
Controls

Menus

Analog Pad/D-Pad ----- Move Cursor
 'A' Button ----- Enter/Confirm
 'X' Button ----- Enter/Confirm
 'B' Button ----- Cancel/Back
 Start Button ----- Start/Pause

Mini-Games

See the 'Games' Section.

Main Menu

Original

1 Player Mode. You have two options from here: the DC ORIGINAL or YOUR ORIGINAL. I will take them from now on.

DC ORIGINAL - You play 4 stages, hand-picked from 12 sports. No, you cannot pick the same sport over and over again, sorry. Try to beat them all as best you can to get more money (for the medals) and get trophies.

(1st level= Easy, 2nd level= Normal, 3rd level=Hard, Final Level=Very Hard)

YOUR ORIGINAL - You can play up to 12 sports here, in any order. Again, you cannot select the same sport here. Like the practice version, I guess.

Arcade

1 or 2 players can play this one. The rules here are: only 3 continues, the difficulty goes up after every level, and you pick the first 3 from the full set of 12. However, as for the final (4th) stage, you can only pick from the three you have beaten earlier (1st to 3rd stages) so pick the ones that you excel at! For example:

1st Stage	2nd Stage	3rd Stage	Final Stage
(The Slugger)	(Hole in One)	(Fastest Sprinter)	(Slugger/ Hole in One/ Fastest Sprinter)

See, the final stage can only be one of those three you picked in the earlier stages. Too bad.

VS Games

2 Players only. First, you select the difficulty and the 'Entry Selection' (the one who picks the next game to play). Then, you pick the game and there

you go! Pretty simple to start a VS game. Yeah, I know... I suck at explaining stuff like this. ;_;

Options

GAME DIFFICULTY - Common sense, come on! There's Very Easy, Easy, Normal, Hard, Very Hard. Normal is, of course, the default.

HOW TO PLAY - Should be on for beginners only. Turning it on will show you an instruction sequence before every mini-game.

RECORDS - View the best times/money earned for overall rankings or individual games.

AUDIO - Mono or Stereo. Which one? Hmm.

VIBRATION - If you have a Jump Pack attached, you can turn it on.

SAVE - Save your progress here if you haven't.

LOAD - Don't like your recent times or just put in the memory card? Load here!

STATUS - See your Items (Trophies), Time, Game Cleared Counts, Play Rank, Versus Mode Counts here.

Coins

Coins are a part of the DC Original mode that allows more replayability in this game. (Thanks a bunch, Sega. >_>) While it is minimal, it is fairly enjoyable to see your coins rack up and receive additional trophies for you!

To attain those coins, you have to do at least one of those objectives in the DC Original Mode:

All stages cleared. ----- 1 coin
Cleared without continuing. ----- 2 coins
Total prize money for No Continue: Over \$35000. ---- 3 coins
Total prize money for No Continue: Over \$40000. ---- 4 coins
Total prize money for No Continue: Over \$50000. ---- 5 coins

Now, what to do with them? They are not some feasible items that you can carry around the games. Instead, they are stored into the memory and rewards you with trophies at the end. Most of the trophies that the coins yield are something that you can ACTUALLY USE. So it's worth, it I guess. The trophies data are in the Trophies section down below.

Various Stuff you need to Know

- In the DC ORIGINAL mode, the difficulty increases after every level and it decreases after every miss.

- The more time you have left over will result in more money so finish those races ASAP!

- The harder difficulty it is, the money you receive in completion.
- Again, in the DC ORIGINAL, you get more money in the latter levels rather than the former levels. So, pick that game that's you're best at on the FINAL level to rake in money!
- Get Coins for some extra trophies!
- The Rankings (S, A, B, C, D, E) means nothing except bragging rights. The more you score, the higher rank you receive. The full statistics can be seen in the options menu.
- If you beat a certain event in the Final Stage of the DC Original mode, you will receive a trophy of that event. It can be viewed in the STATUS menu.
- To tap the buttons faster, just use TWO fingers to tap BOTH buttons (A and X) alternately. That way, you get double speed!
- Practice, practice until you get an S rank!

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2. GAMES

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SHOOT OUT (Basketball)

Controls

D-Button --- Aim cursor
A/X Buttons --- Shoot

How to Play

Okay, this is a fairly basic one (ain't every game in this series?) but mastering it takes time. You have to sink as many balls as you can in 60 ticks with 15 balls. Shooting the ball is something you haven't seen before. If you have played games like the NBA2K series, you would know that the shooting depends on your timing. Well, not this time. You have to move the cursor to the 'X' which is the target. When the X turns red, shoot! If you just wait for the cursor to move over the X by itself, you're going to run out of time. So, use your D-Pad to move to the X faster, saving your time. If you want a S Rank, just make the first 12 throws and you're bound to get it. Not that hard. Just wait for your chance.

As the stage goes up, the requirement of number of the balls made goes up and the cursor will move around a bit more.

There's only 60 seconds so make haste!

Scoring

Regular Shot Made - 300 points
Colored Shot Made - 600 points
All 3 Shots from one side Made - 500 points (correct me if I'm wrong)

Tips

- Concentrate and time yourself with the target. 'Be the ball' -Caddyshack
- Use the D-Pad well, it boosts your time A LOT!
- I know this is stupid, but try to make 3 or 6 or even 9 in a row to increase your points at the end of the game.
- DO NOT miss the double colored balls!
- As long you make the first 15 or 16, you will receive an S rank. So don't hurry up... just let the cursor move to the target by itself.

THE SLUGGER (Baseball)

Controls

- D-Button --- Move your target
- A/X Buttons --- Swing/Increase Swing Power

How to Play

As the pitcher throws you the ball, you have 3 or 4 balls displayed in the strike zone. The ball will go through one of them. Move your cursor to the target as the balls change position, toward the targeted position. Use your D-Pad to get to that position and swing before the ball arrives the zone. Tap A or X as fast as you can to increase your Swing Power and watch her rip the skies! Your goal is to get the Power Meter up to Max, resulting in a Home Run. Try for an Out of the Park Home Run!

As the difficulty goes up, it is harder to hit a Home Run. Out of the Park Home Run are slightly more difficult to get during the final stage here.

60~70 seconds here. 5 pitches, I believe.

Scoring

- Strike - None
- In the Park hit - 100 points
- In the park Home Run - varies from 200 to 500 points
- Out of the Park Home Run - 1000 Points
- 100-135 yards - 400 points
- 135+ yards - 500 points

Tips

- Position your left hand on the D-Pad (duh) and place your middle finger of the right hand on the X button and the point finger on the A. Then tap both of them as fast as you can. That way, you get double the taps! Easy Out-of-the-Park Home Runs!
- Swing a bit EARLY, not when the ball touches the zone.
- Try to get 135 or more yards every time because it gives you 500 points. A perfect game will result in 9000 points!

- The straighter your swing is, the better chance of getting a higher point value if you hit a Inside Home Run. So get that timing straighten up!

TOUCHDOWN DERBY (American Football)

Controls

D-Button --- None

A/X Buttons --- Increase your Tackle Power and Speed

How to Play

Horribly simple. Just tap A/X as fast you can to break down the tackle bag and dash to the finish line before the opponent does. The winner will catch the ball automatically. Pathetic.

Scoring

-The Harder you hit the tackle bag, the more points you get.

-The faster you get to the end zone (if won), you get more points. Usually 1000 or 1500 points.

Tips

- Like 'the Slugger', this requires to tap the buttons as fast as you can. Well, just tap A and X with two of your fingers as fast as you can and you're going to be okay!

- Even after the tackling, tap the buttons to run faster! Getting the S Rank here is pretty hard so keep running!

LONG SHOOT (Soccer/International Football)

Controls

D-Button --- None

A/X Buttons --- Select direction/Select where you will kick the ball

How to Play

There's two parts here to do before you attempt to get the ball into the goal. First, you have to select the angle by hitting A or X when the desired angle is apparent (on the ball). Aim at the bonus points. Then, you will see a small red dot moving left and right on the soccer ball (lower left). Hitting it on the left side will make it curve to the right, and hitting it on the right side will do otherwise. Score to receive 500 points. 5 chances.

One thing: Always go for the goal, not the bonus points. Getting all 5 goals will result with 2500 points, assuming that you didn't get any of the bonus targets. Anyway, that 2500 points is ENOUGH to beat the LV. 4 stage of this version.

The blockers will move around as you progress through the levels. Narrow holes indeed.

Scoring

Hit the Bonus Coins - 400 points each

Goal! - 500 points

Tips

- Use the bonus icons as your path. Hitting one of them will almost make a goal certain.

-Goals are far more important than the bonus icons so don't go off the point just for an extra icon. What I'm trying to say... Try to SCORE rather than try to hit the icons. If you did the kick well, you should at least hit one of the icons anyway.

-Be calm and point the pointer to the next bonus icon and kick the ball accordingly.

- Curves are always dangerous. Use them well.

- Practice = perfect.

COMPUTER RECEIVE (Tennis)

Controls

D-Button --- Move Player/Aim at targets

A/X Buttons --- Swing Tennis Racket

How to Play

The Computer will serve and you receive. Several targets will appear all over the opponent's side. It is your duty to hit them to exceed the target number. To hit them, aim with your D-Pad. Here's a map for the targets:

```
----- TP --- Aim to the upper left.
|TL UP TR| UP --- Press directly up.
|LL DO LR| TR --- Aim to the upperright.
|-----| LL --- Lower left.
|         | DO --- Down/Default
|         | LR --- Lower right.
-----
```

Some of the targets will appear around (2 or 3) the court so pick which one you want to hit and the ball will come back. If you miss, the computer will serve. Take it back and hit another target to keep going. If you hit enough targets, you get a Smash chance (same controls) to raise your point total.

To break the targets for a Smash chance, just hit the targets (it gets smaller after every hit) until they appear as a yellow coin. Then hit it again and it will disappear. If you make BOTH targets disappear, you get the chance! Yahoo!

I might be wrong, but I think the ball goes faster as the difficulty goes up. :P

There are 70 seconds in this one.

Scoring

Hit a target - 100 points

Smash Hit - 500 points

Tips

- Always try to hit the lower middle target, if there is one. That position does not require you to push the D-Pad to any direction, making it easier.

- The targets will get smaller every time you hit it and when all of them are broken, an opportunity to do a Smash Hit occurs. Just press left or right and get where the ball is going and hit that damn target for 500 points!

HOLE IN ONE (Golf)

Controls

D-Button --- Change direction of shot/select where you hit the ball

A/X Buttons --- Select Power (how powerful your swing is)

How to Play

My favorite! You have to get one of your 3 balls within the targeted area. First adjust your shooting line according to the wind speed. If the flag is going to the left, move the line to the right to offset. If it's like 3 MPH, then, just tap the button twice to the right. If it's more like 7, maybe 5 or 6 taps will do it. Then, you will see a power meter moving from left to right with a 'Best Power' line in the middle right. That's where you should stop the meter. If it's a bit over, then press down immediately afterwards to do a backspin. If it's left of the line, then do a front spin (up).

The S Rank here is very, very difficult. I once got ALL SIX bonus coins and got the ball within 2 yards every time and only got an A. Oh god... Just letting you know.

The maximum feet to the cup goes down as the level goes up. The speed of the bar also increases.

10-second time limit for the swing only (each).

Scoring

Out of green - 200 points

On green - 500 points

Within target distance - 1000 points

0.3 feet or closer - 1500 points

Hole in one - 2000 points

Coins - 300

Tips

- 3 MPH winds enforce you to move the shooting line a BIT. Hard to tell you where in text, but just tap right 2 or 3 times. 6-9 MPH winds needs you to tap about 5 to 7 times. I could be wrong because your taps could be shorter or

longer than mine so PRACTICE!

- Use the backspin and front spin when needed.
- Better to have the meter a bit over than a bit under the desired.
- Don't worry about getting Hole in Ones, you still get 1000 points, the same when you get into the targeted distance.
- The final level here is insanely difficult, only 0.3 feet to the cup! (assuming that you didn't fail beforehand) So, don't resort to this stage if the time comes. ;p

PUCK RALLY (Hockey)

Controls

D-Button --- Move Hockey Player/Select direction of shot
A/X Buttons --- Shoot (hold for a power shot)

How to Play

Just use A or X to shoot back and forth. Try to fool your opponent and hit one of the panels. The number on it is how many hits you have to hit it before it can be broken. Then insert the puck through the gap to win! You can hold down A or X to make your shot faster. Just don't let a puck go past you and you should be fine.

The LV. 4 stage for this game is insanely difficult. Just alternate between both sides and hope that the computer chokes. Getting an S requires you to finish it SUPER FAST.

The opponent is FAR, FAR smarter on LV. 4 than LV 1. Because of that, the wall guard is only at 1 hit on LV 4 while it's 3 on LV 1. Interesting.

Sixty seconds is the limit. Even if you don't give up a goal, you lose if you can't score.

Scoring

Hitting a panel - 300 points
Breaking a panel - 300 points
Score! - 3000 points

Tips

- Get your strength to the MAX! Hold it down!
- Shoot the puck the OTHER way (opposite the opponent).
- Try to hit that black thing in the middle. It will make your shot more faster.
- Don't waste shots, always make the opponent MOVE.
- Pretty hard in the later levels, but always go for the unguarded portion of the other side. Try to hit that moving thing in the middle, it will confuse

the other guy.

DIRECT ACE (Soccer/International Soccer)

Controls

D-Button --- Move Player/Target your aim at the goal

A/X Buttons --- Shoot/Kick

How to Play

A very difficult mini-game to master. You have to move around to position yourself to receive a corner kick and score. When the ball's coming, tap A or X to kick! If you were too late but in the right position, you will have the ball at the ground but you will receive less points if you score. Try to hit the ball EARLY. And I emphasize the word 'EARLY'.

If you kicked the ball when it's on the ground, you HAVE to hit the bonus targets on the goal to get points. If you didn't hit one, then you receive ZERO points. Hitting the ball when it's in the air will give you sure points plus a possible chance to hit a bonus target.

The goalie is better as you move up the levels. Less bonus panels, too.

No time limit.

Scoring

Hit the Bonus panel - varies from 100 to 500 points

Score! - None

Tips

Shit. A difficult one to do. All I have to say: figure where the ball is going ASAP and kick early.

- Otherwise, just kick to the panels ONLY. Getting into goal does nothing.

- Any more tips from the readers will be greatly appreciated! Please send some! This game is the one that I have had the most problems.

FASTEST SPRINTER (Cycling)

Controls

D-Button --- None

A/X Buttons --- Tap to increase speed

How to Play

Pretty cool, IMO. You have to ride your bike for 2 laps... On the first lap, it's all about the pacing and saving your endurance. So tap A or X until the meter of yours goes into the yellow box in the middle. Don't get UNDER or OVER! Keep the meter IN the box! Anyway, after the 1st lap, it's all over.

You got to tap A or X as FAST as possible until the end! Good luck.

The width of the stamina bar during the first lap gets smaller as you progress up the ladder. The opponent will go faster, of course.

No time limit. Just beat the opponent.

Scoring

It's all about the time, baby.

-6000 points for a victory

Tips

- Easy one to get a S ranking. Just get the meter up to the boxed portion and hug the right side of the box as much as you can. Just don't over-do it, it will waste some stamina.

- Start tapping the A and X button with two fingers just BEFORE you reach the second lap's start. Or just use your knuckles to pass over those two buttons for easy speed.

- Keep going, just tap as fast as you can and you should get an A or S rank.

PUTTING MATCH (Golf)

Controls

D-Button --- Change direction of putting line

A/X Buttons --- Select power of the putt

How to Play

Duh. Just get the ball into the cup as many as you can. Look at the green for the slope (use the coins to find the best line) and adjust your slope and press A to get the meter up. Look at the number above the meter for the total distance to the cup and press when the meter is about right. For example, the distance is 16 yards and the meter is this:

0 10 20

| HERE | If it's 16 yards then I want the meter to be HERE.

If it's 2 yards then the meter would be:

0 2.5 5

| HERE | If it's 2 yards then I want the meter to be HERE.

The meter increments change so watch out. You can 2 or 3 putt to victory, no hole-in-ones needed.

The time limit here is 60 seconds, very tight. Just putt in fast strokes and you should be fine.

Scoring

Cup in - 1000 points
Coins - 300 points

Tips

- To save time, immediately change the direction to the coins and fire away.
- Learn to read the distance and the meter quickly.
- Try to 2-putt. If you ever got a 3-putt cup in, you need some practice.

THE KICKER (American Football)

Controls

D-Button --- None
A/X Buttons --- Hit the Best Timing bar/Select location of kick

How to Play

Can be very difficult at higher levels. There's two parts here: the 'Best Timing' bar and the position of your kick. The Best Timing part requires you to tap A or X when the player's line is ON the bar. The closer the line is to the middle (fine white line), the slower the cursor in the second part will be. If you miss, you miss the kick. The second part: you have to time your kick so that you hit the MIDDLE part. The cursor might be fast so time yourself! Might takes a LOT of tries before you get the feel!

This game is awesome on the first stage. It's almost an absolute S every time. 8000 points easy. Just try it out and see. Heeheehee.

The level up = Different, wider angle for your kicker. The cursor will go insanely faster. The 'Best Timing' stepbar will be smaller, too.

There are sixty seconds on the clock. It won't matter if you do the kicks normally. Just don't wait too long. ;p

Scoring

Bonus targets - 200 to 500 points
Field Goal! - 1000 points

Tips

- Pretty difficult. Just try to step on the middle part of the Best Timing bar to slow the cursor down.
- Rather than kicking the ball blindly because you don't know the cursor's speed, look at where you stepped on the bar. If it's near the middle, then it's going to be slower. If it's on the edge then it's going to be quick. Adjust!
- Try to kick ASAP, don't get the cursor get to the bottom and top. The first time it crosses the middle part, you kick it! It's the best time to do it because it's a good habit to have.

- Just straight and true. It will ALWAYS result in a Bonus Panel hit if you stop the cursor at the absolute center.

HARDEST SAVE (Hockey)

Controls

D-Button --- Move Goalie
A/X Buttons --- Normal Save
B Button --- High Save

How to Play

Meh. Just watch the players come and turn to that direction and press A or X as the puck come. The screen will say '^' sometimes, and when it happens, do the usual thing but press B instead. That's all. Do the best you can to exceed the targeted number.

Sometimes, the players will come in a flurry. The best way to approach them is to think AHEAD. Find your next player and stick with him and glance to see where the next shooter will be. That way, you're always ready.

The time will be 60 seconds. Does not matter to you since the players are automated anyway.

Scoring

Save! - 100 points
5 Saves in a row! - 300 points

Tips

- Don't press A or X too early. Press the button after the shot.
- Be alert for high shots.
- Don't push up to save the middle shots. Just let go the D-Pad and the goaltender will revert to the middle portion.

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3. ITEMS/TROPIES

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Some data here could be wrong (but I doubt it) so PLEASE feel free to criticize my sorry ass and let me know which fact of mine isn't a fact and I'll tweak it and credit you (if you wish).

Sportsman

- Get all 5 coins AT ONCE in the Original Mode
- Can be used in all games as an alternate player in Original Mode

Sportswoman

- Get 10+ total coins
- Can be used in all games as an alternate player in Original Mode

Robot

MC during sports

- Get 21~25 coins (can somebody verify the EXACT coins that is required? ;_;
- Yes, you get to play as MC in the Original Mode! heh.

Mom's Bicycle

- Get 5 coins in the Original Mode
- Can be used in the Bicycle Race as an alternate bike

Time Addition

- Get at least 18 coins
- Gives you the ability to add up to 10 seconds on all timers in the Arcade Mode

Credit

- Beat the game without continues
- Can change the number of credits you can use

Golden Trophy

- Finish 1st in the Original Mode

Silver Trophy

- Finish 2nd in the Original Mode

Marble Trophy

- Finish 3rd~10th in the Original Mode (you suck!)

The following trophies are awarded to the corresponding player that used that game as its final stage in the Original Mode. The Player 1 trophy is attained by Player 1 so if you want the Player 2 trophies, just beat the Original Mode the same way as Player 1 but you have to beat it with the SECOND controller, hence the '2'.

REMEMBER, YOU HAVE TO BEAT THAT EVENT IN THE FINAL STAGE OF DC ORIGINAL MODE TO GET THE THROPY!

Basket Player 1 - Beat Shoot Out as Player 1
Basket Player 2 - Beat Shoot Out as Player 2

Baseball Player 1 - Beat The Slugger as Player 1
Baseball Player 2 - Beat The Slugger as Player 2

Bicycle Player 1 - Beat Fastest Sprinter as Player 1
Bicycle Player 2 - Beat Fastest Sprinter as Player 2

Golf Player 1 - Beat Hole in One/Putting Match as Player 1
Golf Player 2 - Beat Hole in One/Putting Match as Player 2

Tennis Player 1 - Beat Computer Receive as Player 1
Tennis Player 2 - Beat Computer Receive as Player 2

Soccer Player 1 - Beat Long Shoot/Direct Ace as Player 1
Soccer Player 2 - Beat Long Shoot/Direct Ace as Player 2

Hockey Player 1 - Beat Puck Rally as Player 1
Hockey Player 2 - Beat Puck Rally as Player 2

Goaly Player 1 - Beat Hardest Save as Player 1

	BAD6E80B 000003E7
Press L For 0 Time (The Slugger)	BCA5246F 60704E1E BAD6E80B 00000000
Press L For More Time (Com. Receive)	BCA5246F 60704E1E AC33831A 000003E7
Press R For 0 Time (Com. Receive)	BCA5246F 80704E1E AC33831A 00000000
Press R For More Time (Long Shoot)	BCA5246F 80704E1E 5087A5D1 000003E7
Press L For 0 Time (Long Shoot)	BCA5246F 60704E1E 5087A5D1 00000000
Press L For More Time (Hole in One)	BCA5246F 60704E1E 6B3BB9C7 000003E7
Press R For 0 Time (Hole in One)	BCA5246F 60704E1E 6B3BB9C7 000003E7
Press R For More Time (The Kicker)	BCA5246F 80704E1E C67B357E 000003E7
Press L For 0 Time (The Kicker)	BCA5246F 60704E1E C67B357E 00000000
Press L For More Time (Putting Match)	BCA5246F 60704E1E 87735F86 000003E7
Press R For 0 Time (Putting Match)	BCA5246F 80704E1E 87735F86 00000000
Press R For More Time (Direct Ace)	BCA5246F 80704E1E

A6438317
000003E7

Press L For 0 Time (Direct Ace) BCA5246F
60704E1E
A6438317
00000000

Press L For More Time BCA5246F
(Touchdown Derby) 60704E1E
E1C70A12
000003E7

Press R For 0 Time (Touchdown Derby) BCA5246F
80704E1E
E1C70A12
00000000

Press R For More Time (Hardest Save) BCA5246F
80704E1E
8A939F86
000003E7

Press L For 0 Time (Hardest Save) BCA5246F
60704E1E
8A939F86
00000000

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5. DISCLAIMER/HISTORY/CONTACT INFO

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Disclaimer: I don't care. This game kinda sucks and nobody would EVER find this FAQ helpful so you go ahead and post this utter crap on your website that's going to fail and bomb within a year anyway.

History:

Contact Info: See something that I missed? Any complaints? Any recommendations? Want to praise my shitty writing skills? You've come to the RIGHT place! Whoo! Contact me at hockeyfox@ameritech.net

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