



TEEN ROMANCER
20 PTS.



TEEN ROMANCER
20 PTS.

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CONTENTS

Sega Dreamcast™	2
Starting a Game	3
Controls (default)	4
Combat Screen	6
Combat Rules	7
Game Modes	8
Arcade	8
Versus	8
Dr. Tatsumi's Techno-Dome	8
Development Room	9
VMU Mini-Games	9
Love & Punch	9
Option Mode	10
Save/Load	10
Button Config	10
Gauge System	11
Special Attacks	12
Players	14
G. Kaiser/Junpei	14
Dixon/Nakazo or Haruma	15
Pulsion/Kai or Kai	16
Bolon/Polin	17
Refaga/Simon	18
Diana /Z/Reika	19
Twinzam V/Daichi or Sora	20
Gourai/Shadow Red	22
Wise Duck/Gonzales	23
Capcom Edge	24

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A Special Message from CAPCOM ENTERTAINMENT

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\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-909-677-2272 (\$1.35 per minute).

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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.

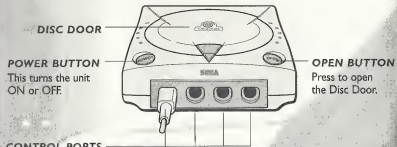
PROJECTION TELEVISION WARNING

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.

SEGA DREAMCAST™

**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**. Use each port to connect controllers for players 1 to 4 respectively.

Note: Purchase additional controllers (sold separately) to play with two or more people.

Tech Romancer is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

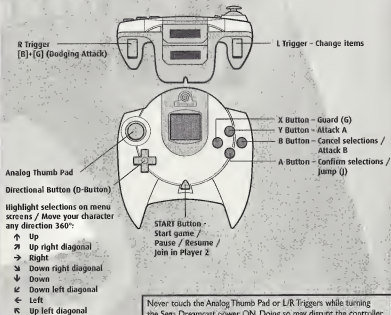
STARTING A GAME

1. Press the **START** Button at the title screen.
2. Press the **Directional Button**, **Analog Thumb Pad** or **joystick** ←/→ to select a game mode and press the **A Button**. (See more about game modes starting on page 8.)
3. Select a character and press the **A Button**. (See more about characters on pages 14-23.)



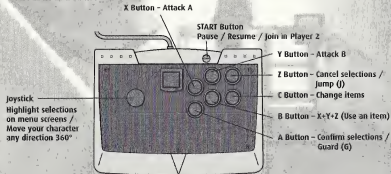
CONTROLS (default)

SEGA DREAMCAST CONTROLLER



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.

ARCADE STICK



JUMP PACK

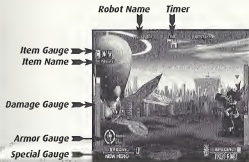
Tech Romancer supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.



Notes:

- Tech Romancer is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning ON the Sega 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 Sega Dreamcast to soft-reset the software and display the title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option. See page 10.

COMBAT SCREEN



- Robot Name** Identifies your character.
- Timer** Shows remaining round time.
- Item Gauge** Shows the time or number of shots remaining for an item or weapon you're using.
- Item Name** Shows the item available to use.
- Damage Gauge** Shows how much damage the robot has taken. When it is full, the robot is defeated (see page 14).
- Armor Gauge** Color bar decreases as the robot gets attacked. When it disappears, the robot's armor is broken (see page 11).
- Special Gauge** Color bar increases as the robot attacks. When it is full, the robot can use a Special Move. You can pump up the gauge to Level 3 (see page 11).
- Final Attack Mark** Final Attack is available when this mark appears.
- Stock Items** Shows the items you currently have. You can stock up to 5 items (see page 12).
- Win Mark** Displays when one opponent defeats the other.

COMBAT RULES

The rules below are used in Arcade Mode (both Story and Hero Challenge Modes) and Versus Mode. (See pages 8-9 for other game modes.)

HOW TO WIN

The first player to fill the opponent's Damage Gauge twice (default) wins the match. (You can change the Damage Gauge number in Option Mode; see page 10.)

JUDGMENT

If time runs out and neither robot has been defeated twice (default), the match is judged on remaining vitality. If the time limit is turned OFF (in Option Mode), the match lasts until one robot wins by defeating the other.

DRAW GAME

A game is judged to be a draw when both fighters are defeated twice (default) at the same time or when both fighters have the same amount of vitality left when time is up. If a draw game occurs, both players' games are over.



GAME MODES

ARCADE

1 OR 2 PLAYER(S)

Choose **STORY MODE** and play through each robot's unique story.

Choose **HERO CHALLENGE MODE** and defeat 12 computer-controlled opponents to win. Your performance is rated at the end of your game.



VERSUS

2 PLAYER COMPETITION

Challenge a friend head-to-head. To play, insert two controllers into your Sega Dreamcast before starting. After each match, you can continue play with the same robot or choose a new fighter.



DR. TATSUMI'S TECHNO-DOME

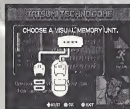
Unlock and collect secret hidden features. Some features can be unlocked by working out in the Development Room. Others are unlocked as you meet certain conditions during gameplay.

TECHNO-DOME CONTROLS



A Button
B Button

Choose hidden feature
Go to Development Room
Confirm selection
Return to title screen



DEVELOPMENT ROOM

Develop various hidden features by spending money you earned in Hero Challenge Mode and VMU Mini-games. You can withdraw money from your VMU (Visual Memory Unit).

DEVELOPMENT ROOM CONTROLS



A Button
B Button

Choose hidden feature to develop
Withdraw money from VMU
Confirm selection
Return to Techno-Dome

VMU MINI-GAMES

Download mini-games to play for money prizes and high scores. Doing this requires a VMU (Visual Memory Unit) with 128 free blocks. The Mini-Game Menu has these options:

Mini-Game	Play mini-games.
High Score	Check out the best score.
Money	Review your net worth.
Sound	Toggle mini-game sound ON/OFF.

LOVE AND PUNCH CONTROLS



A Button
B Button

Kiss character on the left.
Kiss character on the right.
Tap character on the left.
Tap character on the right.

LOVE & PUNCH

Watch the screen. If Junpei appears, kiss him quick. If a girl appears, give her a tap.

Note: You can unlock two more mini-games by satisfying certain secret requirements. Find out what they are!

OPTION MODE

Choose an item with the D-Buttons \uparrow/\downarrow , and adjust the setting with \leftarrow/\rightarrow .

- Difficulty** Set the difficulty level for 1 Player games.
- Damage Level** Adjust the damage level of attacks.
- Timer** Turn the time limit ON/OFF.
- Timer Speed** Adjust the Timer countdown speed.
- Down Number** CPU – Set the number of Damage Gauges for 1 Player games.
VS – Set the number of Damage Gauges for 2 Player games.
- Sound** Choose STEREO or MONAURAL.
- Vibration** Toggle ON/OFF when using the optional Jump Pack (not available when using the Arcade Stick).
- Special Moves** When ON, use Special Moves with no limit.
- Default** Restore the default Option settings.

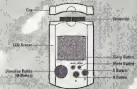
**SAVE/LOAD**

- Save** Save your play data to an optional Visual Memory Unit (VMU). This game uses 3 free blocks to save play data.
- Load** Load previously saved play data from a VMU.

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

BUTTON CONFIG

Change the controller button assignments.

**GAUGE SYSTEM**

Damage Gauge

Armor Gauge

Special Gauge

DAMAGE GAUGE

As your robot gets attacked, the color bar builds up. When the gauge is full, your robot is defeated.

- Recoverable Damage** The yellow bar represents damage that can be recovered over time.
- Absolute Damage** The red bar represents damage that cannot be recovered.

SPECIAL GAUGE

The color bar builds up as you attack. When the gauge is full, you can input a Special Move command to perform a Special Move. The gauge can be stored up to Level 3. A Special Move consumes Level 1 gauge. (For players' individual Special Moves, see pages 14-23.)

ARMOR GAUGE

As your robot gets attacked, the color bar decreases. At 0%, your robot's armor will be broken. When your robot's armor is off, your robot suffers more damage when attacked and takes some damage even when blocking.

SPECIAL ATTACKS

In the moves below, the D-Button presses/joystick moves refer to fighters facing right. Reverse the left/right presses or actions for fighters facing left.

Steel Dash

Holding G, →→

Your robot charges the opponent, repelling attacks. If you hit the opponent with this move, the opponent's block will be off for a short time.

Dodging Attack

G + A or B (simultaneously)

Perform this move the moment your opponent attacks you. You can counterattack as you dodge.

Power Breaker

G + A + B (near opponent)

Break the opponent's guard.

Item

A + B + J (simultaneously)

You have three items in the beginning of a match. You can pick up additional items that may appear when you break objects on stage. You can use items you have at any time during a match. You may also get an item when you defeat your opponent.

There are three item types:

- Healing Items** Restore Damage or Armor Gauge.
- Ability Items** Increase your robot's attack, defense, speed and so on. Hero Challenge Mode items enable your robot to use unique abilities for a short time.
- Weapon Items** Each robot can use three unique types of powerful weapons.

SPECIAL ATTACK LETTERS

A	Attack A
B	Attack B
G	Guard
J	Jump



Name Female Age

- Who plays this game the most?
 Male Female Age
- Which systems do you own?
 PlayStation 3 Xbox 360
 PlayStation 4 Sega Dreamcast
 Sega Saturn Sega Genesis
 PC CD-ROM Mac OS HDL
 Yes No
- Did you read the guide before purchasing it?
 Yes No
- Where did you purchase the game?
 Toy Store Mass Merchant Mail Order
 Software Specialty Other
- Which applications do you use regularly?
 EMail Social Fax Game Play Text Expansion Passwords
 FTP Mail - Other System Monitor P2P Data Backup
 Barnes Reporter Friends' Power Top 8 Tracer Other
- Do you have access to the online services or the Internet?
 Yes No AOL Compuserve Other
- How are you familiar with Topper's Web Page?
 Yes No http://www.captain.com
- What was the main reason(s) player purchased the game?
 Gameplay Star Design Graphics Recommended Genre
 Gift Played Before Free Screen Shots Other
- Would you like to see to send you information on upcoming products?
 Yes No

Grapple Attack

Direction controls + Attack buttons (rapidly)
When both robots attack at the same time, the Grapple Attack begins. When this screen shows up, press the Direction controls and Attack rapidly. The last button pressed decides who wins.

The rules are:

- A beats B.
- B beats G or J.
- G or J beats A.

Hint: The more you press the buttons, the more damage you do if you win, or the less damage you take if you lose.

A + B + G + J (simultaneously)

Once your opponent takes a certain amount of damage, the Final Attack Mark will appear. While the mark is on, press the buttons above simultaneously to perform the Final Attack. If the Final Attack hits the opponent, you win!

**Final Attack****TECH ROMANCER™ REGISTRATION CARD**

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1. Who launched this game?

5. How did you hear about this game?

Friend Sales Person Magazine Ad TV Game Review
 Thecomputer Internet Demo Publisher Retail Other

ROBOT

G. Kaiser

PILOT

Junpei

PROFILE

Secretly developed by Junpei's grandfather and father in a subterranean lab, G. Kaiser possesses overwhelming power and is made of highly advanced metal, giving great strength to the armor.

REGULAR MOVES

Kaiser Punch/Rocket Blow A
 Kaiser Bomber B
 Heat Blazer A + B

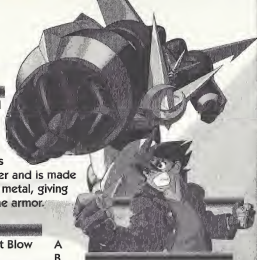
SPECIAL MOVES

Kaiser Kick A (in the air)
 Kaiser Uppercut → + A
 Kaiser Throw → ← + A
 Kaiser Hurricane → + B
 Remote Control → + AA (Stand Mode)

SUPER MOVES

Super Heat Blazer ← → + A + B
 Super Tornado Kick ← → + A + B (in the air)

FINAL ATTACK



ROBOT

Dixen

PILOTS

Nakato or Haruma

PROFILE

The latest, most advanced mechanized weapon developed by the government, Dixen is equipped with new short to mid-range weapons. This unit is also equipped with a fixed long-range cannon, capable of attacking from a distance.

REGULAR MOVES

Saber/Gun A
 Hand Grenade Shot B
 Fixer Cannon A + B

SPECIAL MOVES

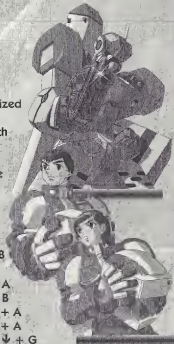
Rising Slash → + A
 Hand Grenade Long → + B
 Aiming Satellite ← → + A
 Reflection Satellite → ← + A
 Switch Guns ↑ or ↓ + G
 Full Burner Jump Any Direction + J (in the air)

SUPER MOVES

Hyper Fixer Cannon ← → + A + B
 Slash & Shot → ← + A + B

FINAL ATTACK

Final Shot A + B + G + J



ROBOT

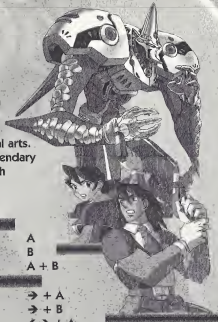
Pulsion

PILOTS

Kei or Kai

PROFILE

This half robot, half alien life form's specialty is "space karate," an advanced form of martial arts. Pulsion has achieved legendary status by saving the Earth from impending doom!



REGULAR MOVES

Jab A
Sliding B
Pulsion Laser A + B

SPECIAL MOVES

Pulsion Uppercut → + A
Space Cartwheel → + B
Pul-Slay ↔ + A
Pul-Screen → + A + B
Pursuit Attack A + J (while opponent is down)

SUPER MOVES

Vortex Sphere ↔ + A + B
Space Karate → ← + A + B

FINAL ATTACK

Over the Galaxy A + B + G + J

ROBOT

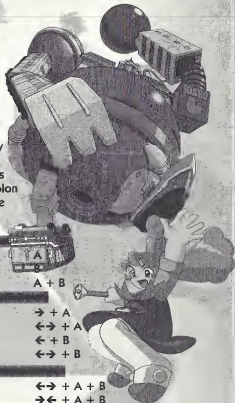
Bolon

PILOT

Polin

PROFILE

A "super junk robot," Bolon was created by its pilot, Polin, who used her magical ability to make this unusual robot out of used items and scrap materials. Bolon uses a very unique style of attack.



REGULAR MOVES

Iron Ball Jab A
Shovel Uppercut B
Lariat A + B

SPECIAL MOVES

Iron Ball Straight → + A
Destruction Drill ↔ + A
Oedo Cannon ← + B
Jet Chimney ↔ + B

SUPER MOVES

Huge Iron Ball Rolling ↔ + A + B
Huge Iron Ball Drop → ← + A + B

FINAL ATTACK

Bolon Theater A + B + G + J

ROBOT

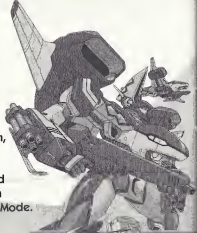
Refaga

PILOT

Simon

PROFILE

This is the Air Force's latest techno-weapon. This robot has three different attack forms. **Fighter Mode**, the aerial version, is used to attack from the air; **Soldier Mode** is designed for ground fighting in hand-to-hand combat; and **Spinner Mode** is a combination of Fighter/Soldier Mode.



MOVES

Punch/3-Way Shots	A
Micro Missile	B
Twister Ray	A + B

SPECIAL MOVES

Transformation	↑ or ↓ + G
Gunpod Crash	→ + A
Float Seeker	↔ + A
Sidewinder	↔ + B
Somersault Kick	A + J

SUPER MOVES

Pinpoint Break Punch	↔ + A + B
Succession Air Attack	↔ + A + B (Fighter Mode)

FINAL ATTACK

Transform Tactics	A + B + G + J
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ROBOT

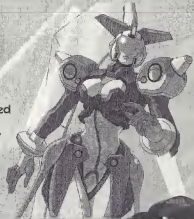
Diana 17

PILOT

Reika

PROFILE

A mysterious robot designed to destroy the ambition of a corrupt boss, Diana 17 has outstanding agility to take flight, and fights with knockout grace and style.



REGULAR MOVES

Punch/Sonic Edge	A
Soap Launcher	B
Hunting Spear	A + B

SPECIAL MOVES

Double Kick	→ + A
Crystal Edge	↔ + A
Magic Judge	→ ← + B
Attractive Shower	↓ + A + B (in the air)

SUPER MOVES

Emerald Tear	↔ + A + B (in the air)
Diamond Road	→ ← + A + B

FINAL ATTACK

Dancing Angel Evolution	A + B + G + J
-------------------------	---------------



ROBOT

Twinzam V

PILOTS

Daichi or Sora

PROFILE

This robot was created by molding two fighter jets into an ultra-powerful robot. It has the ability to assume two different forms, each with specialized attributes.



TWINZAM 1: FIRE FORMATION

REGULAR MOVES

Punch	A
Fire Magnum	B
Fire Sunshine	A + B

SPECIAL MOVES

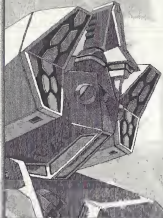
Fire Tomahawk	→ + A
Tomahawk Impact	← + A
Twinzam Rush	↔ + A
Shooting Star Blow	↔ + B

SUPER MOVES

Fire Storm Formation	↔ + A + B
Change Cross Twinzam	→← + A + B

FINAL ATTACK

Fire Slasher	A + B + G + J
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TWINZAM 2: PLASMA FORMATION

REGULAR MOVES

Punch	A
Plasma Missile	B
Plasma Drill Buster	A + B

SPECIAL MOVES

Plasma Hammer	→ + A
Spin Drip	↓ + A (in the air)
Twinzam Homerun	↔ + A
Zero Gravity Ball	↔ + B

SUPER MOVES

Plasma Storm Formation	↔ + A + B
Change Cross Twinzam	→← + A + B

FINAL ATTACK

Plasma Drill Impulse	A + B + G + J
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ROBOT

Gourai

PILOTS

Shadow Red

PROFILE

This robot is operated exclusively by evil Shadow Red. Its huge sword Zankouken is extremely destructive.

REGULAR MOVES

Punch/Sword A
 Dark Trap B
 Devilish Flash A + B

SPECIAL MOVES

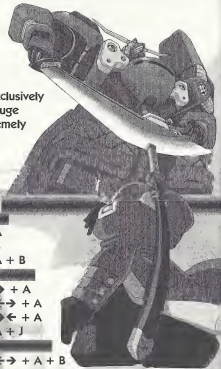
Mad Wave → + A
 Shadow Slash ← → + A
 Thunder Slash → ← + A
 Rising Slash A + J

SUPER MOVES

Super Thunder Slash ← → + A + B
 Slashing Hurricane → ← + A + B
 Darkness Vacuum ← → + A + J

FINAL ATTACK

Circle of Madness A + B + G + J



ROBOT

Wise Duck

PILOTS

Gonzales

PROFILE

This armored, land-based robot is equipped with heavy artillery capable of inflicting intense damage on an opponent. While this robot cannot jump, he possesses strong armor and devastating weaponry.

REGULAR MOVES

Power Claw/Triple Vulcan A
 Launcher Missile B
 Explosion Wall A + B

SPECIAL MOVES

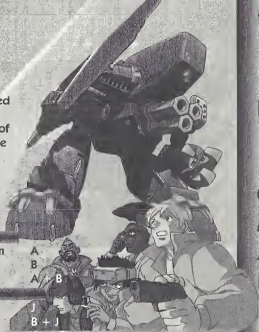
Trapping Bomb J
 Napalm Pod B + J
 Net Missile → + B
 Bull Breaker ← → + A

SUPER MOVES

Photon Cannon ← → + A + B
 Anti-Air Photon Cannon → ← + A + B

FINAL ATTACK

Full Metal Hunter A + B + G + J





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