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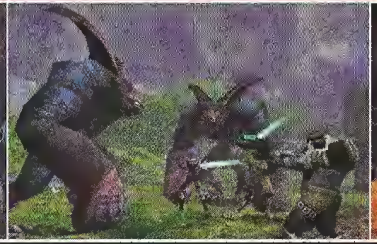

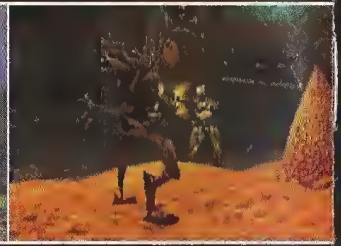

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2. Place game disc in your Dreamcast.
3. Select Network option on main menu.
4. Sign-up for SegaNet, the Gamers ISP.
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ONLINE MULTI-PLAYER

QUAKE III ARENA™

Dreamcast™

MATURE
M
CONTENT RATED BY ESRB

51061

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

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

Table of Contents

Game Overview 3

The Arenas Eternal 4

- Glodiators 4
- Weopons 10
- Armor 12
- Heolth 12
- Flogs 13
- Items 13
- Power Ups 13
- Corried Items 14
- Medols 15
- The Environment 16

Mode Select Screen 18

- Single Player 18
  - Difficulty 18
- Multiplayer 19
  - Controller Selection Screen 19
  - Gome Types 20
- Internet Game 21
  - Connecting Online 21

	Available Game Arenas	22
Setup		23
	Player Settings	23
	Controls	24
	Sound Options	28
	VMU Options	28
Load Saved Game Data		28

GAME CREDITS 29

GAME OVERVIEW

Untold centuries ago the Vadrigar, the mysterious Arena Masters, constructed the Arena Eternal for their own infernal amusement. Virtually nothing is known of these beings except that they savor the carnage and clamor of battle. As such, they have stacked the arena with the greatest warriors of all time. And you have just joined their ranks.

As a gladiator in the Arena Eternal, you must not only survive, but also win each and every battle against ever more powerful opponents. Don't worry about getting "fragged," the Vadrigar won't be cheated of their favorite sport by a little thing like death. Those who fall are instantly restored to life and immediately thrust back into the battle, perhaps a little wiser for their misfortunes.

When the dust, blood, and gibs settle, all warriors will have earned the right to battle again, providing further entertainment for the Vadrigar. But only the warrior who has fragged the most foes will be lauded as the winner. The victorious gladiator advances to a more challenging array of arenas, until, at last, he or she faces Xaero, Lord of the Final Arena.

GAME STRUCTURE

In single-player mode, Quake III Arena is split into five tiers of four arenas each. In order to progress to the next tier, a gladiator has to be victorious in all four arenas. Finishing second or third won't do—you must emerge as the clear winner.

While the rules are a little different in multiplayer (network, online, and split screen) games, there is one important rule that sums up your life as a gladiator in the Arena Eternal:

Frag Everything That Isn't You.

The Arena Eternal

The Arena Eternal is an extra-dimensional structure created by the Vadrigar and populated with the greatest warriors in all of time and space. In order to survive there, you'll need to know a little bit about your enemies, weapons, and the environment in which you'll be fighting.

Gladiators

In addition to you, there are 32 computer-controlled gladiators residing in the arena. Each of them is a deadly warrior with his or her own personality and tactics. Some are tougher than others, as you'll quickly learn in battle.

Anarki (Cybronic Human): Always seeking an edge, this cyber-board surfer paid with his humanity for a seemingly endless array of cybronic implants.

Angel (Humanoid Robot): Although certainly not a classical beauty, Angel was created by a sculptor to be his ideal companion. She quickly proved herself to be a creature of hate, not love—killing her maker in a berserk fury.

Biker (Human): Biker is crude and coarse: a bully who gets his kicks out of hammering helpless opponents. He may not be smart or brave, but he's brutal as hell.

Bitterman (Human): This hero of the Strogg War may also be its most tragic victim. While captive on Stroggos, vile experiments transformed his flesh into something both far more and far less than human.

Bones (Human Skeleton): This fearsome foe showcases the powers of the Vadrigar, for it has no true life of its own. But it begs the question: "Where do the gibs and blood come from?"

Cadavre (Undead Human): Cadavre is a brutal murderer who couldn't be executed. The electric chair, gallows, and gas chamber only made him meaner.

Crash (Human): Once, she was Doom's military instructor. Now the Arena Eternal tests Crash's mettle to the extreme - patience, that is. She is the trainer who introduces new warriors to the skills of battle.

Daemia (Human): The bounty hunter, Daemia, stopped caring long ago who or what was in her sights. Enemies are enemies whether they're human, alien, or demons from the pits of hell.

Doom (Human): Long after everyone else on Phobos was dead, he kept fighting, determined to send out a warning to Earth before the demons could claim him.

Gorre (Cybronic Human): Barn in the breeder tank of o genetics lab and nurtured in a cybranics warkshap, Garre wos created ta be the ultimote warriar – ot leost in his awn mind.

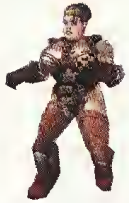
Grunt (Human): A mentally shattered veteran af the invasian af Straggas, Privote Nathon Grunt is still fighting a wor that ended yeors ogo.

Hossman (Human): Easily mistaken for a big, clumsy oof, Hassman is o deadly oppanent whose agility is a match far his feorsame strength.

Hunter (Human): When her village an Tau Ceti wos decimated by the Sarg, Hunter vawed ta seek aut and destray the reptilaids wherever they might hide.

Keel (Cybronic Human): Lonce Corporal Ben Keel died during the Spiker Insurrectian—anly ta be revived as a humanaid battle machine by scientists experimenting with captured alien biatechnalagy.

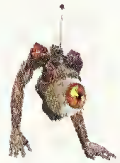
Klesk (Alien Chitinid): Half religious zealat, half gifted mystic and all bizorre alien, Klesk cleanses his saul with the purifying fire af cambat.



Lucy (Human): A farmer prisan guard, Lucy crassed the line and ended up an the ather side af the bars where every haur was a bottle far survivol.

Majar (Human): A veteran af the Straggas campaign, Majar Wayland is haunted by the memaries af her fallen troaps and the parasites that killed them. It may be that she believes she's still fighting that long-cancluded war.

Mynx (Human): Fashian madel, moster assassin, ar adult entertainer: Which is the reol Mynx? She's part viper, part black widow, and all waman.



Orbb (Alien Cybronic Construct): Designed by the Vadrigor to manitar cambot in the arena, Orbb evalved beyond his specificatians ond became a deadly cambatant.

Patriat (Cybronic Human Vampire): A twisted cambinatian af cybranic implants and supernatural pawers, Patriat is o thrawback ta the doys of natianalism—before mankind found ather enemies amang the stars.

Phabas (Human): An experienced veteran, he led the invasian af the deman-haunted tunnels of Phabas. There, he wos betrayed by superiars wha thaught they could learn mare fram watching him die than by studying his reparts.

Ranger (Human): Originally a slipgate explorer, the man called Ranger has faced and escaped certain death a thousand times on a thousand worlds. His experiences have left him more alien than human now.

Razar (Human): During a time of civil unrest on Earth, Razor and his gang of vigilante followers enforced a rigid, brutal code of justice in the Pacific Northwest. Razar never admits defeat and shows no mercy in defense of order.

Sorge (Human): A grizzled combat veteron with plenty of scars to prove it, Sarge is the master of modern warfare. He's clever, determined, and deadly.

Slash (Cybronic Human): A young force-blade punk from the streets of Los Angeles, Slash became a test bed for the hottest cybronic implants, turning her into a barely-contained bundle of energy.

Sorlag (Reptiloid Alien): This mercenary Sorg merchant long ago resolved to do whatever it took to get ahead, no matter how many others had to die in order to line her coffers.

Stripe (Human): Raised on the mean streets of a post-apocalyptic city, Stripe avoided crime and drugs by being tougher than the gangs and pushers.

Tankjr (Cybronic Human/Strogg Crossbreed): The spawn of a human Tank Commander and an Iron Maiden of Stroggos, Tankjr is a sadistic bio-tech nightmare.

Uriel (Gargoyle): For untold eons, mankind has known and feared Uriel's diabolical kind. The aura of evil and death hanging around this gladiator is enough to send a chill down the spine of any opponent.

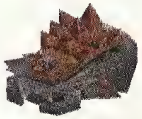
Visor (Cybronic Human): Visor is an enigma who says nothing about his past, letting his weapons do all his talking for him.

Wrack (Human): Wrack is a shell-shocked Slipgate War veteran who relives countless battles through a haze of imagined glories, half-remembered facts, and exaggerated personal abilities.

Xaero (Mutated, Cybronic Human): The most dangerous enemy in the arena, Xaero embraces honorable death. He longs for the day when he will meet the opponent who frees him from the shackles of life eternal—if such a warrior exists.

Weapons

Gladiators in the Arena Eternal have a wide variety of weapons available to them. At the start of every match (or after they've been fragged), all combatants are armed only with a machine gun and gauntlet. Depending on the arena they're battling in, other weapons may be available. Ammunition for each weapon can usually be found in the same arena. Collect a weapon (or its ammunition) by running through it.

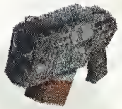


Gauntlet: The gauntlet combines a whirling saw blade with a powerful electrical charge to create a deadly close-combat weapon. Unlike the other weapons, the gauntlet needs no ammunition, so it's always ready to go.

Machine Gun: Although not particularly powerful, this weapon has a high rate of fire and can be used to blanket an area with a suppressing hail of bullets.

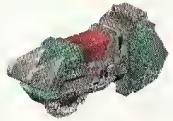
Shotgun: One of the most common weapons scattered throughout the arenas, the shotgun delivers an instantly impacting shower of heavy pellets. Reloading causes a short delay between shots.

Plasma Gun: This powerful energy weapon unleashes a deadly stream of plasma pulses that rapidly consume its energy supply.



Grenade Launcher: The time-fused grenades fired by this weapon are incredibly powerful and have a wide blast radius.

Racket Launcher: The rockets fired by this heavy weapon have a large blast radius, enabling them to harm several targets at once. Be careful when using this weapon, since it's easy to include yourself in the explosion!



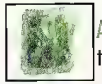
Lightning Gun: The most unusual weapon in the arena, the lightning gun unleashes a powerful stroke of electricity at its target. Despite its short range, nothing looks cooler than the lightning gun!

Rail Gun: This highly accurate weapon uses a linear accelerator to throw a depleted uranium slug at an incredible rate of speed. The gun's accelerator must recharge between shots, causing a delay before it can be fired again.

BFG-10K: An evolution of the plasma gun, the BFG-10K is the dream weapon of every gladiator in the arena. It hurls devastatingly powerful bursts of fusing plasma to mow down enemies.

Armor

There ore three types of ormor ovoiloble in the Areno Eternol. At the stort of o motch, you won't hove ony, so you'll hove to look for it. Although the normol moximum ormor roting you con hove is 100, some improvements ollow you to increose it beyond this limit, up to o moximum of 200. Whenever your ormor roting is obove 100, it will groduolly count down until it reoches thot mork, even if you oren't toking domoge. Your current ormor roting is disployed to the right of your chorocter's foce.



Armor Shord: These frogments improve your armor rating by 5 points, increosing it even beyond the normol moximum of 100 points.

Combat Armor: Donning o yellow combat ormor vest impraves your ormor roting by 50 points.

Heavy Armor: A suit of red heovy ormor will increose your ormor roting by 100 points.

Health

There's no woy oround it: you're going to get hurt or even frogged running oround the oreno. You con tell how bodly wounded you ore by looking ot the Heolth score disployed below your chorocter's foce. At the stort of every event, oll gloditors begin with heolth scores of 125 (which counts down to 100). Ouring the course of ploy, it's possible to increose your heolth beyond this volue, oithough it will groduolly count down to 100. Cross-shoped heolth bonuses ore scottered throughout most orenos. Restore your heolth by running through them.

Green: Eoch green cross you collect will add 5 points to your health (even beyond your moximum!).

Yellow: A yellow crass odds 25 points to your health, increosing it up to, but not beyond your moximum roting of 100.

Gold: Every gold heolth cross you pick up odds 50 points to your health, up to its moximum rating of 100.

Flags

Red/Blue Flag: When competing in o Copture the Flag event, eoch team is given a stondard to guord. You score points by grabbing the enemy banner ond carrying it back to your own bose.

Items

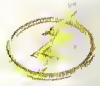
In oddition to weopons, ormor, ond heolth bonuses, combotonts will find mony useful items scattered oround the oreno. These can be picked up by running over them. There are two types of items: power-ups and corried items.

Power-Ups

Power-ups ore items thot toke effect the instont you touch them. They remoin in effect for a short time, which is counted down on your screen, ond then expire.

Battle Suit: This golden shell protects the weorer from lova, slime, drowning, ond other hostile conditions (including splash domage from weopons). Be careful. Even a Battle Suit won't protect you from the Fog of Death or the Void!

Flight: A Flight pack is a small anti-gravity generator allowing a gladiator to propel himself or herself through the air with minimal effort. Flight packs are only available in multiplayer games.



Haste: This tachyan accelerator creates a bubble of compressed time, greatly increasing the gladiator's movement speed and rate of fire.

Invisibility: This unit bends light around its user, making a gladiator very difficult to see. However, muzzle flashes and power-up glows are still fully visible.

MegaHealth: When you pick up a MegaHealth, your health is increased by 100 points (even beyond your maximum).

Quad Damage: When you scoop up a Quad Damage, your weapons are supercharged for a brief period of time.

Regeneration: When you grab the Regeneration, your health will gradually increase until it reaches 200 or the effect times out.

Carried Items

Some items are picked up and carried with your gladiator until you choose to activate them. It's important to remember that you can only have one item at a time. Before you can pick up another, you have to use the one you already have. Once activated, the effect is instantaneous.

Medkit: This battlefield medical kit contains a wide array of healing and pain-killing chemicals. When activated, its computer brain diagnoses the user's injuries and instantly restores the gladiator to full health (100).

Teleporter: A personal teleporter is a small unit with the ability to fold space around its user. When activated, it instantly transports the user to a random point in the arena.

Medals

Medals measure and instantly reward outstanding combat performance. When you (or another player) receive a verbal praise award, such as "Excellent!" a medal icon corresponding to the award is immediately displayed above the gladiator's head for a few moments before fading away. Your medal awards are also displayed on-screen briefly. As the match goes on, and you earn additional medals, the game shows all earned medals of that type. At the end of the match, the totals for all awarded medals in that match are displayed. Between matches, you can see the grand totals for all medals awarded to you in Single Player Mode since the game began.

Excellent – Awarded for making two frags within two seconds.

Impressive – Awarded for two consecutive hits with the rail gun.

Frags – Awarded each time you make 100 frags.

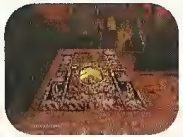
Accuracy – Awarded when your percentage of hits-to-shots is greater than 50%.

Gauntlet – Awarded each time you make a frag with the gauntlet.

Perfect – Awarded when you are victorious in an arena without being fragged even once yourself.

The Environment

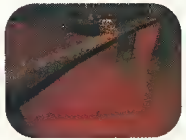
The various arenas created by the Vadrigar contain many features and hazards. Some are ordinary things that hardly merit mention, others are extremely deadly menaces capable of quickly fragging the reckless, and a few fall somewhere in the middle.



Acceleration Pads: Acceleration pads use a powerful artificial gravitational field to impart lateral thrust to anyone stepping onto them. Think of them as high tech jump ramps.

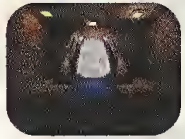
Bounce Pads: Similar to acceleration pads, a bounce pad uses a powerful pulse of anti-gravity particles to propel anyone who steps on it high into the air.

Doors: Doors in the arena come in many shapes and sizes. Most open when you move near them. Others remain closed until a button or other trigger activates them. A standard door will open if it's shot.

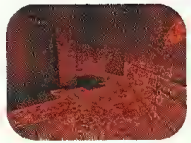
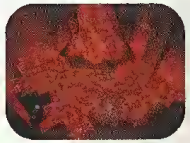


Fog of Death: These swirling crimson vapors are highly caustic and faintly radioactive. They dissolve flesh and will quickly kill any gladiator, regardless of armor or other protection.

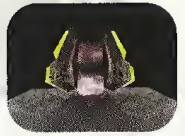
Fog: Despite the fact that it looks spooky, normal fog isn't dangerous. Of course, it obscures your vision and can conceal enemies or hazards.



Gates: A gate is a portal allowing gladiators to move instantly from one part of the arena to another.

Lava: In some arenas, gladiators will be forced to deal with streams or pools of molten rock. Anyone foolish enough to step into lava without the protection of a Bottle Suit (see Power-Ups) will suffer an amazing amount of damage.



Teleporters: A teleporter is similar to a gate, allowing gladiators to instantly travel from one point in the arena to another. You can't see where a teleporter leads, however, until you step into it.

Triggers: Triggers often take the form of a button or pressure plate. When activated, they cause something to happen (usually nearby). Some triggers activate when touched, others must be fired on.

Voids: Falling off certain platforms will cause you to plummet to your death. Other locations contain Tubes that will teleport you to a safer place. To find out which places are safe, try not to learn the hard way.

Mode Select Screen

Select one of several different choices by scrolling up or down the list of available game modes, load a saved game or user settings, or adjust your game settings.

Single Player – Work your way through the tiers to become the ultimate fragmaster

Multi Player – Battle it out with up to four players in Split Screen Mode or take on some artificial intelligence in full screen action.

Internet Game – Opponents are everywhere – connect online and play.

Load Game – Load your Single Player Mode saved game data from your VMU.

Setup – Adjust your player, controls, sound, and VMU settings.

Single Player

Work your way through the tiers to become the ultimate fragmaster

Difficulty

Select one of five difficulty levels, depending on how much abuse you're in the mood for.

I Can Win!: This level is meant for raw beginners and faint-hearted featherweights. You have a big advantage over your opponents when playing at this level.

Bring It On: If you like touch football, this is the level for you. You'll have an edge over your opponents here, making it almost impossible to get yourself really fragged.

Hurt Me!: When you're ready to go into combat with tough opponents, move on to this level. You and your opponents will be on even ground here, so they're more than able to frag you when you get careless or cocky.

Hardcore: If you're ready for the big leagues, this is the level for you. From start to finish, even a hardened gladiator will be fighting for his life here.

Nightmare!: If you're really looking for punishment, the Nightmare level will hand it out in spades. You probably won't live long on this level, but you'll go out in blaze of glory.

Multi Player

Battle it out with up to four players in Split Screen Mode or take on some artificial intelligence in full screen action.

Controller Selection Screen

When you select the Mulitplayer Option from the Mode Select Screen, the first thing you need to do is specify which users get to use which Dreamcast devices. Since you can plug up to four devices into your Dreamcast, it is very straightforward to figure out how to play with four players because each user will have their own input device. In this case, each player should point their controller in the direction of the quarter of the screen they are going to play on and press the Accept button for their device.

The Top Left Quorter of the Screen is the oreo for Ployer 1, the Top Right Quorter of the Screen is the oreo for Player 2, the Bottom Left Quorter of the screen is the oreo for Player 3, ond the Bottom Right Quorter of the screen is the oreo for Player 4.

If there ore more input devices thon players, you will wont to specify which device which ployer will use. Eoch ployer is ollowed to use up to two devices simultoneously. If o user wonts to use two devices simultoneously, they must be different types of Dreamcast Peripherals – for example: Dreomcost Mouse ond Dreomcost Keyboord is ok, but two Dreomcost Controllers used by one ployer is not ollowed. The four moin devices thot we recommend ore Dreomcost Controller, Dreomcost Keyboard, Dreomcost Mouse, ond the Modcotz Ponther XL. To select the devices thot eoch player wonts to use, they should move the devices from the middle of the screen to their quarter of the screen ond then press the Accept button on their device.

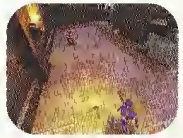
Here ore the Accept ond Concel buttons for the different Dreomcost input devices

DC Contraller	A buttoo = Accept	B buttan = Concel
DC Keyboard	Enter Key = Accept	Escape Key = Concel
DC Mouse	Left Mouse Button = Accept	Right Mause Buttan = Concel
Panther XL	Trigger Button = Accept	Pinky Button = Concel

Game Types

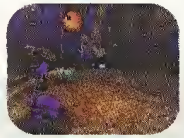
Select whot type of gome you would like to ploy

Free for All – This is the classic form of Deathmatch. It's every man, womon, ond sinister olien being for him/her/itself as the players frog everything thot moves to get the most paints.



Team Deathmatch – It's Red ogoinst Blue in o caardinoted contest of cornoge. Two teoms of ployers work to contral the oreno ond score the most frogs on their foes. If you kill o member of your own team, you will score o negotive frog.

Tournament – Players fight eoch other one-on-one, while future foes watch as spectotors. The wotchers woit their turns to be the challenger who wrests control of the orena fram the mast recent victor.



Capture the Flag – Slip into the other team's hame bose, grob its flog, ond run hame to scare. What could be more simple? Now do it while dodging heovy artillery fire ond you've got on idea of how this fast-maving team gome feels. Score the most and win!

Internet Game

Online Connection Screen

When you select Internet Gome from the Mode Select Screen, you will bring up your Internet Service Provider (ISP) settings. The following fields are listed:

Phone Number – the number to coll your Internet Service Provider and ga anline
Username – Your personol occount nome for your ISP
Password – Your personol possword for your account
Primory DNS: The IP Address of your ISP's Primory Damain Nome Server

Secondory DNS: The IP Address af yaur ISP's backup Damain Name Server

* If yau have fargatten, misplaced, ar da not knaw ony af the infarmatian listed abave and cannat cannect anline, pleose cantoct yaur Internet Service Pravider ta get this infarmatian.

Available Online Arenas

Once yau have connected anline, a list of available Quake III Arenas will appear. Each available arena has the fallawing infarmation:

Map – This tells which mop is currently being played an that server. Same game servers will ratate between different mops; ather servers will stoy on the some map game after game.

Game – Select between Free For All Deathmatch (Deoth), 1-On-1 Tournament (Taurney), Team Deathmatch (Team DM), and Copture the Flog (CTF).

Players – This lists haw many ployers ore currently ploying in thot Arena ond haw many players can play in that Areno simultoneously. The first number represents the total number of Humons, BOTS, ond Spectotors thot ore currently in that Areno. The second number represents the moximum number af Clients (Humans, BOTS, and Spectotors) simultaneously allowed in the Areno.

Speed – The Dreomcost Versian of Quake III Arena has o special meter ta tell yau haw fast the connection is between your Dreamcast and each Game Server. The longer the grophic, the faster the respanse from the server and the better the cannectian. Green is the best, Yellaw is the next best, ond o Red meter meons thot you con annect ta the server, but the perfarmance will not be os gaad as a Server with a Green ar Yellaw Meter.

Whenever yau highlight any server, a picture af the current Map, the Server Nome, IP Address, ond Port Number for that specific server will oppear. You con sort this list by highlighting the aptian and taggling left ar right. Yau con refresh the avoilable server list by pressing the X Button on your Dreomcost Controller or the X Key an yaur Dreomcast Keyboard.

If you have faund a server yau want to ploy on, highlight that server, press the Enter Key ar Tab Key on the Keyboord, the Left Mause Button, the trigger on your Ponther XL, or the A Button an yaur Dreamcast Cantraller, and then select the Fight Optian.

If yau wauld like ta get mare infarmatian about a server ar yau wauld like ta specify the IP Address af another server, highlight any server, press the Enter Key ar Tab Key on the Keybaard, the Left Mause Buttan, the trigger an yaur Panther XL, ar the A buttan an yaur Dreomcost Cantraller, and then select the "Mare" aptian.

When yau enter the IP Address and Part Number af o server that daes nat appear in the Available Server List, be sure ta separate the IP Address and Part Number for that server with o colon.

Ta Disconnect fram your ISP, select the Exit Option, Press the Escape Key on the Keybaard, press the Right Mause buttan, or the B Buttan an yaur Dreomcast Cantraller.

Setup Screen

Player – Adjust the settings for the player yau want to use.

Player name: Choose the name yau want to be knawn by in the Areno.

FX: When you fire the railgun, the slug leoves a streak af light in its woke. Yau can select the colar af that light trail ond the flash it makes when it hits. Think af it as samething af a signature.

Handicap: The default handicap rating far all players is 100. The value con be lawered far veteran gladiatars ta level the ploying field when inexerienced cambatants are in the Arena. A handicap reduces the effectiveness of your weapans, armar, ond so on as well as lawering your maximum health volue.

Crosshair: Toggle thraugh and select the crosshair yau wauld like to use in the game. The currently selected crosshair will appear an yaur ployer madel.

Player Madel/Skin – Select the character and oppearance yau want to represent yaurself.

Controls

Customize the button assignments and key controls to your liking. Just about everyone has his or her favorite settings and the sub-menus (Movement, Looking, Weapons, Sensitivity, and Miscellaneous) will allow you to adjust almost every aspect of the controls.

We have included several default preset configurations that work well with the different Dreamcast peripherals. At the bottom of the screen, there are four preset settings and one custom setting.

Standard Controller Presets and User-defined Custom Controls

Preset 1 (1): Dreamcast Controller default configuration number one

Preset 2 (2): Keyboard and Mouse default configuration

Preset 3 (3): Alternative Dreamcast Controller Setting default configuration number two

Preset 4 (4): MadCatz Panther XL Peripherol (Trackball and Joystick – in one) default configuration

Custom (C): User defined controls – you set up the controls so they can be saved to your specific settings and liking.

Movement

Always Run: Toggling this button ON will make your gladiator run everywhere in the game. This gets you where you're going faster, but your enemies will be able to hear your footsteps.

Walk Forward: This will move you forward without changing the direction your gladiator is facing.

Backpedal: This will move you backwards without changing the direction your gladiator is facing.

Step Left: This will cause you to sidestep to the left without changing the direction your gladiator is facing, a maneuver commonly known as strafing.

Step Right: This will cause you to sidestep to the right without changing the direction your gladiator is facing, a maneuver commonly known as strafing.

Jump: This will cause your gladiator to leap into the air. If you are moving when you jump, you will leap in that direction.

Crouch: This will cause your character to drop into a kneeling crouch. Use this to hide behind things or take cover.

Turn Left: This causes your gladiator to pivot left, changing his facing without moving forward or backwards.

Turn Right: This causes your gladiator to pivot right, changing his facing without moving forward or backwards.

Sidestep: Using this button in conjunction with the turn left or turn right buttons will cause you to sidestep in that direction instead of turning.

Looking

Look Up: This will tilt your gladiator's head back so you can see what is above him

Look Down: This will tilt your gladiator's head down so you can see what is below him

Center View: If you've been looking around and you've lost your bearings, hit this key to center.

Zoom View: By activating the Zoom View, you'll effectively have a telescopic view of the battlefield. This is useful for sniper fire, but leaves you vulnerable to anyone close who might sneak up on you.

Invert Mouse: Changing this toggle reverses the direction in which your mouse moves your vertical view. Adjust it to suit your own preferences.

Auto Center: Toggling this button ON will cause your Gladiator to always look straight ahead (instead of up or down) whenever they are moving forward or backwords. If you turn this button OFF, you can look up or down while you are moving in ony direction.

Weapons

Attack: This will make your Gladiator shoot a round of fire at your enemies. Hold it down ond you'll pummel your target as quickly as the weapon con fire.

Next Weapon: Scroll through available weapons in the order indicated below (see Ready Weapons).

Previous Weapon: Scroll through ovoilable weopons in reverse order.

Auto Switch: If this toggle is ON, you will outomatically switch to whichever weapon you pick up.

Ready Weapons (Number Keys on the Keyboord by default):

1. Gauntlet
2. Machine Gun
3. Shotgun
4. Grenade Launcher
5. Rocket Launcher
6. Lightning Gun
7. Railgun
8. Plasma Gun
9. BFG-10K

Sensitivity

Joystick X: Adjust how quickly the Analog Stick on the Dreamcast Controller or the Joystick on the

Panther XL moves from your view Left to Right.

Joystick Y: Adjust how sensitive the Analog Stick on the Dreamcast Controller or the Joystick on the Ponther XL moves your view Up and Down.

Left Trigger: Adjust how sensitive the movement is for the Left Trigger on the Dreamcast Controller.

Right Trigger: Adjust how sensitive the movement is for the Right Trigger on the Dreomcost Controller.

Mouse X: Adjust how quickly the Dreamcast Mouse or the trackball on the Panther XL moves from Right to Left.

Mouse Y: Adjust how quickly the Dreamcast Mouse or the trackball on the Ponther XL moves Up and Down.

Miscellaneous

Show Scores: This button shows the current scores for all players or teams in the game.

Use Item: If you have on item (like a Personal Teleporter or MedKit), hitting this button activates it.

Chat: This button allows you to type in text that will be displayed on every player's screen.

To: Team: Hit this button to send a message only to your teammates.

To: Target: Hit this button to send a private message to whomever happens to be in your sights at the moment.

To: Attacker: Hit this button to send a private message to whomever is trying to frag you.

Messages: Toggle this button ON to have messages from other players displayed on screen during gameplay.

Status Bar: Toggle this button ON to display your health, current score, amount of ammo and other gladiator information during gameplay.

Sound

Adjust the Music Volume, Sound Effects Volume, and choose between Stereo or Mono Output.

VMU

Select the VMU you would like to use to load or save your Character and Control Settings. Highlight the save file you want to load and press the X Button on your Dreamcast Controller or the X Key on your Dreamcast Keyboard to load your settings. Press the Y Button on your Dreamcast Controller or the Y Key on your Dreamcast Keyboard to save your current settings. If you save your settings in a space already being used, your previous data will be overwritten. Press the B Button on your Dreamcast Controller or the Escape Key on your Dreamcast Keyboard to return to the Setup Menu.

Exit

Leave the Setup Screen and return to the Mode Select Screen.

Load Game

Select the VMU you would like to use to Load your Single Player saved game data. Highlight the saved game you want to load and Press the X Button on your Dreamcast Controller or the X Key on your Dreamcast Keyboard. Press the B Button on your Dreamcast Controller or the Escape Key on your Dreamcast Keyboard to exit this screen without loading your saved game data.

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- e-mail support@sega.com
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342

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