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Oh, yeah! Pete too. :-)

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Dreamcast[™]

ILLBLEED

AIA

CRAZY GAMES

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MATURE
M
CONTENT RATED BY
ESRB

T-6001M

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 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 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 disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM 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 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-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM 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.



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ILLBLED

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WORLD OF ILLBLEED

Illbleed is a theme park developed by Michael Reynolds. He is most famous as a horror movie producer and many of his movies were prohibited from theatres, as they were too gruesome. If you can come out alive from all of the stages, we will welcome you with a maximum prize of \$100,000,000. What you will experience immediately after taking one step into the park is a series of ruthless, shocking events. These horrors will make your heart jump out of your chest.

The people who tried up to this day have all failed and died. Once you enter this world you cannot get out until you can clear all stages, even if you are on the brink of death. The end is successfully escaping, failure will bring death, be brave enough to try without feeling fear about dying. In the end, you will be rewarded with an amount that will surely make you dizzy.

* The prize money is in the game. It is not actually paid.



Hello Ladies and Gentlemen, I am Michael Reynolds.

At last, **ILLBLEED**, a horribly shocking theme park, is waiting for you. I invested \$450,000,000 into my life's work.

Feel like trying it? All right, then, I am prepared for you at any time. It is part of me! No one has ever returned alive from all of the attractions. I am annoyed. I need someone to succeed in clearing all of the stages soon. The more people who fail, the more money I make. Do you want me to be even richer? You make me laugh! WAAAAHAHAHAHA!! Want to try it for yourself? I'm ready for you.

Scared? I know. See you in Illbleed.

ILLBLEED consists of six attractions plus a Drug Store, Insurance Office, Emergency Room, Photo Shop, Common Cemetery and a Visitor Bank. Enter the theme park as a challenger and try to clear all six attraction theaters.

Shop Zone



Drug Store: This store sells recovery items such as food and medical goods. Bloody Mary and Hell Nurse support you, but in their eyes you are already dead.



Photo Shop: Take a last picture of yourself. There is no charge for taking a photo and sending it to your bereaved family. (Not available in all areas.)



Emergency Room: A team of doctors is available to you for every treatment and operation. Choose among a recovery operation, enhancing operation and revival operation.



Common Cemetery: Hundreds of challengers have died in ILLBLEED. For these pitiful souls, we prepared this common cemetery. Unfortunately, you cannot choose the design of your gravestone.



Visitor bank: Here, the data of the challengers who dropped out are stored.

Attraction Theater

The horror movies which Michael Reynolds produced were restored as they once were when first released. You can enjoy six haunting attractions. A variety of horrors and terrors are waiting for you.



Stage #1

Minnesota Hell Cinema: *The Home Run of Death*. His son was burned to death. His is the drama of the father's revenge as it is depicted in this popular stage. The room, which is running at the speed of 150 kilometers per hour, is full of thrills. The main character, Banbollow, is rising in popularity.

Stage #2

Cinepanic: *Revenge of the Queen Worm*. Giant earthworms are swarming the earth. You must cry out for help as your heart will definitely stop from this series of thrilling scenes.

Stage #3

Boogie's Fun Movies: *Woodpuppets*. Based on a legend that is now spreading across Northern America. The lumbermill is the stage, but beware of chain saws flying about.



Stage #4

Shock It To Me Theater: *Killer Department Store*. What is the Killer Department Store and what surprising events await you? Various goods are sold there. Are they trying to take your life, or at the least, trying to take the contents out of your pockets?



Stage #5

Hall of Resentment: *Killerman*. Who is the mysterious Killerman? Running... attacking... beware of Killerman and take a stab at the riddle... who is Killerman?



Stage #6

Child's Place: *Toy Hunter*. This is the story of Cork. Cork is involved in a terrible accident and has the worst experience of his life.

How to Play:

Step 1

Go to the Theater Zone.

Step 2

Enter the Theaters in order.

Step 3

View the Condition Screen: this screen shows the introduction of the stage and conditions to clear it.

Step 4

Use the Horror Monitor. To obtain the Horror Monitor look for a square near the beginning of each stage.

Step 5

Investigate: use caution and investigate each stage with the Horror Monitor.

Step 6

Get Items: look around and get the necessary items to clear the stage.

Step 7

Experience Events: by using the items, you can experience various events.

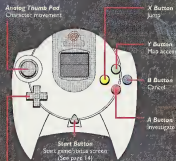
Step 8

Stage Clear: you get a prize after clearing each stage.

BASIC OPERATIONS

Sega Dreamcast Controller

The control of the Analog Thumb Pad varies with the Camera Mode. Press it weakly to walk and press it strongly to run.



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller's initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R 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.

Sega Dreamcast Visual Memory Unit (VMU)

Never disconnect the VMUs while performing a battle or exchanging data with another VMU.



Note that leaving two VMUs connected for a long period of time will considerably shorten the life of the batteries.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

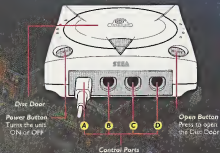
It is used in a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

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.

Sega Dreamcast Hardware Unit

Use these parts to connect the Sega Dreamcast Controller or other peripheral equipment.

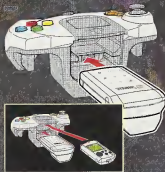
From left to right in order are Control Port A, Control Port B, Control Port C and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.



Sega Dreamcast Jump Pack™

This peripheral is intended for use with Jump Pack compatible games.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.



BASIC OPERATIONS



Helicopter Pad

Controls During Battle

You cannot exit from a battle until you are rid of the enemy or escape by helicopter. When you win, you get adrenaline. If you do not have a weapon or are unlikely to win, call for a helicopter by continuously pressing the B Button near the "H" mark.

Analog Thumb Pad Movement

A Button + Analog Thumb Pad	Dodge (sidestep/back step)
B Button	Call the helicopter
X Button	Jump
Y Button	Use near weapon (or punch)
R Trigger	Use long distance weapon
Start Button	Pause

Get the weapons for close range and long distance on your way through each stage. You can only use one of each.

Controls When You Go Into Battle

When you do not "warn" with the Horror Monitor, you get startled and fall to the ground when a monster appears. Keep pressing the B Button to stand up. When you "warn" an area correctly, you have a good chance of attacking the monster before it gets you.



Starting a Game

Menu Screen

The menu appears on the screen when you press the Start Button at the title screen. Select the menu and confirm by pressing the A Button. If a file is saved, the option setting will automatically load from the start.



New Game

Play the game from the beginning. Eriko is the only character you can choose at first, but by rescuing others, you can choose to use them during the game.



Load Game

You can restart the game from a saved point. Using the memory card where the data is saved, choose the file number which you will load, then press the A Button.

Network

You can connect to the internet and access Hllbleed's home page (if available).

Options

Change Settings: select the item by pressing up/down and change the setting by pressing left/right. You can go back to the title screen by pressing the B Button or exiting.

- Sound
 - Movie Message
 - Vibration
 - Picture Tuning
 - Exit
- Stereo/Mono
On/Off (during events)
On/Off
Adjust the picture brightness



How To Play

How to Interpret the Game Screen

4 Senses Sensor

Comprises four of the senses: sight, hearing, smell and the sixth sense. This tells the player where shock events occur, items can be obtained and enemies are hiding. Where there is no activity, the sensor displays a flat line. Depending on the distance between the player and activity, the intensity of the displayed wave increases when approaching the activity.

1. Sight

The sense of sight reacts when activity is visible.

3. Smell

The sense of smell reacts when activity is olfactory.

2. Hearing

The sense of hearing reacts when activity is audible.

4. Sixth Sense

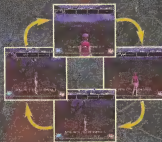
The sixth sense reacts when an item is near.



Camera Mode Switch

You can change the view of Camera Mode by pressing the Direction Button.

By using the Directional Button, "Auto Follow Camera" or "Semi Auto Follow Camera" can be chosen. When "Semi Auto Follow Camera" is on, press the L Trigger to swing the camera around to the back side of the character.



Each Character Has 4 Parameters.

5. Pulse

The beats per minute is shown on the lower right-hand side of the screen. When an enemy or trap appears, or you dodge while battling, it increases. To decrease the pulse, use an item, get medical treatment in the ER (Emergency Room), or just stand still. Fainting can occur when the pulse reaches a certain level. If you faint, you fall down and cannot do anything for a specified amount of time. If you faint while in battle, you can recover your senses by being attacked by an enemy.

6. Adrenaline

This decreases when using the Horror Monitor. When it becomes zero (0), you cannot warn. You can increase your adrenaline when you successfully warn a shock event, defeat an enemy, use an adrenaline-increasing item, get medical treatment in the ER (Emergency Room), or by simply standing still.

7. Bleeding

The bleeding rate per minute is shown above the strength gauge in red. When it becomes zero (0), the gauge is not shown. When it reaches 100, the player dies. If it goes over a certain level, the pulse starts to decrease. To reduce bleeding, use an item, get medical treatment in the ER (Emergency Room), or stand still.

8. Physical Strength

The hit points of the player. When it becomes zero (0), the character dies. It weakens when you are attacked by an enemy, fall prey to a damaging shocking event, or the bleeding rate reaches a certain level. You can recover by using items or getting medical treatment in the ER (Emergency Room).

HOW TO PLAY

Confirmation of Stage Requirements

When you enter a theater, the prize money and stage requirements are shown. When you fulfill all seven requirements, the full amount of prize money is paid to you. If some conditions are not met, a deduction will be taken. You can see the stage requirements by opening the status screen, even during game play.

STAGE REQUIREMENTS	
Win Prize \$	50,000
STAGE REQUIREMENTS	
Clear Time	2:00:00 under
Clear Type	15 over
Heart Rate	150/bp under
Rig Points	100 over
Admission	200 over
Bleeding	0 cc/hr under

Character Selection

Choose your character. You can only use Eiko at the beginning of the game, but when you rescue the others, you will have the option to choose them during the game.

VISITOR STATUS	
Do You choose this Character?	YES NO
Time	00:00:00
Clear Type	15
Heart Rate	150/bp
Rig Points	100
Admission	200
Bleeding	0 cc/hr



Warning

Since Illbleed is a haunted house, it is full of traps or Shock Events, which can scare or surprise you. If you are constantly exposed to them, you will soon be dead. To avoid being shocked to death, you can warn areas that are suspicious by using the Horror Monitor.



Horror Monitor

Use the Horror Monitor to point out and warn possible Shock Events or items. The Horror Monitor is hidden near the beginning of each stage. All four senses react strongly toward it. When you get the Horror Monitor, press the R Trigger to use it and use the Analog Thumb Pad to move it around. When it zooms in on an area, press the A Button to warn. It may be an item, Shock Event or an enemy. When you are finished looking around, press the R Trigger to get back to the gameplay.



Investigation

If your 4 Senses Sensor picks up on something, you can investigate the area by pressing the A Button. If the Sixth Sense is active and no enemy appears, chances are that an item is near. Press the A Button to obtain the hidden item. Some items are necessary to clear stages.

Some Shock Events do not happen unless you investigate. Be wise. Or else.

4 Senses Sensor

Pay attention to the 4 Senses Sensor at all times. If you walk to an area where the Sensor becomes active, the Sensor will gradually get stronger as you approach the point of activity. If you run, you may trigger the Sensor too late to react. Surviving Illbleed requires a bit of patience, so take your time and advance without rushing.

How To Play

Understanding Your Status Screen

When you press the Start Button during the game, you will bring up the Status Screen. At this screen, you can see the status of the character you are using and the stage requirements. You can also access the Item List, Character and Map screens.

VISITOR STATUS		
WELL	WOUND	WOUND
CHARACTER	M A P	
E X I T		
Time	90:58:05	92:50:22
Clear Rate	10	15
Host (Min/Max)	113	180
Hit Points	484/200	100/200
Adrenaline	145	200
Green Power	69	40
Money	30	Max Price 1 60,000

Item List

All items in the player's inventory are shown here. Items are categorized into three sections: Recovery, Event and Text. Recovery items are used to heal. Event items are needed to complete each stage. Text items are those that tell the story. After clearing each stage, all but the upgrading parts disappear.

Character

You can see the current situation of each character and the maximum value of each parameter.

Map

The yellow line is the player's route. Blue represents entrances.



Photo Booth

In addition to the Photo Studio in the Shop Zone, photo booths are scattered about for you to save your game.

Emergency Room (ER)

There are Emergency Rooms on each stage in addition to the one in the Shop Zone. You not only can recover your attributes, but also get strengthening operations and revive dead characters.



Fortifying Operation

Strengthens four kinds of parameters. If you can collect all the necessary items for the operation, go and take this operation.

Revival Operation

You can revive a dead character.

Recovery Operation

You can recover four kinds of parameters.

FFY! You can take all operations in the ER at a lower cost if you get the ER Discount Ticket.

You should get the more expensive operations like the Upgrading Operation or Resuscitation Operation during each stage, as the ER Discount Ticket disappears after the stage is cleared.

Random System

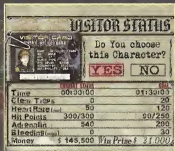
In Illblood, the Random System is adopted so that the locations of enemies, traps and items change every time you play. However, the items collected during the same game can be found in the same spot as before.

How To Play



Find Your Friends

You will encounter your friends as you go through the game. If you can rescue them, you will be able to play them in later stages.



How to Use Friends Once They Are Rescued

When you have rescued your friends, you can choose them at the start of the stage at the Character Selection screen. If your character dies during a stage, you can then choose to play another character.



Stage Clear

You will be rewarded with a prize upon successful completion of each stage.

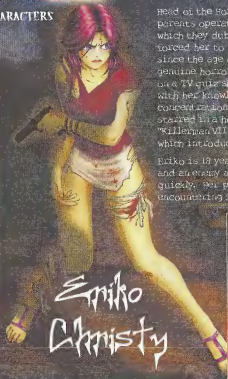
Using the Horror Monitor

When the Horror Monitor detects activity and you approach the location and no enemies are present, there may be an item to pick up. Make sure to investigate the area thoroughly to find hidden items. Also, items may be present even though the Horror Monitor doesn't detect activity.

STILL Need help

Call the AIA hint line at: **847-251-9992**.

CHARACTERS



Eriko
Christy

Head of the Horror Movie Research Club, her parents operate a traveling haunted house which they dub "The Horror Caravan." They forced her to watch only horror movies since the age of seven. This made her a genuine horror kid. Last year she appeared on a TV quiz show featuring horror movies, with her knowledge and remarkable concentration she easily won. She also starred in a horror movie called "Killerman VII - Killerman Goes to Japan," which introduced her to the acting world.

Eriko is 18 years old. When she doesn't warn and an enemy appears, she rises to her feet quickly. Her pulse is slow to rise when encountering Shock Events.

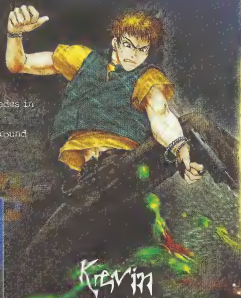


He is a classic horror movie fan, as shown in his devotion to Hamar Pro's "Dracula Series." Any horror movie made after the 1980s, which we call splatter films, he despises. He has a reputation of being laid back. He has a profound knowledge of middle-age legends, which contributed to his high grades in history class.

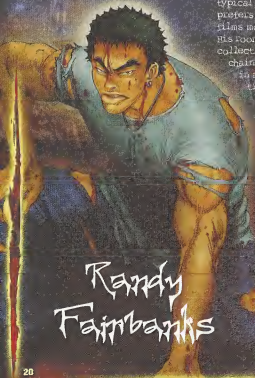
Kevin is 17 years old. He has all-around average characteristics.



Kevin
Kentsman



CHARACTERS



Randy
Fairbanks

Recently joined the Horror Club, he is a typical American horror movie fan, who prefers the female roles in splatter films more than an interesting plot. His room is filled with horror villain collectibles. He recently purchased a chain saw for \$10,000 which was used in an actual movie. It is his most treasured possession.

Randy is 16 years old. His physical strength is the highest of all the characters, but his adrenaline is fairly low.



She is spiritual by nature, her ability earned her an award from the Spiritual Capacity Association. She likes horror movies that contain evil spirits and is involved in studying them. She is most passionate about spirits overtaking people and the ritual of exorcisms. She volunteers in helping drive evil spirits from children with strange sicknesses and is popular among them.

Michel is 17 years old. Her adrenaline is the highest of all the characters, but her physical strength is the weakest.



Michel
Waters

ITEMS & WEAPONS

Hassy

Most popular stamina drink. Slight recovery of stamina.



Intravenous Drip

Filled with made adrenaline. Full recovery of adrenaline.



Relaxation CD

Sounds of waves, dolphins and windblown trees. Slightly relaxes pulse.

Salad

Grilled chicken Caesar salad. Mild recovery of stamina.



Deep Breath

Relaxes pulse by inhaling through nose and exhaling through mouth.



Nitroglycerine

Swallow, don't chew as it may explode. Relaxes pulse fully.

Steak Dinner

Steer filet with potatoes. Full recovery of stamina.



Erole Magazine

Adult magazine. Slightly increases pulse.



Ampoule

Filled with purple liquid. Consume to raise adrenaline slightly.



Gauze Wrap

Very elastic. Wrap tightly around wound to control bleeding slightly.



Injection

Filled with made adrenaline. Mild recovery of adrenaline.



Bandage

First-aid kit for wounds. Not very effective, but better than nothing.



Coagulant

Heals wound instantly. Stops bleeding.



Home Run Bat:

Jimmy trained hard with his favorite sweat soaked bat. Memorable item of Banboltov.



Metal Pipe:

At night, blood spills from this pipe which is from a house of mass slaughter.



Hatchet:

Large and heavy. Quickly and continuously attacks as if it had a mind of its own.



Axe:

Some say this axe belonged to the famous killer, Jason. It won't rust from contact with blood.



Handgun:

Normal automatic handgun.



Machine Gun:

Weak, rapid firing automatic gun. Accuracy is not very good.



Shotgun:

Shotgun used for hunting.

ENEMIES

Dummysman

Crash test dummies used in safety testing of automobiles and planes have accumulated a hatred towards humans, which brought life into one of them. This disgruntled worker is now known as the Dummysman. His passion for revenge has speckled life into all other dummies: he is the savior of all crash test dummies. They follow him in his quest for revenge.



Monkeyman

Live near Camp David. They always hunt in groups and drag their victims to their nest with the giant hooks they carry. They look like monkeys, but are highly intelligent, rivalling humans. They have the ability to use high-powered computers easily.



Woodpuppets

Woodpuppets were delivered to the homes of the missing employees of Macleodlan lumbermill. They appear to be made solely of wood, but can move and think on their own. Blood courses through their veins. There are mainly two types of woodpuppets: intelligent and brainless.

These monkey hybrids



Woodcutters

They work at Macleodlan lumbermill. Once they see humans, they cannot suppress their feelings to attack. To relieve stress, woodcutters like to chop woodpuppets to pieces. Their hobby is sharpening their axes. When blood splatters onto their favorite axheads, they become more violent.



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