



## 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-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 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.

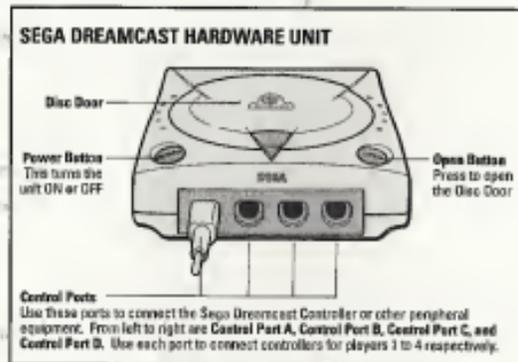
# Maximum Pool

## CONTENTS

STARTING THE GAME.....	2
CONTROLS.....	3
MENU CONTROLS.....	4
GAME CONTROLS.....	5
IN-GAME OPTIONS.....	8
PREFERENCES.....	9
SAVING YOUR PREFERENCES.....	11
STARTING A GAME OF POOL.....	12
COMPUTER OPPONENT BIOS.....	15
PLAYING ON-LINE.....	16
THE GATHERING PLACE.....	17
JOINING AN ON-LINE GAME.....	20
GAME STATUS SCREEN.....	21
CREATING AN ON-LINE GAME.....	22
HINTS AND TIPS.....	23
UNLOCKABLE GAMES.....	24
TROUBLE SHOOTING.....	26

 Dreamcast™

## STARTING THE GAME



1. Make sure your Sega Dreamcast system is turned off.
2. Plug in your Sega Dreamcast Controller(s).
3. If want to use your Sega Dreamcast Keyboard for entering names and chatting on-line, plug it in now. **When using the keyboard, be sure that a controller is also connected to one of the other control ports.**
4. Insert the game disc into your Sega Dreamcast system.
5. Turn on the power to your Sega Dreamcast system. **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 a 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.**
6. Follow the on-screen instructions.

## CONTROLS

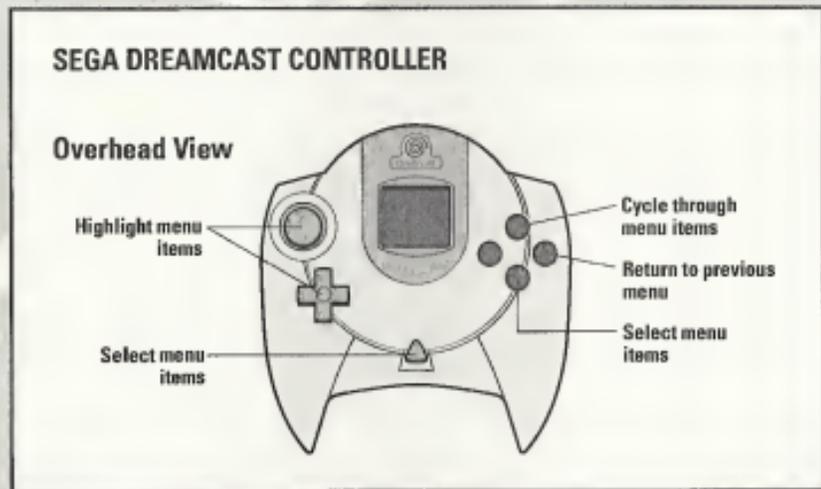
The image below shows the names and placement of all the buttons found on your controller. Please look it over. These controls will be referenced throughout this manual.



Maximum Pool is a one, two, three, or four-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 and display screen.

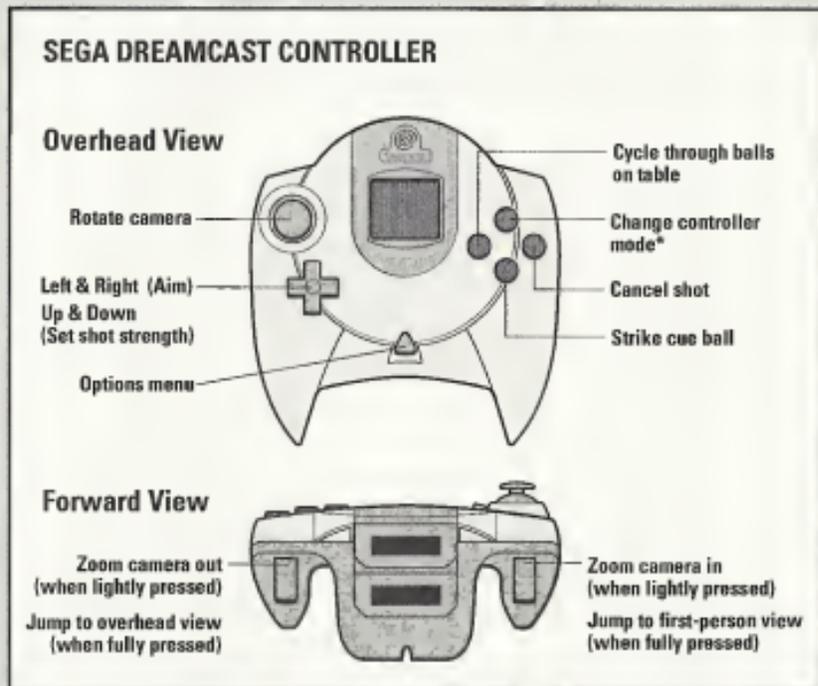
## MENU CONTROLS

Press the **Start Button** to move past **Maximum Pool's** title screen. The game's Main Menu appears next. Here are the controls for selecting options from the game's menus:



## GAME CONTROLS

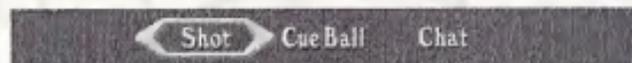
These are the default **Shot mode** controls for playing pool:



\*Use the **Change controller mode** button to switch between **Shot**, **Cue Ball**, and **Chat** controller modes. See next two pages for more information.

## GAME CONTROLS continued

There are three controller modes while playing pool: **Shot**, **Cue Ball**, and **Chat** (on-line games only). Press the **Y Button** to switch between modes.



### Shot

- D-Button** ← and → = Aim
- D-Button** ↓ and ↑ = Set shot strength (pull back stick)
- A Button** = Shoot (when stick is pulled back)
- X Button** = Highlight (look at) each ball
- A Button** = Auto-aim at highlighted ball
- Analog Thumb Pad** = Move camera
- Left Trigger** = Zoom camera in (press lightly)
- Right Trigger** = Zoom camera out (press lightly)
- Left Trigger** = Over cue view (all the way back)
- Right Trigger** = Overhead view (all the way back)

### Cue Ball

- D-Button** = Set strike point on cue ball
- A Button** = Accept strike point
- B Button** = Cancel (strike ball in middle)
- Analog Thumb Pad** = Move cue ball during "ball in hand"

## GAME CONTROLS continued



### Chat/Text Entry with Controller

- D-Button** = Choose character
- Analog Thumb Pad** = Choose character
- A Button or Start Button** = Accept character
- B Button** = Delete character (cancel if no characters to delete)
- X Button** = Choose from a list of previously saved messages
- Y Button** = Cancel message (switch mode)

Select **SEND** from the character strip that appears and press the **A Button** to send your message.

Select **SAVE** from the character strip that appears and press the **A Button** to save your message.

When using a Sega Dreamcast Keyboard, you can start chatting simply by typing on the keyboard. Press **Enter** to send your message. Press **Esc** to cancel your message.

## IN-GAME OPTIONS

You can access the in-game Options Menu while shooting pool by pressing the **Start Button**.

Use the **Analog Thumb Pad** or **↓** and **↑** on the **D-Button** to highlight a menu item. Press the **A Button** to select the highlighted item. Press the **Start Button**, **B Button**, or **Y Button** to exit this menu and return to the game.

Here's what you can find in the Options Menu:

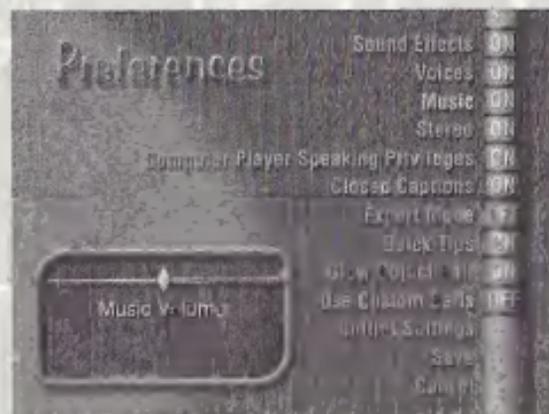
- Continue** = Exit this menu and continue playing
- Main Menu** = Abort the game and return to the Main Menu
- Preferences\*** = Change game settings (see next page)
- View Rules\*** = View the rules to the game you are playing
- Pass\*** = Pass your turn to the next player
- Undo\*** = Undo your last shot
- Redo\*** = Redo your last shot after Undo has been selected
- Resign\*** = Quit the game, but remain an observer  
(This is the same as permanently passing.  
Resigning ends the game in 2-player games.)

\*These options are unavailable in on-line games.

## PREFERENCES

You can access the game's Preferences Menu from the Main Menu or from the in-game Options Menu (see previous page).

Use the **Analog Thumb Pad** or **↓** and **↑** on the **D-Button** to highlight a menu item. Press either the **A Button** or the **Start Button** to select the highlighted item.



**Sound Effects, Voices, and Music** = Turn these audio settings ON or OFF. Or, use the **Analog Thumb Pad** or **←** and **→** on the **D-Button** to adjust the volume.  
**Stereo** = Switch between mono and stereo sound.  
**Computer Player Speaking Privileges** = Turn ON or OFF the computer player's ability to speak. Use the **Analog Thumb Pad** or **←** and **→** on the **D-Button** to adjust how often the computer players are allowed to speak.

## PREFERENCES continued

- Closed Captions** = Turn ON or OFF text readouts of what the computer players say.
- Expert Mode** = Turn ON or OFF the guide lines that show where the balls will travel.
- Quick Tips** = Turn ON or OFF the short instructional tips that appear before each game.
- Glow Object Balls** = Turn this ON to make the low-numbered ball(s) glow in *Nine Ball*, *Rotation*, and *24 Cents*.
- Use Custom Balls** = To make it easier to see which balls are yours in the games *Eight Ball* and *Cutthroat*, select ON to activate custom balls. In *Eight Ball*, the striped balls are all green and the solid balls are all red. In *Cutthroat*, the balls are separated into groups of red, green, and blue balls. Select OFF to use a traditional set of balls for these games.
- Initial Settings** = Select this to change the Preferences options to their default settings.
- Save** = Select this to leave this menu, saving any changes you've made.
- Cancel** = Select this to leave this menu and cancel any changes you've made.

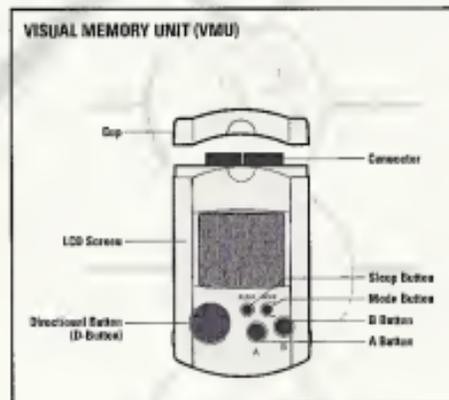


Pressing the **B Button** is the same as selecting Cancel from the Preferences Menu.

## SAVING YOUR PREFERENCES

In order for the game to remember your preferences settings after you turn off your Sega Dreamcast system, you must have a Visual Memory Unit (VMU) plugged into slot 1 of Controller 1.

**IMPORTANT NOTE:** While saving a game file, never turn OFF the Sega Dreamcast power, remove the Memory Card, or disconnect the controller.

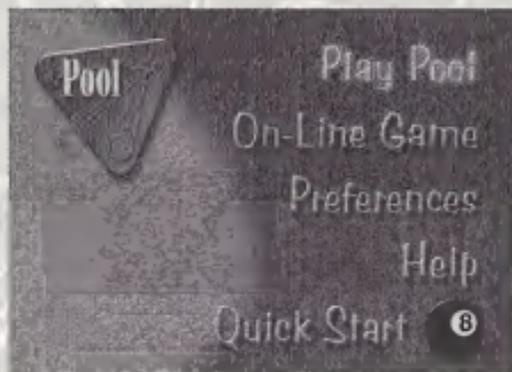


The number of memory blocks required to save game files varies according to the type of software and the content of files to be saved. With this game, 9 blocks are required to save the game's preferences settings. These settings will be automatically saved when the Preferences Menu is exited via the Save option.



## STARTING A GAME OF POOL

There are three Main Menu options for starting a game of pool: **Quick Start**, **Play Pool**, and **On-line Game** (see the next section, **Playing On-line**, for information on playing over the Internet).



Select **Quick Start** from the Main Menu to immediately start up a game using the same settings (type of game, number of players, difficulty level, and so on) as the last time you played.

### CHOOSING A GAME

Selecting **Play Pool** from the Main Menu brings up the Game Selection menu. To choose a game from the Game Selection menu, highlight the type of game you want to play using the **Analog Thumb Pad** or **↓** and **↑** on the **D-Button**, and then press the **A Button**. You can check out a game's rules before selecting it by pressing the **Y Button**.

## STARTING A GAME OF POOL continued

### CHOOSING DIFFICULTY LEVEL AND NUMBER OF PLAYERS

After you select a game, you must set the difficulty level, choose the number of players, and enter each player's name.

The difficulty level determines how the game's unique "target" ball works. The target ball is slightly see-through and has a small red bull's eye on it. As its name implies, this ball acts like a target, and you place it on the table at the spot you want the real cue ball to go. The target ball moves automatically as you aim the cue stick. The Difficulty Level menu offers the following options:

- Easy** = This level, the target ball can move clear across the table to help you line up shots.
- Medium** = This level keeps the target ball a little closer to the cue ball.
- Hard** = This level keeps the target ball on a tight leash.

The next menu asks you how many people will be playing. Select the number of players you want in the game. The number of possible players depends on the game you've selected. **Cutthroat**, for example, can be played with three players only.



## STARTING A GAME OF POOL continued

### CHOOSING YOUR OPPONENTS

For each player, you get to choose whether that player will be a human or a computer-controlled player. If you select Human, the next menu asks you to enter the player's name. If you select Computer, the Choose Computer Player menu appears.



Use the **Analog Thumb Pad** or **↓** and **↑** on the **D-Button** to highlight a player – Amy, Buddy, Brad, Jim, or Linda. Press left and right on the **Analog Thumb Pad** or **→** and **←** on the **D-Button** to set the computer player's talent level. Press the either **A Button** or the **Start Button** to select that player.

After all the players are selected, the game begins!

## COMPUTER OPPONENT BIOS



**Amy** – Amy is a junior in college, majoring in sociology. She spends most of her time hanging out with her friends, who love to play darts and pool. Amy plays for fun.

**Buddy** – Buddy is, well, a dog!



**Brad** – Brad is a hotheaded business manager. He's a good player but believes that he is better than he is. He's arrogant when playing well and nervous when playing poorly.

**Jim** – Jim is a struggling writer. He has been working on "the novel" for a few years, but progress is slow. He has become very dry and cynical, but has never lost his sense of humor.



**Linda** – Linda is an executive at an advertising agency with a sly wit and a refined presence. She's smooth, calm, confident, and serious about winning.



## PLAYING ON-LINE

**Maximum Pool** makes playing a game of pool via the Internet easy and fun. You don't need any special technical knowledge and you don't need to set up an account with an on-line gaming service. All you need is a copy of **Maximum Pool** and a Sega Dreamcast with access to the Internet. A Sega Dreamcast with access to the Internet is one that is connected to a phone line and one that has been set up with all the information required to connect to an Internet Service Provider.

**NOTE:** *This game is not equipped with the functions necessary for setting up an account with an Internet service provider. To do this you must first use the Web Browser CD included with the Sega Dreamcast. You should only have to do this once. This game works with all known Internet Service Providers.*

To find other pool players on-line, select On-Line Game from the Main Menu. **Maximum Pool** will dial your Internet Service Provider for you when you select On-Line Game. It can take a while to connect, so please be patient. You can stop the Sega Dreamcast from dialing out by pressing the **B Button**.

## THE GATHERING PLACE

The first On-Line Game menu lets you select a Gathering Place – a virtual room where players gather to talk and play pool. For each available Gathering Place, this menu shows you the name of the Gathering Place, how many players are in each Gathering Place, the number of games in that Gathering Place, and the number of openings (players needed) to start all recently created games.

Names	Players	Games	Openings
Beginners	16	8	0
Billards d'enfer	3	1	0
Case's Ladder Games	14	16	1
Chalk Dust	2	1	0
Demo 8-4 Bill	59	30	3
The Shark Den	5	2	0

To return to the Main Menu, press the **B Button**. To enter a Gathering Place, highlight its name using the **Analog Thumb Pad** or **↓** and **↑** on the **D-Button** and then press the **A Button**. At this point you are asked to enter a name. If you enter a name that is identical to another person in the Gathering Place, **Maximum Pool** adds a number to the end of your name. Sue, for example, might become Sue.1 or Sue.2.

## THE GATHERING PLACE continued

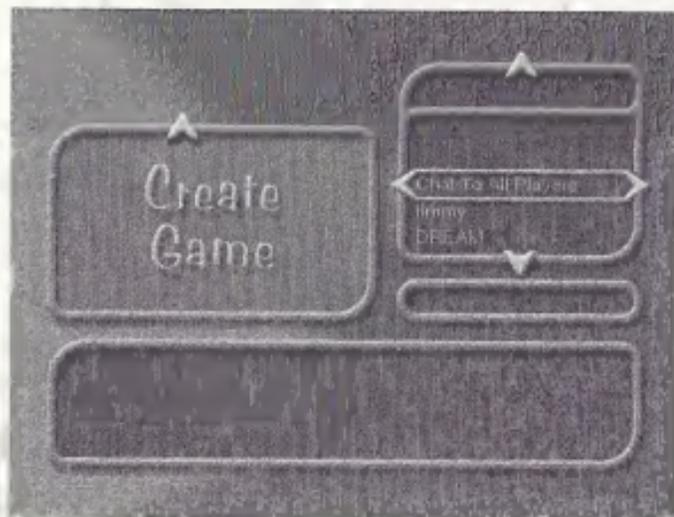
Once in a Gathering Place you can talk with others, join a game, or create a game for yourself and others to play. The Gathering Place screen has three main "windows." Use the **Y Button** or ← and → on the **D-Button** to move between windows. The selected window appears in light green.

The window in the upper left lets you join and create on-line games. The window in the upper right shows a list of all the players in the Gathering Place – select this window to chat with these people. The large area at the bottom is where all the chat text appears. You move down here to scroll through any messages that might have scrolled outside the window.

### CHATTING WITH OTHER PLAYERS

In the chat window, use the **Analog Thumb Pad** or ↓ and ↑ on the **D-Button** to highlight the name of the player you wish to talk to, or select Chat To All Players to send a message to everyone in the Gathering Place. Press the **A Button** to enter a message. See page 7 for instructions on how to use the controller to enter chat messages. If you have a Sega Dreamcast Keyboard, you can simply start typing to enter messages.

## THE GATHERING PLACE continued



## JOINING AN ON-LINE GAME

Highlight the upper left window and use the Analog Thumb Pad or ↓ and ↑ on the **D-Button** to see all games that have been created by other players in the Gathering Place.

Each game icon tells you what the game is, what difficulty setting the game will use, and the names of the players currently playing or waiting to play that game.

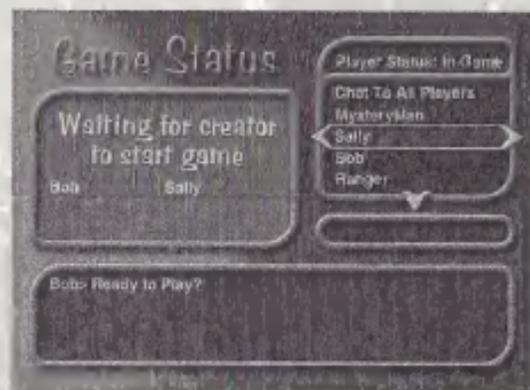


Games are either Open (waiting for players such as yourself to join), Reserved (waiting for players, but only invited players are allowed in), or In Progress (already started so cannot be joined). Reserved games have a red RESERVED sign on them. Games in progress have a blue IN PROGRESS sign.

Open games are any game shown without a RESERVED or IN PROGRESS sign. To join an open game, press the **A Button** when the left window is highlighted. You might also be invited to join a game by someone who is looking for players.

In this case, a small window will come up asking you if you want to join a particular game. Answer by pressing the **A Button** to accept or the **B Button** to decline the invitation.

## GAME STATUS SCREEN



Once you join a game, you are taken to the on-line Game Status screen. This screen is identical to the Gather Place screen, except that the upper left window gives you the status of the game about to start.

When enough people have joined, the creator will begin the game.

## CREATING AN ON-LINE GAME

You can create your own game by selecting the Create Game option in the left window. This takes you to **Maximum Pool's** Game Selection menu. Select the game you want to play and press the **A Button**.

The next menu that appears asks you to select the Difficulty level, number of players you want in your game, and the game type – Reserved or Open. (For **Carom** you will also be asked how many points you want to play to.) With this set, you are taken to the Game Status screen.

As the creator of the game, you have two additional options while in the Game Status screen – Invite and Start Game. Select a person's name from the Players list that appears on the right and then press the **X Button** to recruit that player. A window appears on that player's monitor asking if he or she wants to join your game. If accepted, his or her name will appear in the list of names in the upper left window. Note that this is the only way to get players to join a Reserved game.

Once you have enough people to play the game, press the **Start Button** to start the game.

## HINTS AND TIPS

Here are some hints and tips for getting the most out of **Maximum Pool**:

- **Faster Aiming.** Hold down the **B Button** while aiming your shots to speed up cue stick movement.
- **Auto Aim.** You can auto-aim at a ball by selecting it with the **X Button** and then pressing the **A Button**.
- **Easy Chatting.** Chatting with other on-line players is *much* easier if you have a Sega Dreamcast Keyboard. But, if you only have a controller, press the **X Button** when in chat mode to bring up a menu of preset messages.
- **Post Game Chatting.** If you want to send a message while the Sega Dreamcast is waiting for the winning player to re-start an on-line game, press the **X Button**, use **↓** and **↑** on the **D-Button** to select a pre-set message, and then press the **A Button** to send the message.
- **Hidden Games and Tables.** There are five hidden pool games that you can unlock by beating the CPU opponents with their talent level set to either of the two highest settings. Defeating Buddy, for example, unlocks a special **Poker** game. Beat Buddy on this table and you unlock an unusually shaped **Poker** table. See the next page for a sneak peak at these new games and tables.

# UNLOCKABLE GAMES

You have to beat the computer players when their talent level is at either of the two highest settings to unlock these wild new games.



Chameleon Ball



24 Cents



Poker



Mad Bomber



Rocket Ball

## Customer Service, Support, and Sales

### United States

U.S.A. Sales Phone: (800) 757-7707

Hours: 24 hours a day, 7 days a week

International Sales: (425) 746-5771

Hours: Monday-Friday 8 AM to 4 PM PST

FAX: (916) 939-1010

Sierra Direct

P O Box 629001

El Dorado Hills, CA 95762-9972

Email: [customer.support@sierra.com](mailto:customer.support@sierra.com)

<http://www.sierra.com>

### On-Line Sales

Internet USA: <http://www.sierra.com>

Disk and/or Manual Replacement:

Product Returns\*:

Havas Interactive

Sierra On-Line Returns

4100 West 190th Street

Torrance, CA 90504

Havas Interactive

Sierra On-Line CD/Doco Replacement

4100 West 190th Street

Torrance, CA 90504

**NOTE:** To replace your cd(s) please send only the damaged cd and copy of your dated Receipt, if less than 90 days. After 90 days please include a \$10.00 handling fee along with the cd(s). For Documentation replacement, please include a \$5.00 handling fee and a photocopy ONLY of either your disk or cd. Payment should be made at the time of your request. Sorry, no credit cards.

\* Returns to this address valid in North America only.

## TECHNICAL SUPPORT

### North America

Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

### Sierra On-Line

Technical Support

P.O. Box 85006

Bellevue, WA 98015-8506

Main: (425) 644-4343

Monday-Friday, 8:00 a.m. - 4:45 p.m. PST

Fax: (425) 644-7697

<http://www.sierra.com>

[support@sierra.com](mailto:support@sierra.com)

## TROUBLESHOOTING – GETTING ONLINE

Before you try to play *Maximum Pool* online, we strongly recommend that you successfully connect to the Internet using the Sega Dreamcast Web Browser disc that came with your Sega Dreamcast system. If you cannot successfully use the Web Browser, you will not be able to play *Maximum Pool* online. To fix the problem, please refer to the manual that came with the Web Browser. If you do not have a Sega Dreamcast Web Browser, please contact Sega customer service at (800) USA-SEGA.

If you ever get the message, "**Connection failed. Please refer to the Troubleshooting section of the manual.**" while playing *Maximum Pool*, please try one or more of the following:

- Verify that a phone cord connects the Sega Dreamcast modem to a phone outlet.
- Check the phone outlet that the Sega Dreamcast system is connected to by temporarily plugging a phone into it and verifying that you can dial out.
- Make sure your phone line is not already in use.
- Use the Sega Dreamcast Web Browser disc to ensure you have properly entered all your ISP information, such as the phone number, user login, and password.
- Refer to the TROUBLESHOOTING section of your Sega Dreamcast Web Browser manual.

An Internet Service Provider (ISP) is necessary to play *Maximum Pool* online. You can enter the necessary information about your ISP, or sign up for one, through the Sega Dreamcast Web Browser. To request a browser or sign up for Sega's ultra high-speed gaming ISP, SegaNet, call 1-866-SEGANET (1-866-734-2638).

## NOTES:



## NOTES:



**Limited Warranty.** Sierra On-Line, Inc. warrants to the original consumer purchaser ("You") that, under normal use, the software program and the medium on which it is recorded (collectively the "Product") will be free from defects in materials and workmanship for a period of 90 days from the date of purchase.

If during this warranty period You discover that the Product is defective, return the defective Product along with proof of purchase to Sierra's Return Center: Attn: Warranty Processing, 4100 West 190th Street, Torrance, CA 90504 Toll free phone number: 877-446-0184. You will receive a replacement at no charge.

After 90 days from your purchase, for replacement of defective Product, you must also include a \$15.00 check payable to Sierra On-Line, Inc. for shipping and handling fees with the Product. Payment must be made at the time of your request. Sorry, no credit cards.

THE WARRANTY SET FORTH ABOVE IS EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED, SIERRA MAKES NO WARRANTY OR REPRESENTATION, EXPRESS, IMPLIED OR STATUTORY, WITH RESPECT TO THIS PRODUCT, ITS QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THIS PRODUCT IS SOLD "AS IS" AND YOU ARE ASSUMING THE ENTIRE RISK AS TO ITS DUALITY AND PERFORMANCE. IN NO EVENT SHALL SIERRA BE LIABLE FOR DIRECT OR INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT OR FROM ANY ERROR OR DEFECT IN THE PRODUCT OR ITS DOCUMENTATION.

LIMITATION OF LIABILITY. IN NO EVENT SHALL SIERRA'S LIABILITY FOR ANY DAMAGES TO YOU OR ANY THIRD PARTY EXCEED THE PRICE YOU PAID FOR THE PRODUCT. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

Visit Sierra's Home Page at [www.sierra.com](http://www.sierra.com)

### 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 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Gamecast and the Gamecast logo are other registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operation only with NTSC televisions and Sega Gamecast systems purchased in North and South America (except Argentina, Paraguay and Singapore). Will not operate with any other televisions or Sega Gamecast systems. Product covered under one or more of the following U.S. Patents: 5,180,374; 5,525,778; 5,627,089; 5,882,172; 4,442,486; 4,654,594; 4,602,608; Pt. 38,820. Japanese Patent No. 2879536. (Patents pending in U.S. and other countries). Canada Patent No. 1,183,375. The message icon is a trademark of the Interactive Digital Software Association. Sega of America Gamecast, Inc. PO Box 789 San Francisco, CA 94109.