

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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POWER ON

Make sure your Sega Dreamcast™ is properly set up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

Open the Disc Door by pressing the Open Button and insert your **XTREME SPORTS™** Sega Dreamcast Specific Disc. Shut the Disc Door.

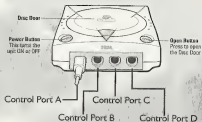
Press the Power Button to start your Sega Dreamcast.

Follow the on-screen instructions.

XTREME SPORTS is a 1- or 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Use these ports 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 Control Ports A and B respectively to connect controllers for players 1 & 2 respectively.

NOTE: 2-player games are available only in Single Track mode.

SEGA DREAMCAST HARDWARE UNIT



NOTE: 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 CONTROLLER

NOTE: Never touch the Analog Thumb Pad or Triggers L/R 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 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 CONTROLLER

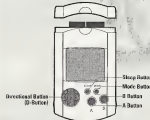
Overhead View



Forward View



SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



NOTE: You must have a Sega Dreamcast memory card inserted in Port A, Expansion Slot 1 of your controller. In order to save your game, you must have at least 10 blocks free.

Use the D-Button to highlight the option you want and press the A Button to activate your choice. The game will be saved according to the name you've chosen.

NOTE: Never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller while saving a game file.

GAME CONTROLS

ATV

Use the Analog Thumb Pad or the Directional Button (D-Button) to control the direction of the ATV. These controls can also be used when the ATV is in the air. The trigger buttons control the gas (Trigger R) and brake (Trigger L) of the ATV. Using the speedboost button (X Button) will give an increased acceleration, but the available speedboost is limited and must be replenished by performing tricks. Tricks can be performed both in the air and when driving the ATV.

SNOWBOARDING

Use the Analog Thumb Pad or D-Button to control the direction of the player. By pressing the accelerator (Trigger R), the player will enter a low stance, which will give improved speed but less maneuverability. To get improved height on jumps, use the jump button (A Button). The height of the jump depends on the length of time the jump button (A Button) is pressed. By pressing the speedboost button (Button X), the player is given extra acceleration. When the player is in the air, tricks can be performed to get more speedboost. On some tracks, there are objects that the player can jump onto and rail on. When riling, the player is accelerated along the object, as well as being rewarded with speedboost. When in the high stance, move the Analog Thumb Pad or D-Button down-left or down-right to get quicker directional changes.

MOUNTAIN BIKING

Use the Analog Thumb Pad or the D-Button to control the direction of the player. When playing, there will appear a horizontal bar next to the player, which indicates the current fatigue level. The accelerator (Trigger R) can be used to increase speed for a short time. Release the accelerator (Trigger R) to restore the fatigue bar. Use the brake (Trigger L) to reduce speed on fast downhill runs. By moving the D-Button down-left or down-right, one can make the bike slide to get quicker directional changes. Use the jump button (A Button) to jump over low obstacles or to get extra height to perform tricks.

BUNGEE JUMPING

Perform tricks on the way down to get more speedboost. When getting close to the ground, press the action button (A Button) to grab onto the iron bars and release from the cord.

SKY SURFING

Use the Analog Thumb Pad or the D-Button to control the direction and speed of the player. Pressing upwards on either the Analog Thumb Pad or the D-Button increases speed, and pressing downwards on either the Analog Thumb Pad or the D-Button decreases it. Press the speedboost button (X Button) to get additional forward speed. Speedboost will be given in reward for doing tricks or flying through the orange rings that are floating in the air. When getting close to the ground, press the action button (A

Button) to release the parachute. The parachute is controlled with the Analog Thumb Pad or the D-Button. Failing to open the parachute or landing too far away from the landing area will result in Game Over.

SPEED GLIDING

Use the Analog Thumb Pad or the D-Button to control the hang-glider. Extra quick left and right turns are available by using the L and R Triggers respectively. Fly through the blue balloons to increase the speed of the aircraft. Flying through red balloons reduces the speed of the glider. A horizontal bar next to the player indicates the speed gained by driving through the balloons. Additional speedboost can be gained by performing tricks. When getting close to the landing area, press the action button (A Button) to be released from the cord and use either the Analog Thumb Pad or the D-Button to guide the hang-glider towards the landing area. Landing too far away from the landing area will result in Game Over, while soft landings in the landing area will be rewarded with extra speedboost.

TRANSITION

When the player runs towards the next equipment after completing an event, a horizontal bar will be displayed next to the player. This bar represents the speed the player is running at. To increase the running speed and reduce the time spent in transition, press the action button (A Button) rapidly.

TRICK CONTROLS

Using speedboost at the right time is essential to get good track times. For most events, the only way to get more speedboost is to perform tricks. For all events except Snowboarding, tricks are performed by doing combinations of moves with the Analog Thumb Pad or D-Button and the trick button (Y Button).

ATV

When driving the ATV, tricks can be performed both on the ground and when in the air. When doing tricks in the air, make sure there is enough time to complete the trick before landing, or risk a crash.

Seat stand: Left, Right, Down, Trick Button (Y Button)

Bunnyhop: Up, Up, Trick Button (Y Button)

No Footer: Up, Down, Trick Button (Y Button)

MOUNTAIN BIKING

While mountain biking, it is possible to perform tricks when the bike is in the air. Use the jump button (A Button) to get extra height for tricks.

360: Left, Right, Trick Button (Y Button)

No Footer: Down, Up, Trick Button (Y Button)

Backflip: Left, Up, Down, Trick Button (Y Button)

BUNGEE JUMPING

Twist: Down, Down, Down, Trick Button (Y Button)

Spiral: Left, Right, Left, Trick Button (Y Button)

Somersault: Up, Down, Up, Trick Button (Y Button)

SKY SURFING

360: Left, Right, Down, Trick Button (Y Button)

Roll: Right, Right, Trick Button (Y Button)

Helicopter: Up, Down, Up, Trick Button (Y Button)

SPEED GLIDING

Roll: Right, Right, Trick Button (Y Button)

Somersault: Down, Down, Up, Trick Button (Y Button)

Dip: Up, Down, Up, Trick Button (Y Button)

SNOW BOARDING

To do tricks when snowboarding, you first have to get into the air. If you plan on doing long tricks, it is recommended to use the jump button (A Button) to get extra height. When first entering the air after a jump, moving either the Analog Thumb Pad or the D-Button without holding any buttons will only result in slow rotations, which are useful for making adjustments to the direction of the jump. To perform a trick, press one of the three grab buttons (A, B and Y Buttons) while moving either the Analog Thumb Pad or the D-Button to one of its limits. Different tricks and grabs can be per-

formed by changing the direction of the Analog Thumb Pad or D-Button while the grab buttons (A, B and Y Buttons) are pressed, but make sure that the Analog Thumb Pad or the D-Button is not released or moved back to the center. Releasing either the Analog Thumb Pad or D-Button or moving it to the center exits trick mode and returns the controls to adjust mode. It is recommended to release either the Analog Thumb Pad or D-Button before landing, as this will help in getting a good landing.



THE CHARACTERS

Nina
Nationality Swedish
Age 18
Weight 58kg 128 lbs.
Height 170cm 5'7"

Raga
Nationality Jamaican
Age 22
Weight 80kg 176 lbs.
Height 180cm 5'11"

Noel
Nationality British
Age 21
Weight 75kg 166 lbs.
Height 175cm 5'9"

Cath
Nationality American
Age 19
Weight 65kg 143 lbs.
Height 175cm 5'9"

THE OPTIONS MENU

SOUND OPTIONS

Music Volume: Select, then use the D-Button to adjust

Sound Volume: Select, then use the D-Button to adjust

Sound Mode: Select, then use the D-Button to adjust

Event Music Change: When enabled, a random soundtrack from the playlist will be selected when entering an event. When disabled, the first soundtrack in the playlist will always be used.

Music Selections: Screen for setting up playlists for the different events.

LOAD HIGH SCORES

Load high scores from the VMU.

MERGE HIGH SCORES

Merge high scores from the VMU with currently loaded high scores.

VIEW REPLAY

Load and view a replay from a VMU, or delete a replay from a VMU.

VIEW CREDITS

View a list of people involved in creating this game.

PRO MODE

Enable to get more competitive computer controlled plays on all tracks.
Disabled by default.

EXIT

Return to the previous menu.

THE INTERNET OPTIONS MENU

Click on the Internet Option to go to the ***XTREME SPORTS*** web site.

CREDITS: INFOGRAMES, INC.

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CUSTOMER AND TECHNICAL SUPPORT

Assistance Via World Wide Web

Get up-to-the-minute technical information at the Infogrames web-site, at: <http://www.us.infogrames.com>, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on Infogrames products.

Help Via Telephone In The United States & Canada

For phone assistance, call Infogrames Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information is also included on the automated system regarding your product return and replacement options.

Product Return Procedures In The United States & Canada

If you encounter what may be determined to be a defective product medium issue, you must call the Infogrames Tech Support number at 425-951-7106. In the event our technicians determine that you will need to forward materials directly to us, they will issue you a Return Merchandise Authorization Number. Make sure you include the Return Merchandise Authorization Number supplied you by the technician along with your full name, address and your telephone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965

Other

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LEGAL MUMBO JUMBO

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Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames will replace the product storage medium for a nominal fee.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-8772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, and the Dreamcast logo are other registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following: U.S. Patents: 5,460,374; 5,525,775; 5,827,895; 5,888,173; 4,442,488; 4,454,594; 4,462,078; Re. 35,639; Japanese Patent No. 2870538, (Patents pending in U.S. and other countries), Canadian Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120.

This game is not suitable for the hearing impaired.