECRAFT HANGS FLOATING IN THE BLACK SPACE. SHIPBOARD SYSTEMS REGISTER NORMAL, AND EVERYTHING IS QUIET. DARKNESS, COLD, SILENCE AND TIME. THESE ARE THE ELEMENTS OF THE VOID. IN SPACE, IT IS ALL THERE IS...

THE AKI'S NETWORK SYSTEM MONITORS LOW-LEVEL NEURAL ACTIVITY IN THE COPILOT'S CAPSULE. DREAMS TROUBLE LAURA LEWIS' SLEEP. VISIONS OF WAR IN THE HOMELAND STROBE IN SCATTERED FLASHES ACROSS HER FROZEN MIND. THE DATA IS RECORDED. THE SENSORS SCAN ON.

ON A LOWER DECK, A SYSTEMS FAILURE IN THE STORAGE BAY IS FOLLOWED BY A SUDDEN IMPACT OF EXPLOSIVE FORCE. THE MAIN COMPUTER ENGAGES ITS EMERGENCY PROGRAM SEQUENCE, ROUSING THE CREW FROM THEIR DEEP HIBERNATION. LAURA AWAKENS AS THE NITROGEN SOLUTION DISSOLVES INTO MIST, BUT CLOUDS OF UNCERTAINTY REMAIN IN HER MIND. HER LIFE FUNCTIONS ARE STABLE, BUT MEMORIES HAVE BEEN LOST. AMNESIC AND DAZED, SHE STARTS UP THE NETWORK CONSOLE, SEARCHING FOR CLUES TO HER IDENTITY AND PAST.

THE VIDEO PHONE DIRECTORY CONNECTS HER WITH PARKER, THE SHIP'S ENGINEER. BUT THE SHOCK THAT INITIATED THE EMERGENCY PROGRAM HAS DAMAGED CIRCUITRY DEEP IN THE NETWORK CORE, CUTTING OFF THE VOICE

CONNECTION BETWEEN ROOMS. AT FIRST, PARKER MERELY GESTURES IN FUTILITY, BUT SUDDENLY A VIOLENT TREMOR ROCKS HIS CABIN AND A WAVE OF SHOCK AND FEAR CROSSES HIS FACE. LAURA CAN ONLY LOOK ON IN SILENCE AS SHE WATCHES HIM RETREAT FROM SOME OFF-SCREEN PRESENCE THAT HAS INVADED THE ROOM. IN TERROR, HE DRAWS HIS ENERGY GUN AND FIRES, BUT WITHOUT EFFECT. THE LAST IMAGE SHE SEES BEFORE THE CONNECTION BREAKS OFF IS AN ARTERIAL SPRAY OF BLOOD ACROSS THE CABIN WALL.

THERE IS SOMETHING ABOARD THE AKI OTHER THAN ITS CREW. AN UNSEEN PREDATOR. A VICIOUS ENEMY. LAURA NOW MUST FIND A WAY TO STOP IT, AND TO SURVIVE.



SYSTEM REQUIREMENTS

Operating system:	Windows® 95 and Windows® 98
CD-ROM	2x (4x recommended)
Minimum CPU Type:	Pentium® processor - 133Mhz or higher, AMD K5® - 133Mhz or higher, Cyrix 6X86® - 133 or higher
Sound:	Sound Blaster™ or compatible
Memory:	16MB
Other:	Keyboard, Windows® 95 or Windows® 98 Compatible Joystick or Game Pad
Graphics:	SVGA, 16 bit colors (8 bit required)

STARTING UP

Enemy Zero runs under Windows® 95 and Windows® 98.

To Play Enemy Zero, follow these steps:

1. Place the Enemy Zero CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the Enemy Zero CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select **INSTALL** to begin the installation process. If you do not wish to install Enemy Zero at this time, select **CANCEL**.

The Enemy Zero installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Enemy Zero will create a new program group called Enemy Zero and place the Enemy Zero program in that group.

WELCOME SCREEN

Here you elect to Play, Uninstall and/or Exit the Enemy Zero program.

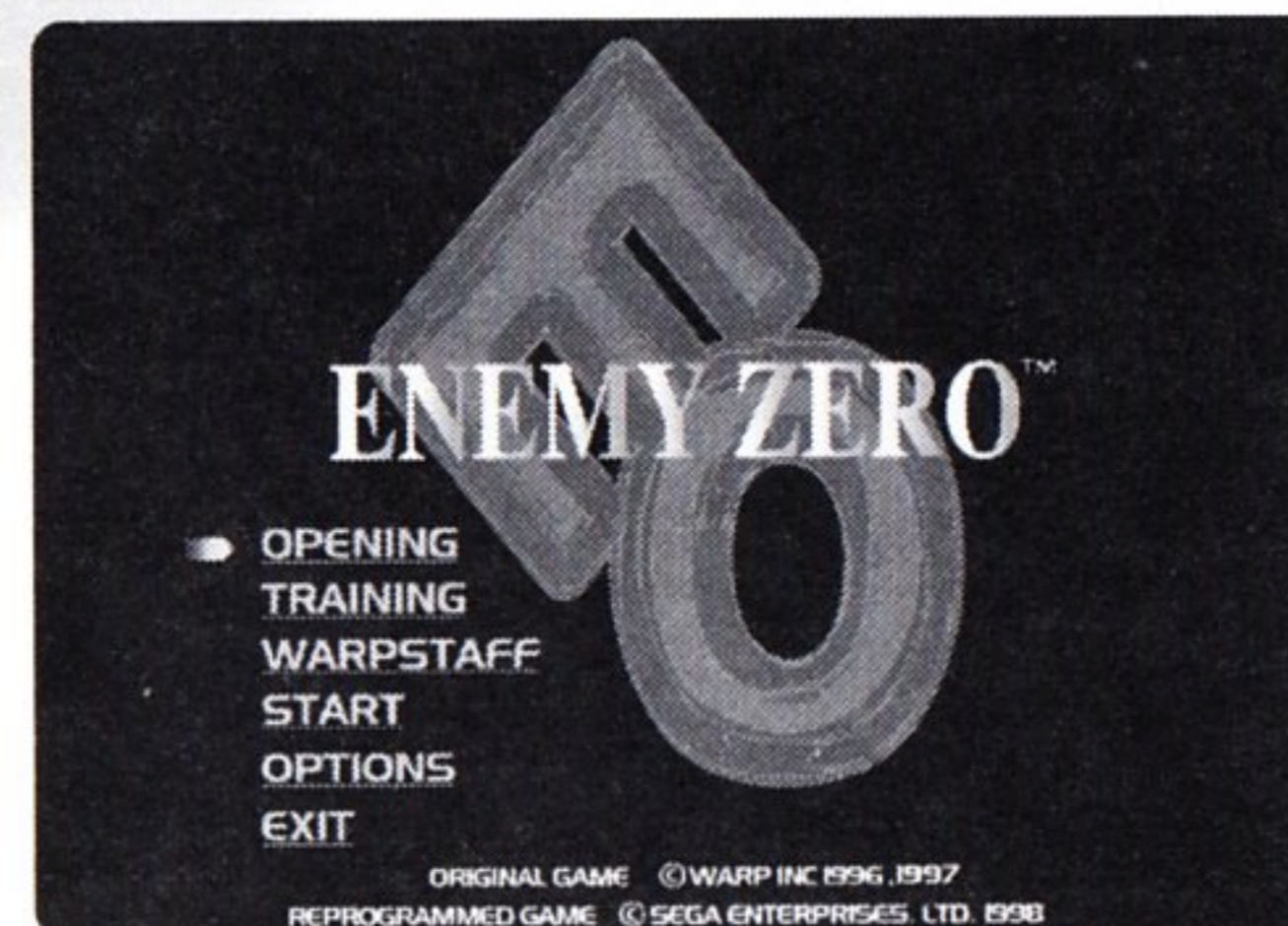
Once Enemy Zero is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. Click Uninstall if you wish to remove Enemy Zero from your system, or **CANCEL** to take no action.

HOT KEYS

Exit: (Alt + F4): Exit the game at any time.

Escape: Brings up Pause/Exit Game screen

DISCS ZERO THROUGH THREE



Enemy Zero is an adventure set in a three dimensional environment - the space station Aki. The game consists of four discs in all, an intro disc (Disc Zero) and three game discs (Discs One - Three). It is recommended that you read this instruction manual before starting to play Disc One.

DISC ZERO

Disc Zero features the introductory movie sequence, a Training Mode that lets you practice using some essential equipment before starting play, and credits for the game development staff at WARP.

When you load Disc Zero in the CD-ROM drive, the WARP and True Motion logos appear, followed by a CG movie sequence. After the movie, the Enemy Zero title screen appears. Press Enter to bring up the Mode Select screen. The following modes are available in Disc Zero:

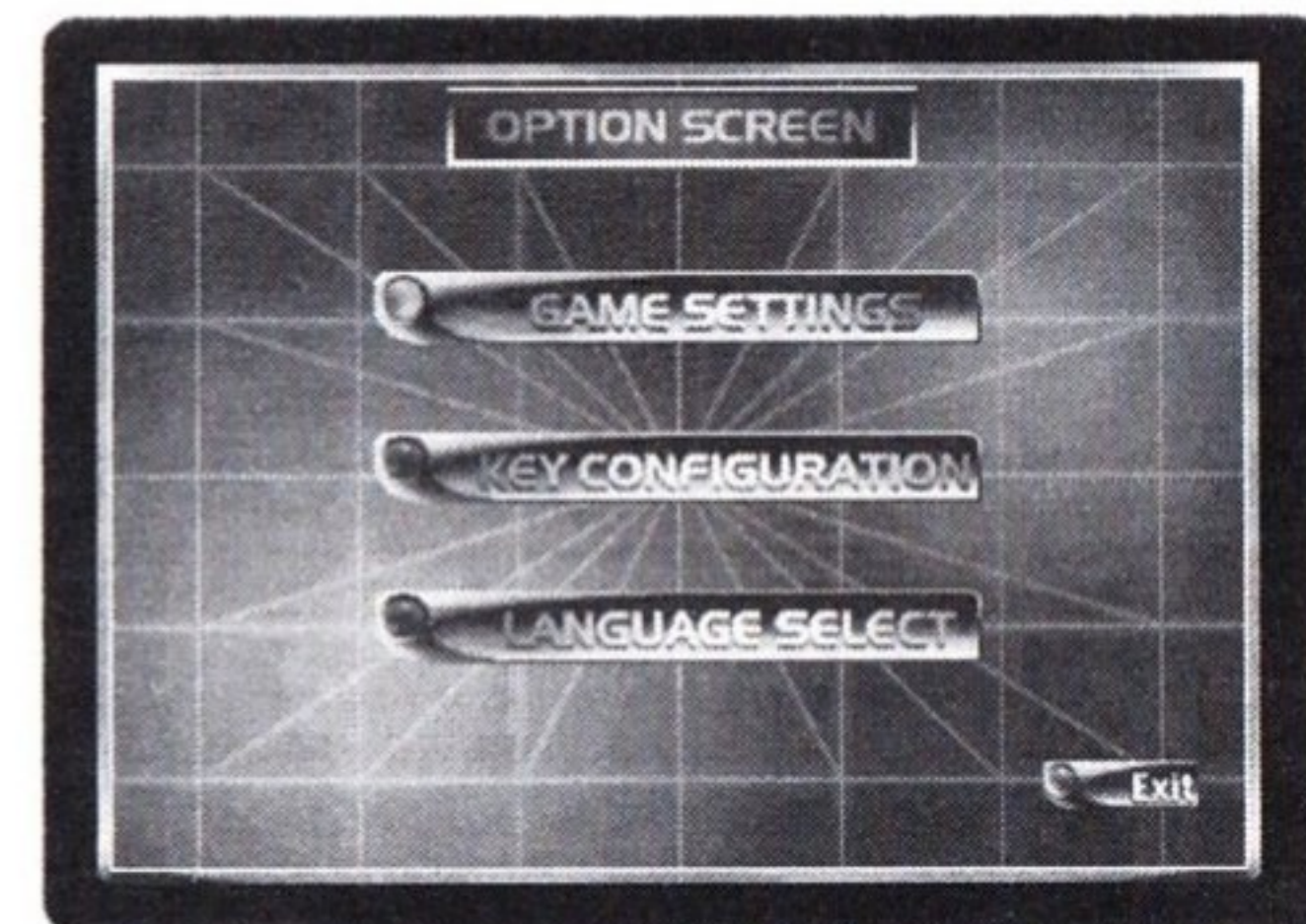
- Opening:** To watch the intro movie
- Training Mode:** To practice hunting the enemies before playing the game
- WARP Staff:** To see game credits and a WARP company intro
- Start:** To play Enemy Zero (you can also do this by inserting Enemy Zero Disc 1 and running Enemy Zero from the Start Menu)
- Options:** To bring up options for Game Settings, key configuration and language settings
- Exit:** To exit Disc Zero

Press the Arrow Keys **LEFT** or **RIGHT** to scroll through the mode names, and press Enter to enter the highlighted mode.

OPTIONS

THE OPTIONS SCREEN

Press [Esc] during play to display the Options Screen, letting you make adjustments to the following options affecting gameplay and appearance.



GAME SETTINGS

SCREEN SETTINGS

This screen allows you to adjust how the game is displayed by your PC. Some combinations of settings may not function as expected on some machines.

INTERLACED/NON-INTERLACED

Toggle between Interlaced and Non-Interlaced Display Modes (Direct Draw Version only).

3D ACCELERATOR

The D3D Acceleration settings are only supported on PCs with D3D-compatible graphics boards installed. Systems without a D3D compatible graphics board should use Direct Draw.

D3D ARCHITECTURE SELECT

Toggle between Direct Draw and Direct 3D.

SOUND SETTINGS

Set the following options for the game's audio output:

3D SOUND

Activates the DirectSound 3D function in the DirectX architecture. This function creates a three dimensional sound environment so that sounds are perceived as emanating from the direction of their source in the game (i.e. if an enemy behind you roars, the sound appears to come from behind you).

Note: The DirectSound 3D effect may be affected by the position of your PC speakers. If the effect is weak, try repositioning your speakers. (The effect is most effective using headphones.)

CONTROLLER SETTINGS

Set the key/button functions for your game device or keyboard. Do not select a device that is not currently connected to your PC.

Set the controls for the game device you wish to use. (The default control device is the PC keyboard.)

Click to view the default game controls for the following devices:

- Keyboard
- Microsoft SideWinder game pad (6 button game device + LR Triggers)
- 6-button game device

- 4-button game device
- 4-button + LR game device

CRUCIAL MOVES

CONTROLLER SETTINGS

Key Name	Search Mode	Active Mode
[Z](Enter)	Confirm Selection or Search	Use gun
[X]	Cancel selection	Dash
[C](ctrl)		+ [←] to move left while facing forward + [→] to move right while facing forward + [↑] to look up + [↓] to look down
[A]		to face left
[S]		to face right
[Shift]	Display items and scroll to left through inventory	
[Esc]	Display Options Screen	

MICROSOFT SIDEWINDER (B-BUTTON+LR TRIGGERS GAME DEVICE)

Button Name	Search Mode	Active Mode
A	Enter selection	Use gun
B	Cancel selection	Dash
C		+ D-Pad UP to look up + D-Pad DOWN to look down + D-Pad LEFT to move left while facing forward + D-Pad RIGHT to move right while facing forward
L Trigger	Display items and scroll to left through inventory	Face left
R Trigger	Display items and scroll to right through inventory	Face right
Start	Display Options Screen	

B-BUTTON GAME DEVICE

Button Name	Search Mode	Active Mode
A	Enter selection	Use gun
B	Cancel selection	Dash
C	Display items	+ D-Pad UP to look up + D-Pad DOWN to look down + D-Pad LEFT to move left while facing forward + D-Pad RIGHT to move right while facing forward
X		Face left
Y		Face right
Start	Display Options Screen	

4-BUTTON GAME DEVICE

Button Name	Search Mode	Active Mode
1	Enter selection	Use Gun
2	Cancel	Dash
3	Display items	+ D-Pad UP to look up + D-Pad DOWN to look down + D-Pad LEFT to move left while facing forward + D-Pad RIGHT to move right while facing forward
4		+ D-Pad LEFT to face left + D-Pad RIGHT to face right
Start	Display Options Screen	

Note: When using a 4-button game device with no Start button, you can display the Options Screen by pressing [Esc] on the keyboard.

4-BUTTON + LR GAME DEVICE

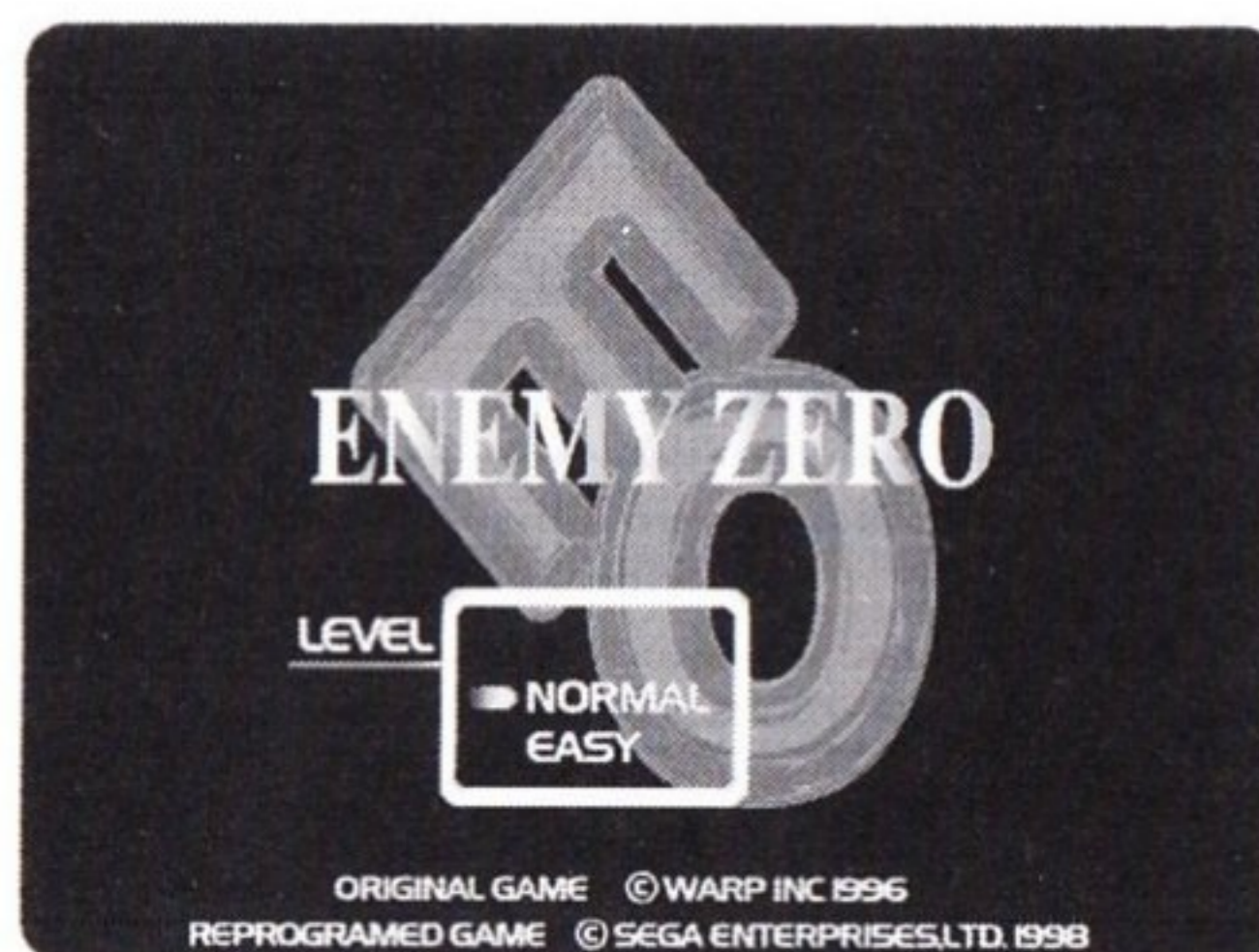
Button Name	Search Mode	Active Mode
1	Enter selection	Use gun
2	Cancel	Dash
3	Display items	+ D-Pad UP to look up + D-Pad DOWN to look down + D-Pad LEFT to move left while facing forward + D-Pad RIGHT to move right while facing forward
[L]	Display items and scroll to left through inventory	+ D-Pad LEFT to face left
[R]	Display items and scroll to right through inventory	+ D-Pad RIGHT to face right
Start	Display Options Screen	

Note: When using a 4-button game device with no Start button, you can display the Options Screen by pressing [Esc] on the keyboard.

DISCS ONE THROUGH THREE

To begin play, insert Disc One and choose play. If the CD does not autoplay, choose the "Enemy Zero" shortcut in the Enemy Zero Program group in the Start Menu. A message appears asking you to select New, to start a new game or Load, to begin play from saved data (if you have any). Highlight New or Load by pressing the Arrow Keys **UP** or **DOWN** and press the Confirmation Key to select.

When you select New, a second screen appears, prompting you to choose the difficulty level of the new game. Select Normal or Easy and press the Confirmation Key. After you have selected a difficulty level, the game begins.



When you select Load, the voice recorder load data screen appears, displaying a list of all the available saved data files. Highlight the data file you want to load by pressing the Arrow Keys **UP** or **DOWN**, and press the Confirmation Key to select. The game starts from the place where the data file was recorded. (For more details on how to record and

play game data, see the section Saving Game Data on pg. 18).

Note: When you reach certain points in the progress of the story, a message appears onscreen prompting you to change discs. Follow the instructions and continue play from the new disc.

SEARCH MODE

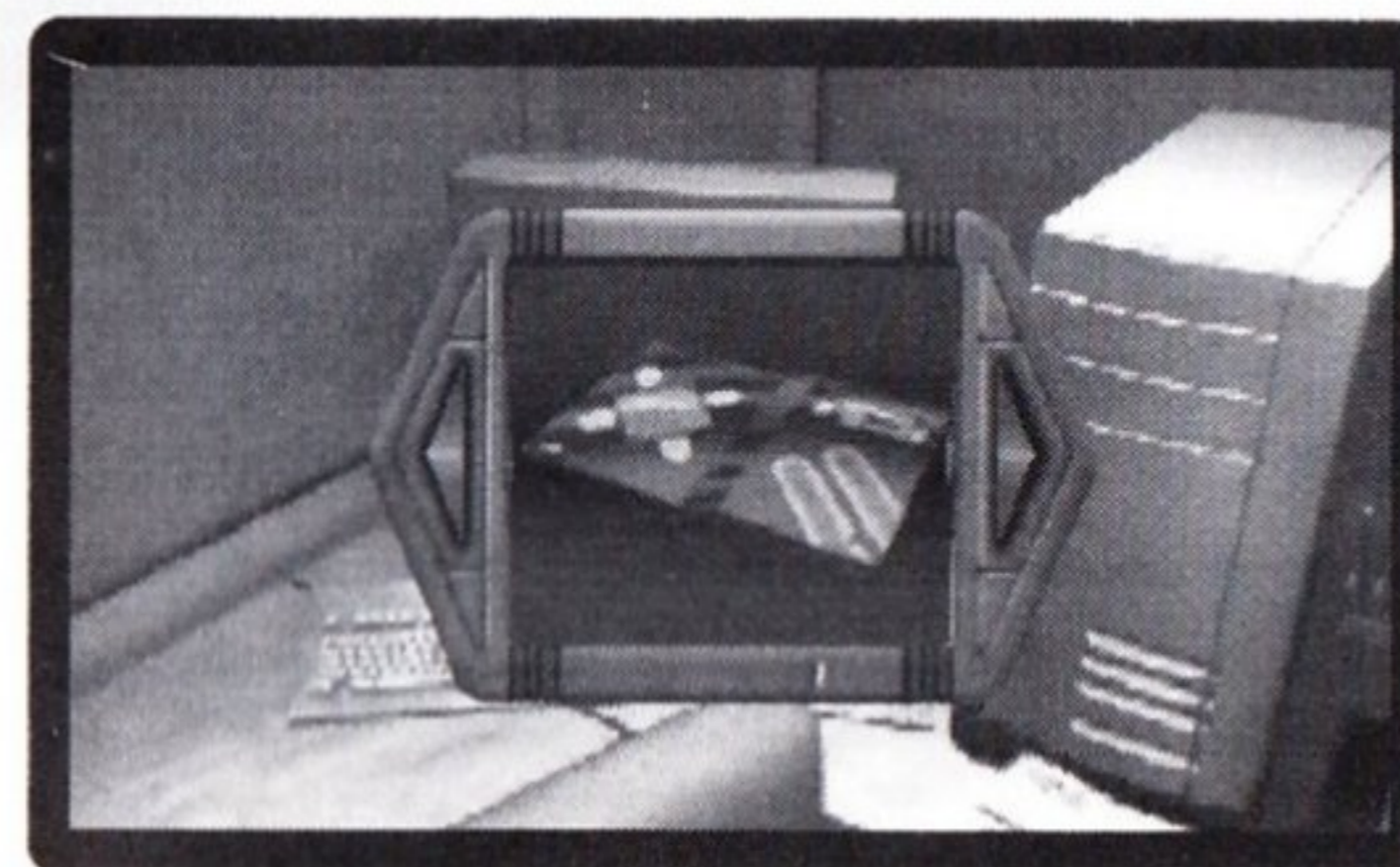
MOVING AROUND IN ROOMS

When Laura is in one of the space station rooms, the game is in Search Mode. Search Mode allows Laura to search various areas of the room she is in and features movie sequences when Laura fulfills certain conditions in the story. Each room has a number of places to investigate. Press the Arrow Keys in the direction (**LEFT** or **RIGHT**) you want to change your orientation. Press the Arrow Keys **UP** to move forward, and **UP** again to take an even closer look at a place in front of you.



When you come across a container, an object or a location in a room that you want to investigate, press the Confirmation Key. If there is an item that can be acquired in that location, Laura will pick it up and add it to her inventory. If another action can be performed, an animation rolls as Laura acts out the plot sequence.

USING ITEMS



Press the Inventory Key to bring up a display of the item[s] in Laura's possession. Press the Inventory Key again to scroll through the items one by one when Laura has more than one item. Press the Confirmation Key to use the current displayed item. Most items can only be used in certain rooms or under certain conditions. If an

item is currently unusable, there will be no effect when you press the Confirmation Key and the item remains in Laura's possession unused. Press the Cancel Selection Key to return to Search Mode without using any items.

SAFE HAVEN

The enemy will not enter rooms, so Laura can use rooms around the Aki as places of refuge when being pursued.

THE VEXX NETWORK SYSTEM



There are network consoles linked to the Aki's main computer in many rooms throughout the space station. The VEXX Network System gives Laura access to important data and video phone communications with other members of the Aki crew.

To use the Network System, press the Confirmation Key when standing in front of any system console. After a brief movie sequence, the main VEXX Network screen appears. Press

the Arrow Keys in any direction to highlight a network area, and the Confirmation Key to access that area. The following areas are available:

- Video Phone** To communicate with other crew members over the Network System.
- Information** To access maps and information regarding the status of the space station.
- Data Base** To access data regarding crew members, descriptions of equipment and items found aboard the Aki.
- Exit** To leave the Network System.

In any of the Network System subscreens, press the Arrow Keys to highlight the data file or video phone address you want to access, and the Confirmation Key to select. Press the Cancel Selection Key to highlight Exit, and the Confirmation Key when Exit is highlighted to move back one level in the network.

SAVING GAME DATA

In one of the rooms of the Aki, Laura will discover an item called the voice recorder, allowing her to save game data from within any room in the space station. To use the voice recorder, press the Inventory Key when in a room to bring up the display of Laura's items, scroll to the image of the voice recorder and press the Confirmation Key. A close-up image of the voice recorder appears on screen, showing the number of energy units remaining in the battery. Press the Confirmation Key again to make Laura's thumb appear, and press the Arrow Keys **UP** or **DOWN** to position her thumb over the Record or Play buttons.



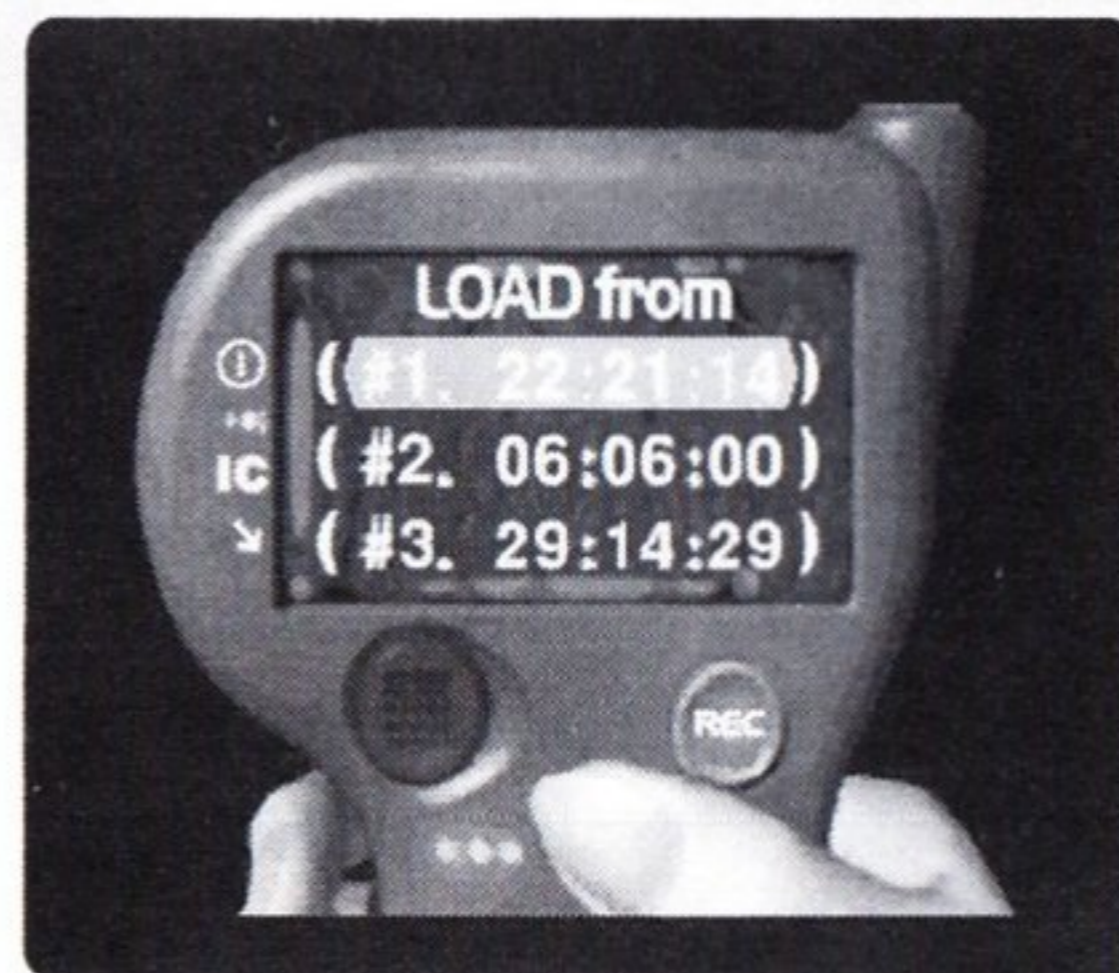
Press the Confirmation Key when the thumb is on the Record button to record a data file with your current status. The message "Rec to SAVE?" appears. Press the Cancel Selection Key to cancel or the Confirmation Key to move on to the Save Data Screen. In the Save Data Screen, a list of available file locations appears. Press the Arrow Keys **UP** or **DOWN** to highlight the location you want to save data in, and press the Confirmation Key to record. When you press the Confirmation Key the confirm message "Overwrite?" appears. Press the Confirmation Key to confirm, or the Cancel Selection Key to cancel. After you record a new data file, the image of the voice recorder reappears showing the amount of energy units remaining in the battery.

LOADING GAME DATA

Press the Confirmation Key when the thumb is over the Play button to play game data you have already saved. The message "Play to LOAD?" appears. Press the Cancel Selection Key to cancel or the Confirmation Key to move ahead to the Load Data Screen. In the Load Data Screen a list of all saved data files appears. Press the Arrow Keys **UP** or **DOWN** to highlight the data you want to load and press the Confirmation Key.

The confirm message "Load?" appears. Press the Cancel Selection Key to cancel or the Confirmation Key to load the data. When you load a data file, the game restarts from the point where the data file you loaded was saved.

Note: The voice recorder has a limited amount of energy units and cannot be recharged. Battery power is used every time you save or load data. You can only save and load data a limited number of times.



ACTIVE MODE

MOVING IN THE CORRIDORS

When Laura leaves a room, the game shifts into Active Mode, allowing for more freedom of movement than in Search Mode. To move in Active Mode: See Active Mode keys in the Controller Settings section on pg. 10.

USING THE VPS (VEXX POSITIONING SYSTEM)

The enemy may appear at any time in the corridors of the Aki. Because the enemy is invisible, the only means of detecting and tracking its position is through the VPS, a device worn inside the ear that signals the presence and location of life forms through a series of changing tones. (Laura must find the VPS unit in one of the rooms before she can detect any enemies).

The VPS indicates the relative location of nearby life forms by the following tone patterns:

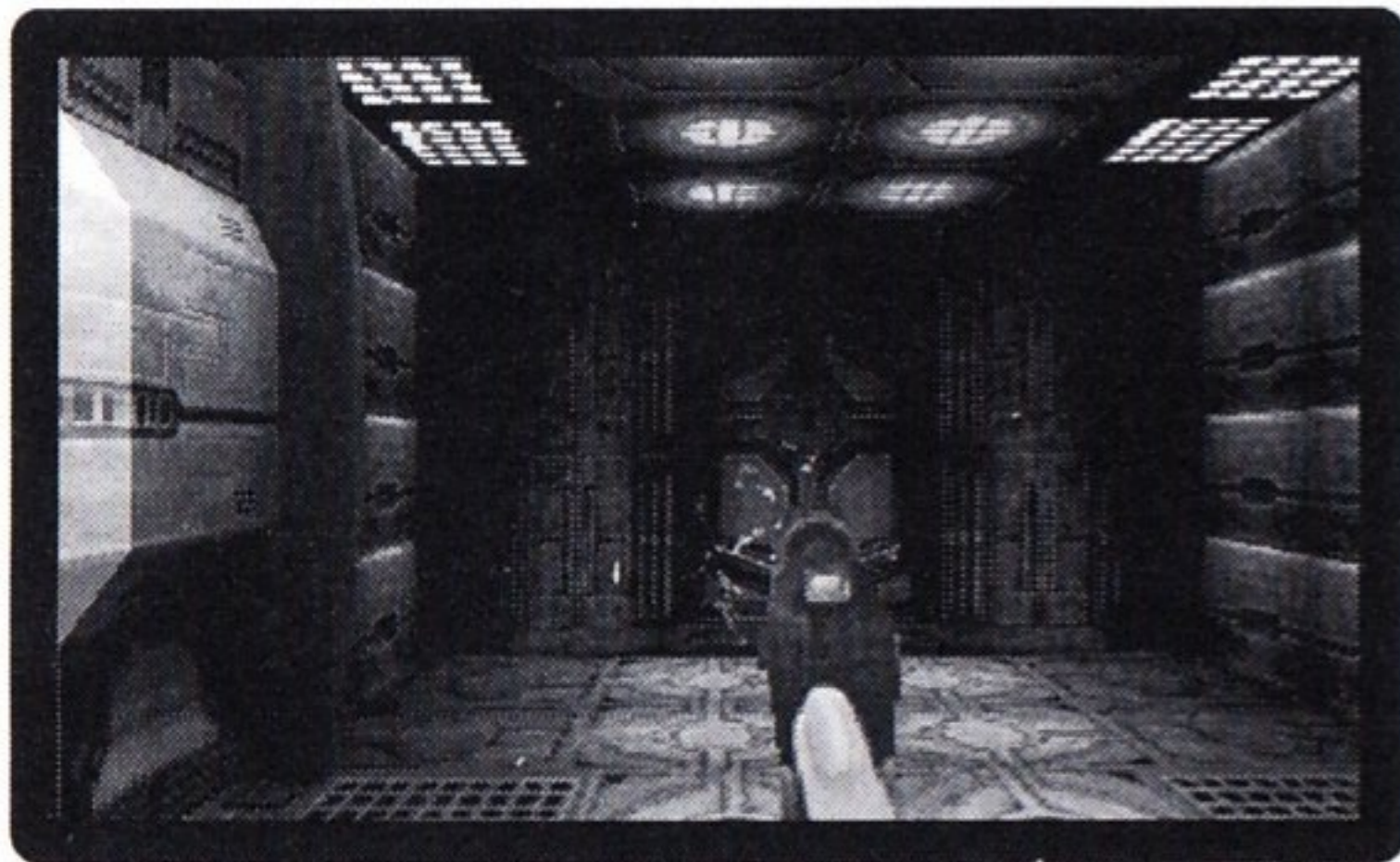
Front	High pitched tone
Side (left/right)	Medium pitched tone
Rear	Low pitched tone

The pitch changes when the life form moves to a location, or Laura faces in another direction. The VPS indicates the position of life forms relative to the direction Laura is facing, so when she turns her head, the pitch will change even if she remains stationary.

The frequency of the tone pulses increase as a life form approaches, becoming a nearly unbroken series of pulses at close range. When the VPS detects the presence of multiple life forms, it emits a unique tone pulse pattern for each life form in range.

The enemy is highly intelligent and will attack when it senses another life form in its vicinity. It is attracted by sounds, such as footsteps, so it may be advisable to walk quietly rather than run through locations where you think an enemy lurks.

SHOOTING ENEMIES



During her searches through the Aki, Laura will need to acquire an energy gun in order to be able to confront the enemy. The energy gun delivers a powerful burst of energy, but has several limitations (see the notes below).

Press the Confirmation Key to draw the gun.

Holding the Confirmation Key when drawn, allows the gun to charge up. The gun must be fully charged to fire.

The energy gun can maintain a full charge for only a few seconds. If you hold the Confirmation Key for more than a few seconds, the charge is lost and you will have to recharge the gun before you can fire.

The energy gun only has a short range. If you fire too quickly, the energy burst may not reach its target, even if it is in front of you. Timing each shot is crucial in effectively killing the enemy.

There are four types of energy guns found throughout the Aki. Each gun holds a limited number of energy bursts. Gun Type IV has an unlimited number of energy bursts and does not need to be charged. When a gun runs out of energy, it must be recharged at a weapon station before it can be fired again. Weapon stations are located in various rooms throughout the space station.

CREW MEMBER PROFILES

LAURA LEWIS

Copilot

Age: 32

Sex: Female

Country: USA



Due to a malfunction in her resuscitation from cryogenic sleep, Laura has lost a large part of her memory. Although she wakes in her own cabin, her surroundings seem unfamiliar, like a stranger's room.

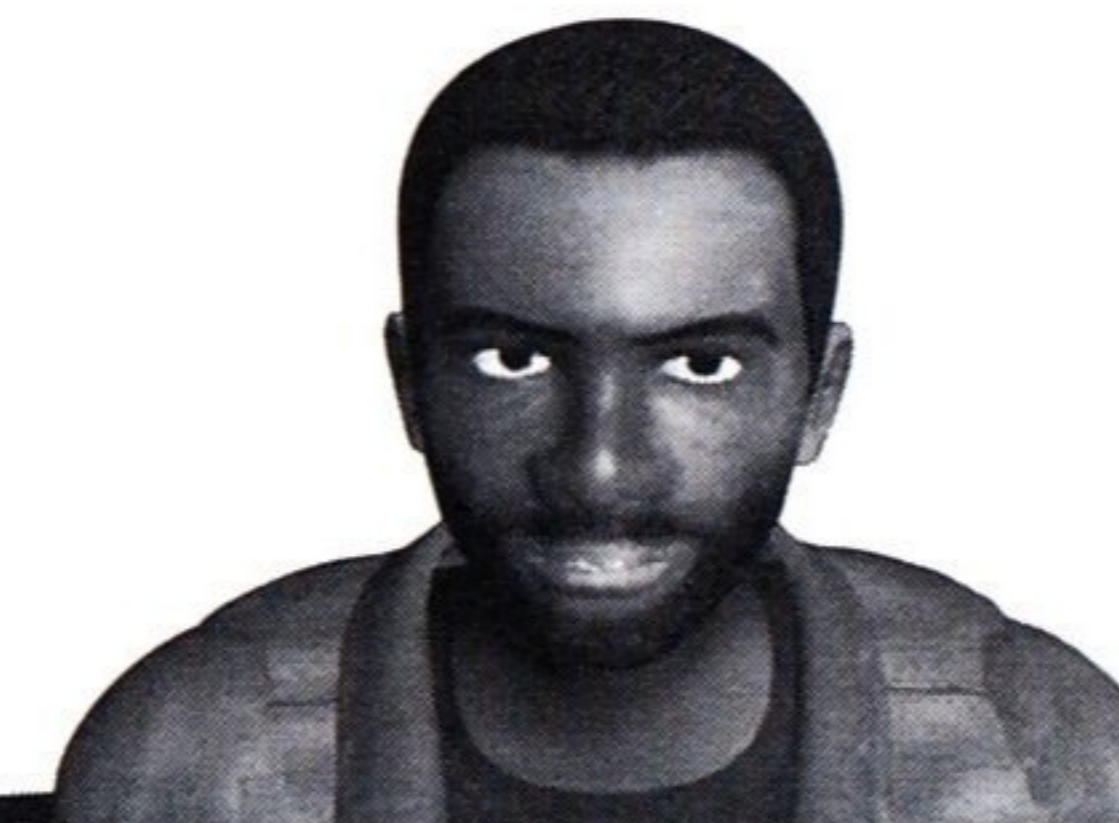
PARKER

Engineer

Age: 30

Sex: Male

Country: USA



One look at his room - strewn with empty beer cans and pin-up posters - tells the story of Parker's bachelor existence. He has a big heart, but no instincts for house-keeping.

MERCUS

Physician
Age: 39
Sex: Male
Country: GERMANY



In overseeing the health of the Aki's crew, Dr. Mercus tends to the needs of the sick and injured, provides periodic check-ups and even occasional psychological counseling. He presents a solid, serious image, but some of his personal effects betray a hidden side to his character.

KIMBERLY HURD

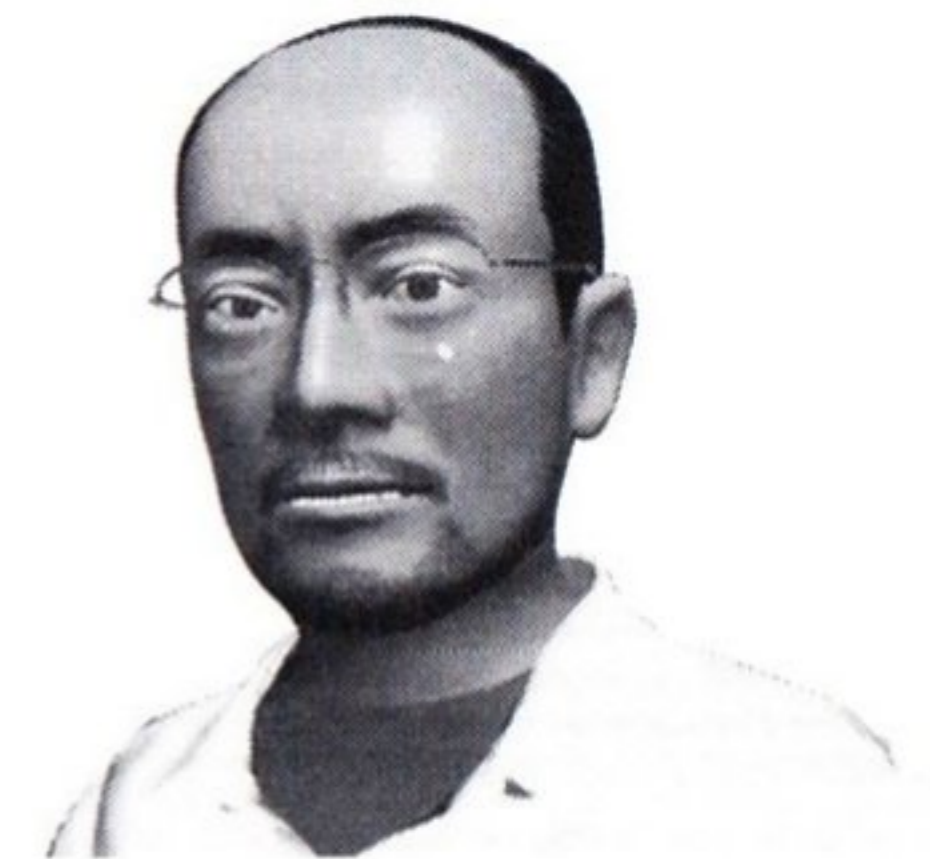
Counselor
Age: 32
Sex: Female
Country: USA



Kimberly's job is to ensure smooth relations between the members of Aki's crew. She's always ready to provide a sympathetic ear, clinical consultation or just to have an idle chat.

GEORGE TAKAHASHI

Computer Engineer
Age: 48
Sex: Male
Country: JAPAN



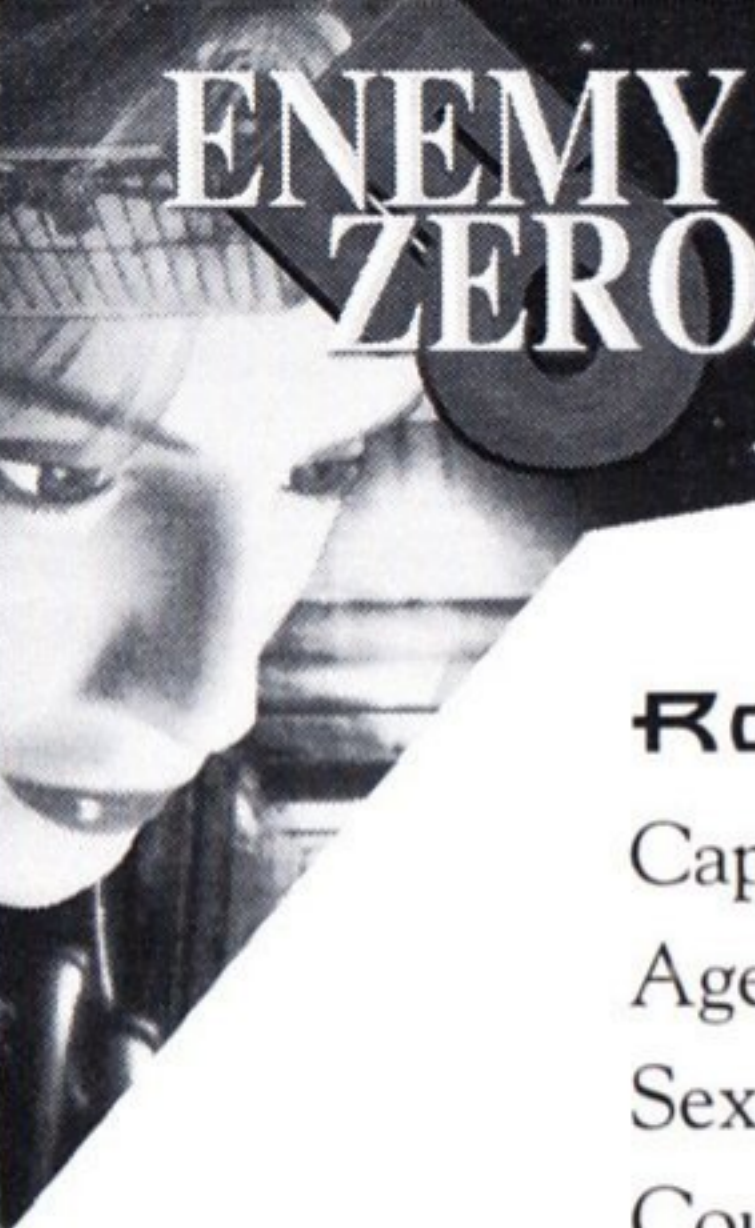
George is a workaholic and perfectionist who centers his existence around his computer. When he isn't taking a cryogenic nap, he can usually be found staring into the monitor. He makes it a policy never to answer his video phone when he's working on a project, which hasn't won him any popularity contests with the rest of the crew.

DAVID BURNERD

Sub-Captain
Age: 31
Sex: Male
Country: UK



David's duties as sub-captain keep most of his time occupied, but when he has a free moment he likes to get back to his cabin to catch up on his reading. In his opinion, nothing helps take the edge off a long workday like a good book.



RONNY

Captain

Age: 45

Sex: Male

Country: USA



Although Captain Ronny holds ultimate authority over all shipboard activities, it's rare that he issues a direct order. He tries not to be away from his cabin during emergency situations as it is his command center.

TROUBLESHOOTING

Question #1: Does Enemy Zero require an MMX processor, or will it work on a Pentium-class processor?

Answer: Enemy Zero will work with either an MMX processor in your computer or a native Pentium class processor without MMX. Enemy Zero is also compatible with AMD and Cyrix brand processors. We recommend a minimum processor speed of 133 Mhz.

Question #2: After installing the game, I am experiencing Video problems. What could have caused this and how can I fix it?

Answer: What most likely happened is Microsoft's Direct X overwrote your video drivers. Since Enemy Zero uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.
- 4) Choose Direct X Drivers and then hit the Add/Remove Programs Button.
- 5) Click on the "Restore Display Drivers" button.

If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.

Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:

- | | |
|-------------------------------------|--|
| 1. Some ATI brand video cards | (www.atitech.com) |
| 2. Chips and Technologies | (www.chips.com) |
| 3. Diamond Multimedia | (www.diamondmm.com) |
| 4. Matrox | (www.matrox.com) |
| 5. Number 9 | (www.nine.com) |
| 6. Simply the Best | (www.stb.com) |
| 7. Silicon Integrated Systems "SiS" | (www.sis.com.tw) |
| 8. Tseng Labs | (www.tseng.com) |

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #3: During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?

Answer:

- 1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
- 2) Direct X could have overwritten your Sound Drivers. Since Enemy Zero uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:
 - 1) Double Click on the "My Computer" icon.
 - 2) Double Click on the "Control Panel" icon.
 - 3) Double Click on the "Add/Remove Programs" icon.
 - 4) Choose Direct X and then hit the Add/Remove Programs Button.
 - 5) Click on the "Restore Audio Drivers" button.

If this does not fix your sound issue, you should download the latest Direct X compatible sound drivers from your sound card manufacturer's web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer's web site:

- 1) Aztech Labs - standard in most Packard Bell computers (www.aztechca.com)
- 2) Crystal Semiconductor (www.crystal.com)
- 3) MWAVE (<http://watson.mmb.sfu.ca/new.html>)
- 4) OPTi (www.opti.com) or (<ftp://ftp.opti.com/pub/multimed/>)
- 5) Sound Blaster 64 AWE or Sound Blaster 32 AWE (www.soundblaster.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #4: How can I optimize Enemy Zero to run faster on my PC?

Answer: We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making Enemy Zero run faster are:

- 1) Make sure you have the proper Direct X video drivers - this is the #1 cause of slow down. (See answer to Question #2)
- 2) Make sure all other programs are closed or disabled.
- 3) Try increasing the minimum amount of Virtual Memory for Windows 95.
- 4) Try playing in Interlaced Mode (Direct Draw Version only).

Question #5: I am having trouble hooking up my Gamepad/Joystick. What do I need to do?

Answer: Enemy Zero uses Direct Input, so all you should need to do is properly configure and calibrate your Joystick/Gamepad under the Joystick icon in the Windows 95 control panel. Set the input device for the game to Gamepad in the Options Menu to have Enemy Zero utilize your Gamepad/Joystick. Once you have done this, start Enemy Zero and the game should automatically detect your gamepad or Joystick.

Question #6: My screen seems too dark. How can I make it more bright?

Answer: First attempt to adjust your monitor brightness setting. If this doesn't work, turn the lights down in your room. Although this will make the game much scarier to play, you're brightness issue will be solved.

If you require additional technical support please call (925) 371 - 3131 or email segapc@sega.com

CREDITS

SEGA ENTERTAINMENT CREDITS

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French Voice-over Cast

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David Burnerd--Pierre Moubouche

Kimberly Hurd--Marianne Borgo

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NOTES

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Sega Entertainment Inc., warrants to the original consumer purchaser that the PC 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 Entertainment will repair or replace the defective cartridge 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:

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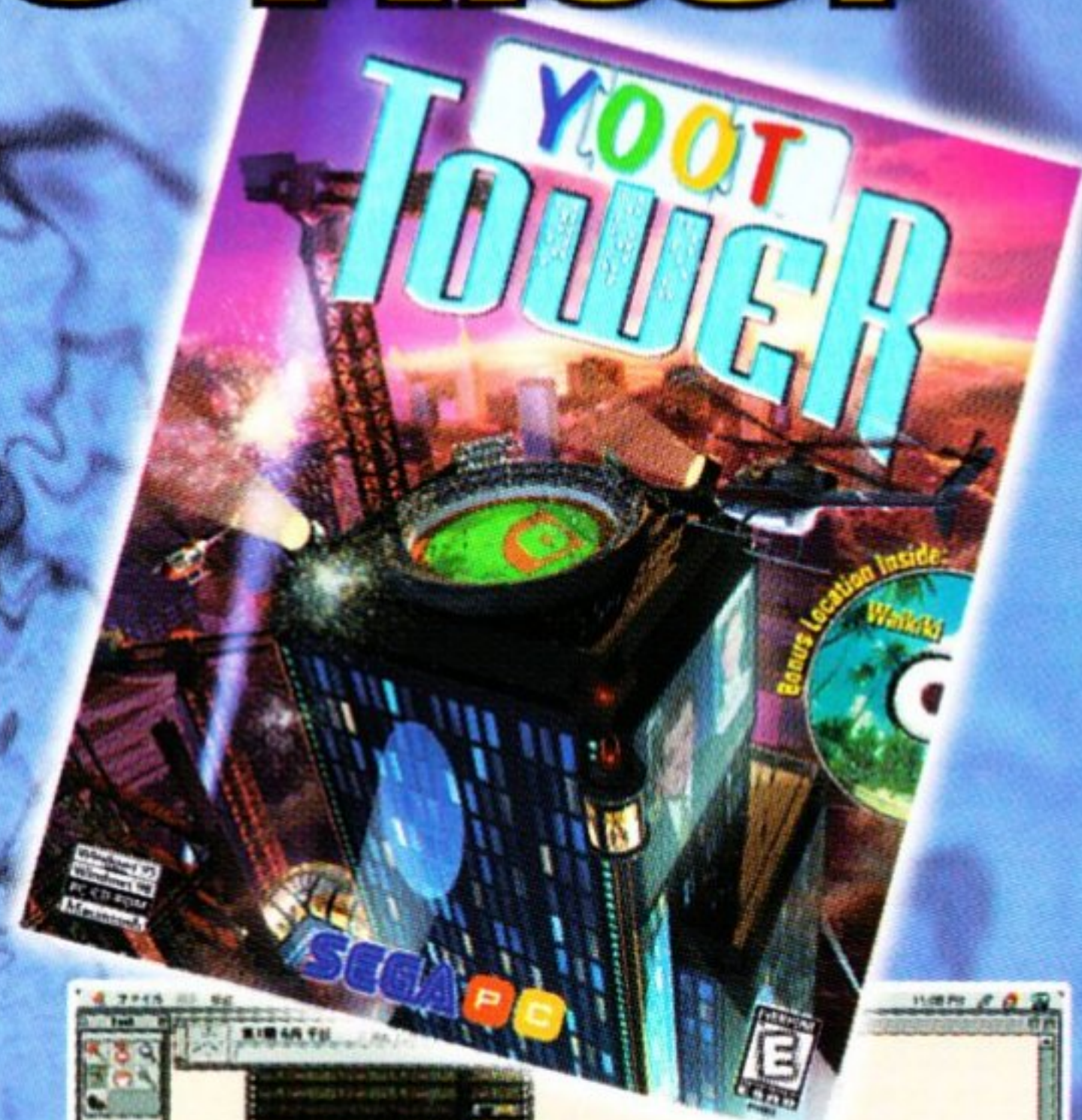
ESRB RATING

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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