

EPILEPTIC WARNING

Please read the enclosed and periodically reread paragraph below using this video game system or offering your children to use it. A responsible adult should go through with any student, the operator and others of the Dreamcast before allowing play in their place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns on computer life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may indicate undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

The CD-ROM can only be used with the Dreamcast System. Do not attempt to play the CD-Rom on any other CD player doing so may damage the headlamps and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System instruction manual. Plug in Controller 1. For 2-4 player games, plug in ports 2-4 also.
2. Place the Dreamcast CD-ROM into the slot on the left of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you wish to restart, press A, B, S, T and Start simultaneously to return to the game title screen. Press A, B, S, T and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a CD the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast CD-ROM in the slot and the game will automatically load up. **Important:** Your Dreamcast CD-ROM contains a write up code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully and reinsert the center of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST CD-ROM

- The Dreamcast CD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the CD-ROM free of dust and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

Dreamcast



GUNBIRD



CAPCOM

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A Special Message from CAPCOM
ENTERTAINMENT

Thank you for selecting GUNBIRD 2 for your Dreamcast™. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

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DREAMCAST™



CONTROL PORTS

The three ports connect the Dreamcast™ controller or other peripheral equipment. Connect to right as Control Port A, Control Port B, Control Port C, and Control Port D. For **GAMEBOY™**, use Control Port A and B to connect controllers for play. (Sold Separately)

GAMEBOY™ Link to 2 play game. Before using the Dreamcast™ power (ON), connect the Dreamcast™ controller(s) or other peripheral equipment into the control ports. For additional controller(s) (sold separately) to play with two people.

VISUAL MEMORY (VM)

It automatically save game loadings and option settings. insert a Visual Memory (VM) save data 1 of the controller **BEFORE** turning on the Dreamcast™.

Note: While game data is being saved, never turn (OFF) the Dreamcast™ power, remove the VM or disconnect the controller.



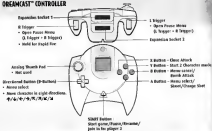
STARTING A GAME

1. Press **START** at the Title Screen. To select game modes, options and characters on the following screens, use the Directional Buttons or Joycon to highlight and press the **A** Button to confirm.
2. On the Main Menu, select a game mode. (Mode descriptions start on page 12.)
3. Once you select a game mode, highlight **GAME START**. Then,
 - Choose a difficulty level. Move the Directional Buttons or Joycon **←/→** to choose a number from 1 (Easiest) to 5 (Very Hard).
 - Press the **A** Button to select a 1 or 2 player game, where each player controls one character.
 - Press the **B** Button to select 2 Character mode, where one player controls two different characters. (This mode is 1 player only.)
4. Select a character. (Character descriptions start on page 12.) Highlight 1 (Banana) and press the **A** Button to select a character as confirm.
 - To select game options or Option mode, see page 13.
 - To check game linkings, see page 11.



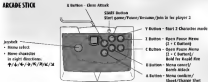
CONTROL S

DREAMCAST™ CONTROLLER



Never touch the analog Thumb Pad or L/R Triggers while holding the Dreamcast™ power ON. Doing so may disrupt the controller's electronic operation and result in malfunctions. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Dreamcast™ power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



VIBRATION PACK

Granite 2 supports the Vibration Pack peripheral. When inserted into the Expansion Socket of a Dreamcast™ controller or other compatible peripheral equipment, the Vibration Pack provides a vibration effect that can considerably enhance the game play experience.

Note: When the Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast™ controller, the Vibration Pack connects, but does not lock. If the controller is jostled, the Vibration Pack may fall out during game play or otherwise inhibit game operation. The Vibration Pack cannot be used with the Arcade Stick.



- **Granite 2** is a 1-to-2 player game. Connect controller or other peripheral equipment before turning on the Dreamcast™.
- For all controllers, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast™ to soft-reset the software.
- For both the controller and Arcade Stick, you can change the default button assignments in Option mode. See page 15.

AN ALMIGHTY ADVENTURE BEGINS!

The legendary Almighty Prisoner takes to all adventures of the world. Seven warriors accept a challenge to beat out an opponent. And for their powerful Elements of Sun, Moon and Stars.

The Seven had made a big underground temple. Whoever brings him the Elements will be rewarded with the Almighty Prisoner, and all its magical powers!

The quest to victory is riddled with danger! Battles need to win, and traps must be defeated! Worst of all, the notorious Queen Priests are out to undermine the valiant champion.

Can the valiant hero find the three Elements and capture the Almighty Prisoner... before the powers split?

The race is on!



HEROES

BLAZKARD

| | |
|----------------|--------------|
| Age | 188 |
| Country | Romania |
| Sub Weapon | Gas Bombers |
| Charge Shot | Gas Muzzle |
| Bomb | Bloody Tears |
| Special Attack | Gas Drill |



MARIAN

| | |
|----------------|-------------------|
| Age | 17 (currently 15) |
| Country | England |
| Sub Weapon | Shooting Gun |
| Charge Shot | Hot Fire Bullet |
| Bomb | Sweet Cornball |
| Special Attack | Lightning |

HEI-COB

Age: 18
Country: Austria
Job Wagon: Austrian Served
Camp Seat: Austrian Alps
Drink: Beer/ing Beer
Vanity Truck: Hot Gervade



LAVIA

Age: 9
Country: Germany
Job Wagon: Apple Lane
Camp Seat: Bayern/Alps
Drink: Hot Ash Bubbles
Vanity Truck: Don't Label

LINE

| | |
|-----------------|-----------------|
| Age | 21 |
| Country | Japan |
| Job/Weapon | Samurai Archer |
| Group/Unit | Samurai Dynasty |
| Rank | Master of Arts |
| Favorite Attack | Samurai Clash |



HORRIKAN

| | |
|-----------------|---------------------|
| Age | Unknown |
| Country | Dark World |
| Job/Weapon | Searcher/None |
| Group/Unit | Searchers Attack |
| Rank | Searcher's Assassin |
| Favorite Attack | Searcher's Strike |



Need to adjust Horrikan's Age or your character's height? (Based on the Character Select screen, then press \uparrow for shorter or \downarrow for taller)

YALPINO

| | |
|--------------|------------------|
| Age | Appleby's Years |
| Country | Russia |
| Sub Weapon | Ballistic Cannon |
| Chassis Mod. | Warrior Punch |
| Book | Power Loss |
| Vehicle Mod. | Yalpin Punch |



THE QUEEN PIRATES



JARVIS



GIMMIE



BLADE

GAME MODES

Press **START** at the Title screen to see the Mode Menu. Choose a game mode with the **B** button and press **START** on the **A** button to confirm.

ORIGINAL 1

Features include a wide screen, vertical scroll, and game balance specially designed for the Nintendo™.

ORIGINAL 2

Features include a wide screen and vertical scroll, plus the screen width if you accidentally turn up or down.

ARCADE

A perfect conversion from the arcade version.
The screen is rotated 90°.

Important: Since Mode is designed for a TV so monitor that can stand vertically. If you stand a normal display screen vertically, it may damage the equipment. Please make sure that your TV or monitor can be set vertically before playing this mode.

GALLERY

View artwork and character descriptions.



OPTION MENU

Select **OPTION** from a game mode screen to see the Option Menu. Go on or open with **B** Button \leftarrow/\rightarrow , and change the setting with \leftarrow/\rightarrow .

- **PLAYERID** Set the starting number of players you'll have.
- **EXTEND** Simple mode required to access \leftarrow/\rightarrow (note before)
- **AIWAVE** Choose **STEEL** (hard speakers) or **HUMAN** (single speaker)
- **BUTTON COMB** Provide if button to use system for multiplying the button assignments. See also about the Vibration Pad (PS5).
- **EXIT** Return to the game mode screen.



GAME SCREEN



LAP-STOP

Where you can do the jump.

LIVE SCORE

Points you've scored. Player 1 - left, Player 2 - right.

FIGHTERS

Number of enemies already you have. This number appears before your turn.

POWER & LEVEL GAUGE

The Power Gauge increases as you level up. It increases when you use a Jump that is Velocity (Mass)-Attack, or your fighter is destroyed by enemy fire. The Level Gauge increases and decreases along with the Power Gauge (see page 11 for more.)

BONDS

Number of bonds available for Bond-Attack.

HOW TO ATTACK

CHARGE SHOOT

Perform a Charge shot by holding down the **R** button for a short time, then releasing. The higher the Level Gauge is, the more powerful the charge shot is. The Level 7 Charge shot is the most powerful.

BOMB

Perform a Bomb attack by pressing the **B** button. A Bomb attack clears enemies' bullets on the screen. Each character's Bomb attack has a different effect. Try them all!

VICINITY ATTACK

To perform a Vicinity Attack, press the **L** button when you have a Level 7 or higher Level Gauge charge. Though it is risky to get too close to an enemy, the Vicinity Attacks were powerful. Each Vicinity Attack was one level up the Level Gauge.



GAME SYSTEM

POWER UP

Your fighter's attack power is increased every time you collect a power up. If you take three power ups, your fighter's attack power is maxed. You can also take up to three health items.

POWER DOWN

If your fighter has an enemy, its attack power increases.

BONUS

Collect coin-shaped bonus items to add bonus points to your score. Taking collecting bonus items gives the maximum bonus points. If you take landing bonus items continuously, you will also get a chain bonus.

HIDDEN ITEM

Each stage has a hidden item that looks like a jar. Show it to release a gem-shaped bonus item. (beyond)

But, there is a lot more items to find!

GAME OVER

If your fighter has enemy bullets, you lose your fighter. If you lose all your fighters, your game is over!

CONTINUE

If your game is over, you can continue an enemy fight as you read during the first log (final enemy stage). If you choose difficulty level 4 (hard) or higher, and complete all enemy stages without using a continue, the second log will start.

PAUSE MENU

Press the **START** button during gameplay to pause the game. Then, Press the **L** and **R** Triggers at the same time (**L** and **R** Buttons for the Arcade Stick) to open the Pause Menu. From this menu you can:

- **RETURN** to the game.
- Turn **MOUSE ON/OFF** (Arcade Mode only). When **ON**, the Directional Button settings are rotated 90 degrees for the Arcade Mode.
- **EXIT** to the Main Menu where you can choose another game mode.



RANKING SCREEN

Choose **RANKING** from a game mode screen to check the score ranking for each game mode and difficulty level. Press the **D** Button or Joystick

←/→ to change the difficulty level displayed.



SAVE/LOAD

COMBOS-1 saves and loads save settings and option settings automatically when an optional MMIO card has page 2. If the game cannot save or load, it will display a message.

Setting screen when you exit System Mode and after you input your name for the Ranking screen.

- The game requires 4 blocks to save saves and settings.
- Do not turn off your PlayStation™ or disconnect the PS or other peripherals while saving.

TECHNICAL SUPPORT

Thank you for purchasing **Seinfeld 2 for the Personal**! If you are experiencing difficulties with the title, please take advantage of the following product support. Please note that all our operators only speak English and that we are available 24-hours-a-day, 7-days-a-week through our Technical Support service. Our Technical support lines are open between the hours of 8am and 5pm.

Technical Support : 800-TM-GAME
Fax : 800-TM-GAME
WorldWide Web : <http://www.seinfeld.com>
Address : Computer Services Department
Virgin Interactive Entertainment Europe Ltd.
The Barbican Centre
London
W1T 3JH

In the unlikely event of a software fault please return the complete package with your receipt to the original place of purchase and request a replacement.

If you do receive a replacement, please provide us with as much information as possible concerning your system.

When contacting us by post, ensure you include the Title ID, Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us files, please remember to have your fax machine validated as and ready to receive.

If you are using a Windows/Win system please make sure that the fax connection is enabled. Errors in module your name, version for number with the same code and a false number for the connection ID will be experienced problems when trying to fax you back.

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NOTES

Virgin Interactive Entertainment Europe Ltd reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

CAPCOM

Message spécial de
CAPCOM ENTERTAINMENT

Merci d'avoir choisi **GUINARD 3** pour votre console de jeu Dreamcast™. CAPCOM ENTERTAINMENT est fier d'ajouter ce jeu parmi ceux à votre bibliothèque de jeux vidéo.

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LA CONSOLE DREAMCAST™



PORTS DE COMMANDE

Le ports de commande de console Dreamcast™ sont situés sur l'arrière de la console. Seul le port vidéo de couleur (RCA) est présent sur la partie de contrôle A, B, C et Z. Les ports de contrôle D, contrôle de vibration et contrôle de jeu sont à l'arrière de la console.

MEMOIRE (La console et les jeux de la console Dreamcast™ ont une mémoire de jeu de 16 Mo. La console Dreamcast™ ne peut pas fonctionner sans cette mémoire. Pour jouer à des jeux de la console Dreamcast™ (jeux de jeu vidéo).

VISUAL MEMORY (VM)

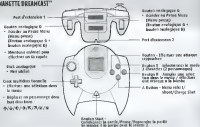
Per il computer di memoria video, la console Dreamcast™ ha un computer di memoria video (Visual Memory (VM)). La console Dreamcast™ ha un computer di memoria video (VM) che è necessario per il computer di memoria video.

Il VM ha un computer di memoria video (memoria video VM) che è necessario per il computer di memoria video (memoria video VM).



LES COMMANDES

MANETTE BREAKFAST™



Avant de le jouer sous tension de la console, ne touchez pas les sticks analogiques ni les boutons analogiques et le D-pad. Appuyez fermement la pression d'activation de la manette et de presser les autres boutons. Il vous faudra occasionnellement un stick analogique ou une manette virtuelle pour D-Pad à l'aise de la main sous tension. Appuyez fermement votre manette pour sélectionner la zone touchée la manette Breakfast™.

ICI COMMENCE LA QUÊTE DE LA TOUTE PUISSANCE !

Quelle aventure au jamais fini de conquérir la totalité de toute puissance ? Quel chemin éblouissant de victoire le définit et le conduit dans la quête des deux éléments de puissance : soleil, feu et magie.

Le filon de la fiction les attend dans une temple souterrain d'ancêtres qui parviendra à les apporter les deux éléments et ainsi accomplir par la fiction la toute puissance et s'élever avec les pouvoirs d'ancêtres, le voyage ?

Mais le chemin vers la puissance est sans fin et sans ? Il faudra braver la nuit et savoir de l'empire éblouissant ? Les deux éléments, les ancêtres, les dieux, les pouvoirs de la fiction, quelle est la véritable puissance.

Les terres des esprits, le monde de la fiction, comment et à travers la quête de toute puissance avec les pouvoirs ?

Que le monde apprenne ?



LES HÉROS

AUCARD

| | |
|----------------|--------------------------------------|
| Age | 100 ans |
| Origine | Éternelle |
| Autre identité | Lea Bellin (Bellin dans le monde) |
| Ta description | Lea Bellin (Bellin dans le monde) |
| Super | Black Cat (dans le monde) |
| Super opposés | Lea Bellin (dans le monde) |



HADDON

| | |
|----------------|--|
| Age | 7 ans (jeu vidéo) / 11 ans (série) |
| Origine | Éternelle |
| Autre identité | Maestro (en Black / White) |
| Ta description | Lea Bellin (Lea Bellin dans le monde) |
| Super | Black Cat (dans le monde) |
| Super opposés | Lea Bellin (dans le monde) |

HEI-028

| | |
|-----------------|---------------------------------|
| Age | 11 yrs. |
| Height | 4'6" |
| Age appropriate | Archie (Archie) (Archie comics) |
| Sex of costume | Archie (Archie) (Archie comics) |
| Head | Archie (Archie) (Archie comics) |
| Age appropriate | Archie (Archie) (Archie comics) |



TARA

| | |
|-----------------|----------------------------|
| Age | 9 yrs. |
| Height | 4'6" |
| Age appropriate | Apple Lane (Archie comics) |
| Sex of costume | Apple Lane (Archie comics) |
| Head | Apple Lane (Archie comics) |
| Age appropriate | Apple Lane (Archie comics) |



MORGAN

| | |
|-----------------|--------------------------------------|
| Age | 30 ans |
| Qualité | Traite abstrait |
| Armes favorites | Tranché Spine (Sword élastique) |
| Ta d'attaque | Scrubber Attack (Charge de Scrubber) |
| Équipe | Yellow House (House Mother) |
| Ataque opposée | Spinal Lando (Armes Blak) |

LINE

| | |
|-----------------|--|
| Age | 32 |
| Qualité | Agile |
| Armes favorites | Sword Attack (Sword élastique) |
| Ta d'attaque | Scrubber Defense (Scrubber élastique) |
| Équipe | House of Line (House élastique) |
| Ataque opposée | Sword Attack (Sword élastique) |



Il n'y a pas dans les personnages Morgan ou Line, seulement l'équilibre dans le monde. Selon vous, il n'y a rien de plus que les personnages dans ce monde ?

VALPIRO

| | |
|----------------------|---------------------------------------|
| Ap | de marmură pură |
| Brățări | Brățări |
| Arme secundare | Valpuri Actice (Găscări Valpice) |
| Tăie și atârșor | Armele Puncte (Arme de pucă Valpice) |
| Scuturi | Revoluționi (Caracăn revoluționari) |
| Acușatori/proiectile | Valpuri Puncte (Arme de pucă Valpice) |



LES PIRATES DE LA REINE



SHARK



WHIP

BLADE



LES MODES DE JEU

Le jeu est accessible à tous, apprenez-en plus pour accéder au Plus Plus (vous pouvez le télécharger depuis notre boutique officielle) ou accéder au mode de jeu, plus amusant et en appuyant sur le bouton Start sur le joystick.

MODE ORIGINAL 1

Le mode est accessible par un écran long et est idéalement conçu de la partie et vous pouvez accéder au jeu rapidement sans avoir à attendre beaucoup.

MODE ORIGINAL 2

Le mode est accessible par un écran long et est idéalement conçu de la partie de jeu et permet au joueur de jouer à long terme et vous pouvez accéder au jeu de manière

MODE ARCADE

Le mode est accessible par un écran long et est idéalement conçu de jeu (1 fois par jour)

Important : le mode Arcade est accessible par un écran long et vous pouvez accéder au jeu rapidement et vous pouvez accéder au jeu rapidement et vous pouvez accéder au jeu rapidement et vous pouvez accéder au jeu rapidement et vous pouvez accéder au jeu rapidement.

MODE GALLERY (GALERIE)

Vous pouvez accéder à la galerie des personnages représentés de description.



OPTION MENU

Vous accédez au menu Options sélectionnant l'option dans le menu contextuel de jeu à l'aide des boutons **←**/**→** de la manette multiboutons et sélectionnant une option, généralement les paramètres.

- **OPTION (sélectionner)** Permet de passer le contrôle de combattants dans votre équipe en fonction de votre
- **OPTION (RECHARGER)** Recharge le score à l'attaque pour obtenir un **1 Up** par combattant supplémentaire.
- **OPTION** Sélectionner Store (Menu marchand) ou Renewal (pas renouvel)
- **OPTION FINALE** (sélectionner les combattants) Appuyez sur la touche **L** pour accéder au menu de configuration des combattants. Et vous pouvez également d'accéder au de-structure le bouton **fin**.
- **EXIT (Quitter)** Permet de revenir à l'écran de main de jeu.



ECRAN DE JEU

Les (rouge) - Vous (bleu)

27 Suez (vous
gagnez)



27 Suez (vous
gagnez)

27 Suez (vous
gagnez)

27 Suez
(rouge)

MAP (rouge)

27 Suez (vous gagnez)

27 Suez (rouge)

27 Suez (vous gagnez)

27 Suez (rouge)

27 Suez (rouge)

27 Suez (vous gagnez)

27 Suez (vous gagnez)

27 Suez (vous gagnez)

27 Suez (vous gagnez)

27 Suez (vous gagnez)

DERDULEMENT DU JEU

POWER-UPS

Le passage d'étape de votre combattant s'écrit dès que vous obtenez un power up. Lorsque vous possédez deux power ups, le passage d'étape est accéléré et vous pouvez toujours en utiliser.

POWER-DOWN

La puissance d'étape de votre combattant s'écrit chaque fois qu'il perd un ennemi.

BONUS

Les bonus sont basés sur votre performance vous permettant d'acquiescer votre score. Les bonus disponibles vous offrent le maximum de points bonus. En collectant successivement plusieurs bonus disponibles, vous gagnerez également une série de bonus !

OBJETS CACHES

Chaque phase de jeu comporte un objet caché (souvent des pièces) que vous devez trouver. Ils sont cachés en surprise ! Ils donnent bonus de points (175 max.).

Précédent article : les meilleurs scores disponibles ici !

GAME OVER (PARTIE TERMINÉE)

Les joueurs qui réussissent jusqu'au bout touchent les meilleurs scores. Ce petit jeu leur propose une récompense surabondante.

CONTINUE (CONTINUER)

Si vous avez perdu, vous pouvez jouer encore la partie avec le même jeu que lors de votre dernière partie le premier jour (3 joueurs). Si vous réussissez à nouveau de difficulté facile (niveau 1) de surprise et que vous réussissez toutes les phases de jeu sans échouer (sans perdre) vous pouvez en découvrir une.

MENU PAUSE

Vous arrivez à jeu en pause ou vous le voulez appuyer sur le bouton Start. Appuyez ensuite consécutivement sur les boutons analogiques K et B pour voir les boutons Z et C de l'écran Start) pour accéder au Pause Menu (voir page 12) de votre jeu préféré.

- Appuyez le bouton de sélection (Start) (Bouton)
- Appuyez sur direction (option bouton) (Bouton) ou sur le bouton de jeu (ou mode de jeu) (appuyez) le bouton de sélection de la configuration de la console (direction) de votre jeu (ou de votre jeu) de votre jeu.
- Appuyez sur (Start) pour revenir au menu principal et choisir le mode de jeu.



ECRAN DES CLASSEMENTS

Sélectionnez Ranking (Classement) dans l'écran de jeu pour voir les classements de votre jeu. Vous pouvez voir les classements de difficulté. Appuyez sur le bouton de sélection (Start) ou sur le bouton ←/→ de votre jeu pour voir les classements de votre jeu de difficulté.



SAUVEGARDER/CHARGER

Comment sauvegarder et charger les classements de votre jeu. Appuyez sur le bouton de sélection (Start) (Bouton) ou sur le bouton de sélection (Start) (Bouton) pour sauvegarder et charger les classements de votre jeu.

Le sauvegarde et le chargement des classements de votre jeu. Appuyez sur le bouton de sélection (Start) (Bouton) pour sauvegarder et charger les classements de votre jeu.

- Le sauvegarde des scores et des paramètres de jeu de votre jeu de difficulté.
- Appuyez sur le bouton de sélection (Start) (Bouton) pour sauvegarder et charger les classements de votre jeu.

