

# SHADOW™ THE HEDGEHOG



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SLES-53461

SEGA

MAN-PS3461-AU

# SEGA® CLASSICS

COLLECTION

UNFORGETTABLE GAMING HISTORY



PG

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## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53461-ANZ

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 62KB minimum • MultiTap (8MB) (for PlayStation®2) adaptable: 1 - 4 Players • Analog Control Compatible:  
Analog sticks only

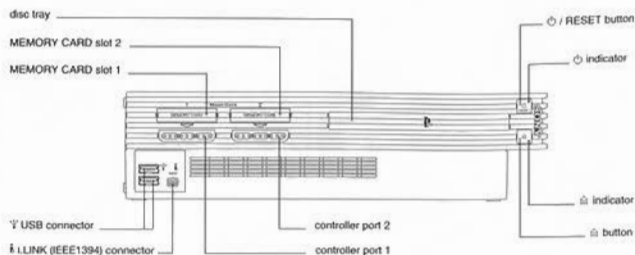
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Library programs © 1997-2003 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by SEGA. Developed by D3 publisher

Thank you for purchasing SEGA® Classics Collection for PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play.

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# GETTING STARTED



\*Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open. Place the SEGA® Classics Collection disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

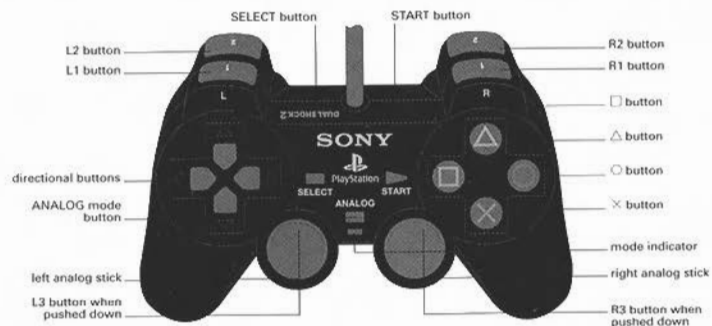
## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

SEGA®Classics Collection is a Memory Card (8MB) (for PlayStation®2) compatible game. Please insert the Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before you turn on the game. 82KB is required to save Game Data.

When you start a game, if there is no Memory Card (8MB) (for PlayStation®2) inserted, the game will warn you and ask if you would like to retry (insert the Memory Card (8MB) (for PlayStation®2) first) or continue without saving. If the Memory Card (8MB) (for PlayStation®2) does not contain Game Data, the game will ask you either to continue without loading (create new file), or to retry. Follow the on-screen instructions to start the game.

When Game Data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Do not switch the power OFF or remove the Memory Card (8MB) (for PlayStation®2) while Game Data is being saved or loaded.

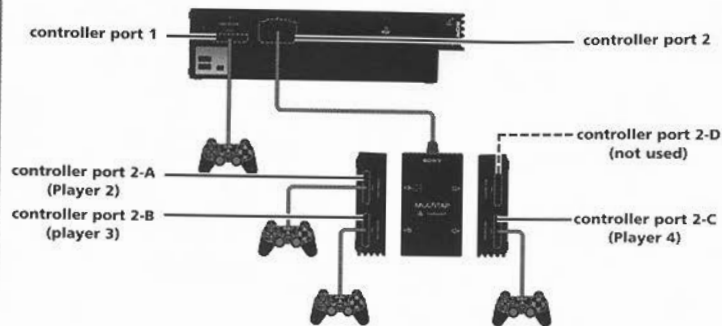
## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Although some of the games compiled in this game disc can be played with more than one player, please use the Analog Controller (DUALSHOCK®2) connected to controller port 1 for 1-player games, and when starting up multi-player games (unless indicated otherwise).

## MULTITAP CONNECTOR (FOR PLAYSTATION®2)

Some of the games compiled in this game disc allow gameplay with up to 4 players using a Multitap Connector (for PlayStation®2). Connect the Multitap Connector (for PlayStation®2) to the controller port 2, and connect the analog controllers in order from controller port A to C.



### IMPORTANT

- \* Please use the appropriate Multitap (for PlayStation®2) for your PlayStation®2 computer entertainment system.
- \* Please do not use the Multitap (for PlayStation®2) with the games that can only be played up to 2 players. Multitap (for PlayStation®2) is not compatible with those games, and will not be recognized.
- \* Please note: the digital controller is not supported within this title.

The following games are compatible with the Multitap (for PlayStation®2):

#### Monaco GP

**Tant R** (Bonanza Bros. is not compatible)

- \* When playing with 2 or more players, using the Multitap (for PlayStation®2), it is only functional when connected to controller port 2 of your PlayStation®2 console.

## STARTING UP

### MAIN MENU

When you start up the game disc, the Main Menu Screen will be displayed. Use the directional buttons to select the title, and press the X button to start.



### RETURNING TO THE MAIN MENU

Press the **SELECT** button while the title logo is displayed to exit the current game title and return to the Main Menu Screen.

### NUMBER OF PLAYERS

Here is a quick reference to the number of players that can participate in each game. The Multitap (for PlayStation®2) is compatible only with 4-player games.

COLUMNS .....	1 player (2 players in Versus Mode)
FANTASY ZONE .....	1 player
GOLDEN AXE .....	1 to 2 players (1 player in Time Attack/Survival Modes)
MONACO GP. ....	1 player (up to 4 players in Versus Mode)
OUTRUN .....	1 player
SPACE HARRIER .....	1 player
TANT R. ....	1 to 2 players (up to 4 players in Free Mode 4P)
BONANZA BROS. ....	1 to 2 players
VIRTUA RACING .....	1 player (2 players in Versus Mode)

# COLUMNS

## MENU CONTROLS

- Directional buttons** ..... Select menu item  
**X button** ..... Enter selected menu item  
**O button** ..... Cancel

## TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu (MODE SELECT). Use the directional buttons  $\uparrow\downarrow$  to select the mode, and press the X button to enter. Press the O button to return to the title screen. Select EXIT to return to the Title Screen.



### • ENDLESS MODE

Mode for those who simply want to play (and master) the game of Columns. You can select from an updated version of the original arcade release, and a totally new version.

### • VS CPU MODE

Mode in which you follow a story, and play head-to-head against the characters. By using Magic Jewels, you can attack or defend.

### • VS MODE

Two players play head-to-head against each other. As with VS CPU MODE, you can use the Magic Jewels to attack or defend.

### • OPTION

Change various game settings or listen to the music. Use the directional buttons  $\leftarrow\rightarrow$  to change the setting.

- VIBRATION** ..... Toggle vibration of the controller (ON/OFF).  
**VOICE** ..... Toggle voice effects (ON/OFF).  
**SOUND TEST (BGM)** ..... Listen to the background music used in the game.  
 Press the X button to play; O button to stop.  
**SOUND TEST (SE)** ..... Listen to the sound effects used in the game.  
 Press the X button to play.  
**EXIT** ..... Return to the Main Menu.

## HOW TO PLAY

### ● GAME CONTROLS

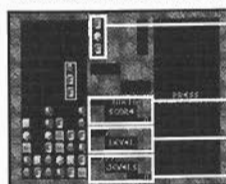
- Directional buttons** ..... Move columns left/right, or drop  
**O/X button** ..... Rearrange jewels  
**START button** ..... Pause/unpause the game

### ● BASIC RULES OF COLUMNS

Columns is a puzzle game where you arrange three or more jewels of the same color horizontally, vertically, or diagonally to remove them from the playing field. Move the falling columns of 3 jewels left/right with the directional buttons, and rearrange the order of the jewels in the column with O/X button, in order to erase the jewels!

### ● GAME SCREEN

#### Endless-Arcade Mode



Next Set of Jewels

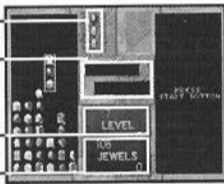
Magic Jewel Meter

Score

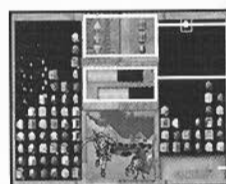
Current Level

Jewels Removed

#### Endless-Original Mode



#### VS CPU Mode

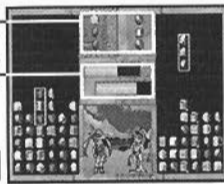


Next Set of Jewels

Magic Jewel Meter

Ground Level

#### VS Mode



### ● CHAIN REACTIONS AND MAGIC JEWELS

When you remove a set of jewels, all jewels on top will drop down. If this causes more sets of jewels to be erased, it is called a "chain reaction." Also, the Magic Jewel removes all jewels of the same color it lands on. Using the Magic Jewel, you can trigger new chain reactions, enabling you to score big.

In Endless Mode, you will find only one kind of Magic Jewels. In other modes, there are three kinds of Magic Jewels with varying effects, and they appear when the Magic Jewel Meter becomes full. Rearrange and use them effectively.



#### Normal Magic Jewel

All jewels of the same color it lands on will be removed from your field.



#### Attacking Magic Jewel

The ground level of the opponent's field will be raised by one row.

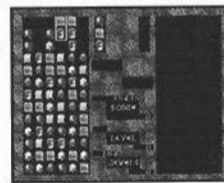


#### Defending Magic Jewel

The ground level of your field will be lowered by three rows.

### ● GAME OVER

In Arcade Mode, the game ends if the jewels pile up to the top. In Original Mode, the game will end when the jewels pile up to the top of the column where the jewel sets appear.



# FANTASY ZONE

## MENU CONTROLS

- Directional buttons** ..... Select menu item  
**O/X button** ..... Enter selected menu item  
**Δ/□ button** ..... Cancel

## TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons ↑↓ to select the mode, and press the O button to enter.



### • NORMAL

Arcade Mode with added Special Stages and additional stages.

\* The additional stages and items will be reflected on the Normal Mode by playing the Challenge Mode.

### • ARCADE

Remake of the original arcade version.

\* No additional items will appear in this mode.

### • CHALLENGE

Play a selected stage, and earn gold to purchase new stages and items.

\* Some enemies may at times drop a red coin. If you collect this coin and clear the stage, the enemy that dropped the coin will be recorded in the Gallery (see next entry), allowing you to view it from various angles.

### • GALLERY

View enemy characters.

- Directional buttons ↑↓** ..... Select Character  
**O/X button** ..... View  
**R1/L1 button** ..... Turn right/left  
**R2/L2 button** ..... Zoom in/out  
**Δ/□ button** ..... Exit (Return to the Title Screen)

### • OPTIONS

Change various game settings. Use the directional buttons ↑↓ to select, and ←→ to toggle between available settings.

- NUMBER OF LIVES** ..... Change the number of ships to start the game.  
**GAME LEVEL** ..... Change the difficulty level of the game.  
**BUTTON** ..... Change button configurations.  
**COUNTRY** ..... Change the game specification (USA/JAPAN). The two differ in the use of background music on some stages.  
**SOUND OUTPUT** ..... Toggle sound output (STEREO/MONAUROAL).  
**EXIT** ..... Select and press the O button to save settings and return to the Main Menu.

\* If you purchase new Options Menu Items such as **SOUND TEST** in Challenge Mode, a new page will be added to the Options Menu, and they can be selected here. Use the L1/R1 buttons to change between the pages.

## HOW TO PLAY

### ● GAME CONTROLS

- Directional buttons** ..... Move  
**O/□/R2 button** ..... Shoot  
**X/L2 button** ..... Bomb  
**START button** ..... Pause/unpause the game

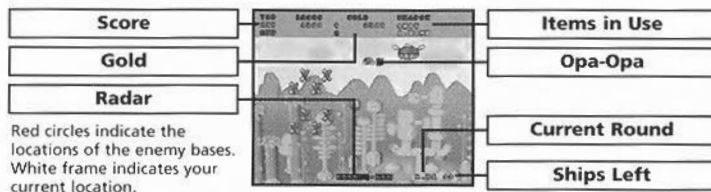
\* The button configuration shown here is the default setting, and can be changed in Options.

### ● PARTS SHOP/LABO CONTROLS

- Directional buttons** ..... Move cursor  
**O/X/□/R2 button** ..... Enter selection  
**START button** ..... Pause the game (PARTS SHOP screen only)

### ● GAME SCREEN

Player controls Opa-Opa (your ship). If you defeat the enemies, they will drop a coin.



#### SHOP Balloon

Touch to enter PARTS SHOP screen.



#### SELECT Balloon

Touch to enter PARTS SELECT screen.

### ● PARTS SHOP/LABO SCREEN

Enter PARTS SHOP to purchase items and power up Opa-Opa. Also, inside LABO screen of the Challenge Mode, you can purchase newly added stages and items.



\* The time is displayed only on the PARTS SHOP screen.

#### Note

Although the game screens show "2UP," this game is for 1-player only.

# GOLDEN AXE

## MENU CONTROLS

**Directional buttons** ..... Select menu item  
**X button** ..... Decide  
**O button** ..... Cancel

## TITLE MAIN MENU

Press the **START** button during the Title Screen to display the Main Menu. Use the directional buttons **↑↓** to select the mode, and press the **X** button to enter. Press the **O** button to return to the Title Screen.



### • Arcade

Remake of the classic arcade version, with added stages, etc.

### • VS Battle (2P)

Mode where two players battle against each other.



### • Time Attack

Mode where you compete for the time it takes to defeat 100 enemies.



### • Survival

Mode where you compete for the number of enemies defeated with given amount of life.



### • Options

Change various game settings or listen to the music.

**VIBRATION** ..... Toggle vibration of the controller (**ON/OFF**).

**SOUND TEST** ..... Listen to the background music used in the game.

Use the directional buttons to select the music number, and press the **X** button to play.

**EXIT** ..... Return to the Title Main Menu (**O** button).

## HOW TO PLAY

### ● GAME CONTROLS

#### Basic Moves

**Directional buttons** ..... Move  
**O button** ..... Jump  
**X button** ..... Normal Attack  
**□ button** ..... Strong Attack  
**△ button** ..... Magic Attack  
**START button** ..... Open Pause Menu

#### Special Moves

**RUN** ..... Press the directional button in the same direction (left/right only) twice (and hold down)

**HIGH JUMP** ..... Jump (**O** button) while running

**JUMPING ATTACK** ..... Attack (**X** button) while jumping

**BODY ATTACK** ..... Attack (**X** button) while running

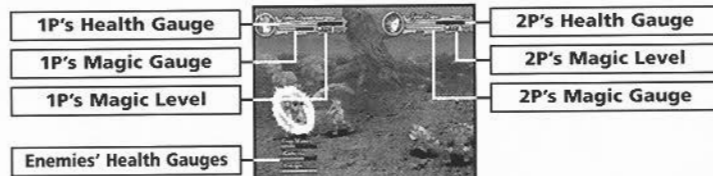
**SLIDING ATTACK** ..... Strong Attack (**□** button) while running

### ● CHARACTER SELECT/STAGE SELECT

After selecting any mode (except Options), select the character to play with. In modes other than Arcade, you will also need to select the stage to play in.



### ● GAME SCREEN



### ● ABOUT MAGIC ATTACK

As you defeat enemies or collect Magic Pots, the Magic Gauge increases, allowing you to use attacking magic. Press the **△** button while your magic level is one or higher to cast a magic spell, attacking all on-screen enemies. When the Magic Gauge becomes full, the magic level will increase by one. The higher your magic level, the stronger the attacking magic becomes.



## ● BEAST ATTACK

In the game, there are beasts that you can ride on simply by approaching. Aboard the beast, you can jump, attack (normal), and run. Attack (X/□ button) while running to tackle.



## ● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Select **Return To Game** to close the Pause Menu and resume the game. Select **Return To Title** to quit the game and return to the Title Screen.

## ● PLAY TECHNIQUES

### Get the Items

If you attack a Green Thief, he will drop healing items such as meat and apples. If you attack a Blue Thief, he will drop a Magic Pot that will raise your Magic Level. If you do not pick up the items quickly, the items may disappear or even be retrieved by the Thief himself.



### When You Are Surrounded...

During battle with the Stage Boss, you may often find yourself in trouble, being surrounded by many enemies. The Boss' attacks are so powerful that your game may be over before you know it! If you are surrounded, do not hesitate to use Magic Attack or Strong Attack (□ button) to blow them away. Remember to keep your distance from the enemies.



### Caution upon Mounting Beasts

Beast Attacks are so powerful that they can be a great aid to your quest. But you become defenseless during the motion to mount one. Make sure that it is safe to mount them by bringing the enemies around you down. The enemies can also ride on the beasts, so attack when they try to mount one.



# MONACO GP

## MENU CONTROLS

**Directional buttons/left analog stick** ..... Select menu item  
**X button** ..... Decide  
**Δ button** ..... Cancel

## TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons/left analog stick **↑↓** to select the mode, and press the X button to enter. Press the Δ button to cancel and return to the previous screen.



## • ARCADE

Mode in which you compete for the score earned through the distance traveled and stars collected, and can be played from two types of modes. Classic is an updated version of the classic Monaco GP straightaway course. Original Mode has corners and obstacles on the course, and you can use jumps and items in the race.

The game starts with a time limit, and the game will end if your score does not reach 20,000 points within the given time. If you do score more than 20,000 points, you can continue the race. Note that while in Classic Mode, you will lose a car with one crash. In Original Mode, you will not lose a car until a certain amount of damage is sustained.



↑ Classic / Original ↓

## • GRAND PRIX

Mode in which you race on five courses, with a time limit on each race. Each course runs for two laps, and you will clear the game if you complete all five courses. On the fifth race, there will be a rival car. If you finish the race ahead of the rival car, you will become able to use that car.



## • TIME ATTACK

Run two laps of the selected course, and compete to cross the goal in the shortest time. Unlike other modes, there are no other cars running.

## • VERSUS

Multiplayer Mode which supports up to four players using the Multitap (for PlayStation®2) (see p.3 for the controller setup). The first player to run two laps is the winner. Use the items wisely to cross the finish line before others.

## • RANKING

You can view rankings of each mode. ARCADE Mode is ranked in scores; GRAND PRIX and TIME ATTACK Modes in time.

**Directional buttons ↑↓** ..... Select Course Difficulty Level  
**Directional buttons ←→** ..... Select Course  
**L1/R1 button** ..... Select the Mode



## • OPTIONS

Change various game settings, and save/load the game data. The save data includes the progress of the game (appearances of hidden cars and courses), ranking records, and Option settings. Use the directional buttons/left analog stick  $\uparrow\downarrow$  to select the menu item, and  $\leftarrow\rightarrow$  to toggle setting (where applicable).

- SOUND MODE** ..... Toggle sound output (**STEREO/MONO**).  
**VIBRATION** ..... Toggle vibration feature of the controller (**ON/OFF**).  
**BACKGROUND** ..... Change the background design of the menu screens.  
**KEY CONFIGURATION** ..... Change the button assignments of the controller.  
**LOAD & SAVE** ..... Load or save the game data.  
**EXIT** ..... Return to the Main Menu screen.

## HOW TO PLAY

### ● GAME CONTROLS

- Directional buttons/left analog stick  $\uparrow$**  ..... Accelerate  
**Directional buttons/left analog stick  $\downarrow$**  ..... Brake  
**Directional buttons/left analog stick  $\leftarrow\rightarrow$**  ..... Steer  
**O button** ..... Jump  
**X button** ..... Use item  
**L1/R1 button** ..... Turn 45 degrees left/right  
**L2/R2 button** ..... Turn 90 degrees left/right  
**START button** ..... Open Pause Menu

\* The button configuration shown here is the default (KEY TYPE A) setting, and can be changed in Options.

### ● GAME SCREEN



### ● STARS ON THE COURSE

In all modes except Classic, there are stars on the course. By collecting them, you will be able to speed up your car. While in top speed, if you collect five stars consecutively, you can run in hyper-speed, driving above the car's potential.

### ● PAUSING IN THE GAME

Press the START button during the game to pause and bring up the Pause Menu. Either press the START button to unpause and continue the game in progress, or select and enter a menu item below.

- CAMERA 1-4** ..... Use the directional buttons/left analog stick  $\leftarrow\rightarrow$  to change the camera angle (Not available in Classic Mode).  
**CONTINUE** ..... Unpause and continue the game in progress.  
**RETRY** ..... Restart the race from the beginning.  
**RETIRE** ..... Quit the race and return to the Title Main Menu screen.

# OUTRUN

## MENU CONTROLS

- Directional buttons** ..... Select menu item  
**O/X button** ..... Enter selected menu item  
 **$\Delta/\square$  button** ..... Cancel

## TITLE MAIN MENU

Press the START button during the Title Screen to display the Title Main Menu. Use the directional buttons  $\uparrow\downarrow$  to select the mode, and press the X/O button to enter. Press the  $\Delta/\square$  button to return to the Title Screen.



### • ARRANGE

Unlike the original arcade version, there is only one goal to this mode. New to this mode are courses with different scenes, and rival cars which, unlike the "other" cars, will constantly try to pass you. It is recommended that you practice with Time Attack before trying.

### • ARCADE

Renewal of the original arcade version. There are five goals.

### • TIME ATTACK

Run the **ARCADE COURSE** or **ARRANGE COURSE** without any other cars. There is, however, a time limit.

### • RANKING

View the top 20 scores of each mode.

### • OPTIONS

Change various game settings or listen to the music.

- VIBRATION** ..... Toggle vibration of the controller (**ON/OFF**).  
**TIME LIMIT** ..... Change the time limit of the game.  
**GAME LEVEL** ..... Change the difficulty level of the game.  
**GEAR MODE** ..... Select transmission type between manual and automatic.  
**GAME MODE** ..... Change the game version. The two versions vary in part of the course and the stage contents.  
**SOUND TEST** ..... Listen to the background music used in the game. Use the directional buttons to select the music number, and press the O/X button to play.  
**CORNERING** ..... Select from three levels of car handling.  
**DEFAULT SETTINGS** ..... Return all settings to their default value.  
**EXIT** ..... Return to the Main Menu ( $\Delta/\square$  button).

WARNING: OUTRUN uses an Autosave feature. Insertion of a Memory Card (8MB) (for PlayStation®2) after boot can result in data being overwritten. If you decide to play without saving, Autosave will be disabled. To re-enable the Autosave feature, you must return to the title screen and proceed with a Memory Card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

## HOW TO PLAY

### ● GAME CONTROLS

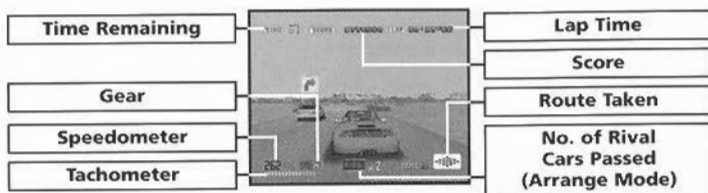
Directional buttons/left analog stick	Steer car
O/X button	Accelerate
Δ/□ button	Brake
L1/R1 button	Change gear (toggle low/high)
START button	Open Pause Menu

### ● SOUND SELECT

After selecting ARRANGE, ARCADE, or TIME TRIAL, you will be asked to select the music to be played during the game. Use the direction button/left analog stick to select the music, and press the O/X button to enter. Press the Δ/□ button to return to the Main Menu.



### ● GAME SCREEN



### ● BRANCHES IN THE COURSE & CHECK POINT

Just before the check point, the road branches into two. Steer your car to the route you want to take. After a while, you will reach the check point. Pass through the check point before the time runs out to earn extra time.



### ● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Select **RETURN TO GAME** (or press the START button again) to resume game, or **RETURN TO TITLE** to quit game and return to the game's Title Screen.



# SPACE HARRIER

## MENU CONTROLS

Directional buttons/left analog stick	Select menu item
X button	Decide (Enter selection)
Δ button	Cancel (Return to previous)

## TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons ↑↓ to select the mode, and press the X button to enter.



### ● ARCADE

Play the game. Control Harrier, and use weapons such as shots and Lock-On Laser to defeat the enemies. At the end of each stage (except for the Bonus Stages), defeat the Stage Boss to clear the stage. You will lose a player when hit by an enemy attack or if you run into obstacles. The game is over if you lose all your lives.

### ● OPTIONS

Change various game settings. Use the directional buttons/ left analog stick ↑↓ to select the menu item, and ←→ to change settings. Press the Δ button to exit without saving a change. For Option Items without on-screen variable, press the X button to enter selection (advance to the next screen).

**LEVEL** ..... Change the difficulty level of the game.  
**PLAYER** ..... Change the number of players to start the game.  
**BONUS PLAYER** ..... Change the score in which you will receive an extra player.

**VIBRATION** ..... Toggle vibration of the controller (**ON/OFF**).  
**CONTROL** ..... Change the vertical movement of the Harrier (**NORMAL/REVERSE**).

**FRACTAL** ..... Toggle upheaval on the ground (**ON/OFF**).  
**SOUND MODE** ..... Toggle sound output (**STEREO/MONAUROAL**).  
**KEY CONFIG** ..... Change button assignments. Use the directional buttons/left analog stick ↑↓ to select the function, and ←→ to change the button.

**LOAD & SAVE** ..... Manually load and/or save the game data, Rankings, and Option settings. Use the directional buttons/left analog stick ←→ to select between **LOAD** and **SAVE**, and press the O button to enter. Press the X button to cancel.

**EXIT** ..... Select to exit.

### ● RANKING

View the top 10 scores, with the date of achievement.

### ● CONTINUE

If you play up to a certain stage, this menu item will be added to the Main Menu, allowing you to start from the selected stage.

**CLEAR UP TO BONUS STAGE 5** ..... Continue from Stage 6  
**CLEAR UP TO BONUS STAGE 12** ..... Continue from Stage 13

## HOW TO PLAY

### ● GAME CONTROLS

<input type="checkbox"/> button	Fire
<input type="checkbox"/> button	Hold down to lock onto target Release to fire Homing Missile
R1 button	Smart Bomb
R2 button	Rapid Fire
Directional buttons/left analog stick	Move Harrier
START button	Open Pause Menu

※ The button configuration shown here is the default setting, and can be changed in Options.

### ● GAME SCREEN



### ● BONUS STAGE

In certain stages, there will be a Bonus Stage. Control the dragon to destroy the obstacles. Bonus points will be awarded depending on the number of obstacles destroyed.



### ● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Use the directional buttons/left analog stick to select the menu item, and press the X button to enter. Press the START/Δ button to close the Pause Menu and resume the game.



CONTINUE GAME	Resume the game
BACK TO THE TITLE SCREEN	Quit the game

## TANT R & BONANZA BROS.

### MENU CONTROLS

Directional button/left analog stick	Select menu item
X button	OK (Enter selection)

### MAIN TITLE SCREEN

Press the Start button during the Main Title Screen to display the Game Select Menu. Use the directional button/left analog stick to select the game, and press the X button to enter selected menu item.



### ● TANT R

This game contains 40 mini-games. In Story Mode, you will play through the story. Free Mode 2P and Free Mode 4P allows you and your friends to play the mini-games. There are, however, mini-games that can only be played in the Story Mode.

### ● BONANZA BROS.

Play in a side-scrolling action game that consists of 12 stages.

### ● OPTIONS

Change various game settings, and save/load the game data. The settings here are common to both games.

DIFFICULTY	Change the game difficulty ( <b>Easy/Normal/Hard!</b> ).
CREDITS	Change the number of continues allowed.
SOUND	Toggle sound output ( <b>Stereo/Monaural</b> ).
VIBRATION	Toggle vibration of the controller ( <b>ON/OFF</b> ).
SAVE	Manually save the game data.
LOAD	Manually load the game data.
AUTO-SAVE	Toggle autosave function ( <b>ON/OFF</b> ).
EXIT	Select to exit.

### TANT R

### ● MODE SELECT SCREEN

STORY MODE	Play along the story and clear mini-games.
FREE MODE 2P	Play the mini-games freely; up to 2 players.
FREE MODE 4P	Play the mini-games freely; up to 4 players.
OPTION	Change various game settings.
EXIT	Return to the Main Title Screen.

### ● GAME CONTROLS

Directional button/left analog stick	Select
X button	Enter selection
O button	Return to previous screen
Δ button	Join in the game
Start button	Pause the game (Open Option Menu)

※ For controls in each mini-game, please refer to the on-screen instruction.

## ● GAME SCREEN

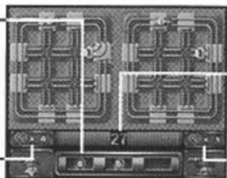
Basic screen layouts are the same throughout the mini-games.

### Story Mode Screen

#### Number of Quotas

As you clear the quota, the space will be filled with a coin. The color of the coins indicate the player who cleared it.

#### Player 1's Lives



#### Time Limit

Absent from some of the mini-games.

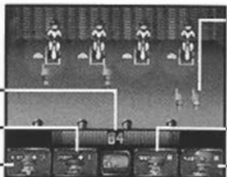
#### Player 2's Lives

### Free Mode 2P/4P Screen

#### Time Limit

#### Player 2's Points

#### Player 1's Points



#### Cursor

Player 1 — Red, Player 2 — Blue, Player 3 — Green, Player 4 — Yellow.

#### Player 3's Points

#### Player 4's Points

## ● STORY MODE — HOW TO PLAY

There are four stages to the Story Mode. Also, by clearing the mini-games, you will be able to play the Bonus Game. If you win the Final Boss round, you clear the game.

### Game Select

The yellow cursor spins like a roulette wheel. Press the X button so that the cursor will stop over the game you wish to play. With 2 player games, once the game starts, the first player to press the button selects the game, and afterwards the player who won the previous game selects. Note that if Player 2 wishes to join a game already in progress, press the Δ button when the message appears at the bottom.



### Game Over & Continue

If all your lives are gone, the game will end. Press the Δ button before the Continue countdown becomes zero. You can continue up to the number of available credits set in the Options.



**WARNING: TANT R & BONANZA BROS.** use an Autosave feature. Insertion of a Memory Card (8MB) (for PlayStation®2) after boot can result in data being overwritten. If you decide to play without saving, Autosave will be disabled. To re-enable the Autosave feature, you must return to the title screen and proceed with a Memory Card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

## Increasing Lives

You can gain one life either by selecting a Lucky! mark or by collecting a certain number of balloons in the Bonus Game. In the Bonus Game, you control the character with the directional button/left analog stick to collect balloons. You will be paralyzed for a short time if the enemy hits you.



## ● FREE MODE 2P/4P — HOW TO PLAY

With Free Mode 2P, up to 2 players can play. With Free Mode 4P, up to 4 players can (see p.3 for the controller setup). Please note that once the mini-game has started, no new players can join the game.



## Game Select

Players who join the game press the Δ button. After deciding the number of mini-games to be played, select the game. As one game finishes, players can select their next game. The number displayed next to each character indicates the number of games won.



## Game Points

In this mode, the player who meets the quota earns a point, and this decides the winner. In games with five quotas, the player who earns five points first becomes the winner.



## ● PAUSING IN THE GAME

In Tant R, the game can be paused only while the selected mini-game is in progress. When the game is paused, the Option Screen will be displayed, allowing you to make changes in the game settings. If you select **Return to Title**, the gameplay ends, returning to the Game Title Screen. If you select **Pass** (available only with Free Mode 2P/4P), the game returns to Game Select Screen.

## BONANZA BROS.

### ● MODE SELECT SCREEN

- GAME START** ..... Start the game. Up to 2 players can play.  
**OPTIONS** ..... Change various game settings.  
**EXIT** ..... Return to the Main Title Screen.

### ● HOW TO PLAY

Bonanza Bros. have snuck inside a building. Steal the goods within the 3-minute time limit and head for the Exit to clear the stage.

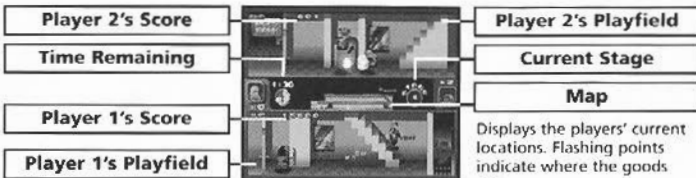
### ● GAME CONTROLS

- Directional button/left analog stick** ..... Move the character  
**X button** ..... Jump  
**O/□ button** ..... Open door/Shoot  
**START button** ..... Pause the game (Open Option Menu)

### ● ABOUT THE PLAYER CHARACTERS

The player can use either of the two characters: Mobo and Lobo. Use the analog controller on controller port 1 for Mobo, and the analog controller on controller port 2 for Lobo.

### ● GAME SCREEN



### ● PLAYERS' LIVES

You start the game with three lives. If you receive an attack from the enemy, get pinned behind the door, or the time runs out, you will lose one life. In case of time running out, you will restart from the beginning of the stage. Note on 2-player games, while one player has cleared the stage, if the other player's time runs out, the game moves onto the next stage with the player whose time ran out losing one life.

### ● JOINING THE GAME

Press the  $\Delta$  button when the game indicates to do so.

### ● PAUSING IN THE GAME

During the game, press the START button to pause the game and open the Option Screen, allowing you to make changes to the game settings. If you select **Return to Title**, the game will end, returning you to the Game Title Screen.

### ● GAME OVER & CONTINUE

The game will end if you lose all your lives. Press the  $\Delta$  button before the Continue countdown becomes zero.



## VIRTUA RACING

### MENU CONTROLS

- Directional button/left analog stick** ..... Select menu item  
**X button** ..... OK (Enter selection)  
 **$\Delta$  button** ..... BACK

### TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional button/left analog stick to select the mode, and press the X button to enter selected menu item. Press the  $\Delta$  button to return to the Title Screen.



### ● ARCADE MODE

This is a remake of the arcade classic, in which you race against 15 cars. Select from one of three available courses to race, then select the difficulty level (**EASY/NORMAL/HARD**) and the number of laps to run (**NORMAL**: 4 laps / **GRAND PRIX**: 20 laps). Also, upon selecting the course, hold the START button to drive with manual transmission (7-speed) instead of automatic.



### ● GRAND PRIX MODE

This is a mode in which you will compete in five sets of six races, where you must meet the required standing to advance to the next set. You begin the mode by entering your name (up to three letters). Next, select the type of car to use with directional buttons/left analog stick, and color with L1/R1 buttons. Finally, select gear type, and the race



### DRIVER'S POINTS

After each race, the driver's points are awarded for the placements in the race (1st: 10pts; 2nd: 5pts; 3rd: 4pts; 4th: 3pts; 5th: 2pts; 6th: 1pt; 7th-: 0pts). After each set, if the total points exceeds the required points, you will be able to select a new type of car.

<b>FIRST SET</b>	3rd Place or better
<b>SECOND SET</b>	3rd Place or better
<b>THIRD SET</b>	2nd Place or better
<b>FOURTH SET</b>	2nd Place or better
<b>FIFTH SET</b>	1st Place for victory

## • FREE MODE

This is a mode in which you can freely select a course, car type, and various other settings. It is ideal for honing your driving skills.

- LAPS** ..... Number of laps to run
- TIME LIMIT** ..... Race with or without the time limit (ON/OFF)
- TIME** ..... Select the time of day (AFTERNOON/EVENING)
- WEATHER** ..... Weather condition of the race (CLEAR/CLOUDY)
- OPPONENTS** ..... Race with or without other cars (ON/OFF)

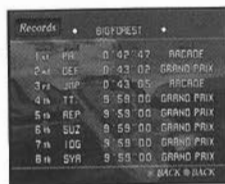
## • 2P MODE

Two players can race head-to-head against each other on any of the six available courses. The top half displays player 1's car, and the bottom half is player 2's car.



## • RECORDS

View the top eight lap times for each course. Use the directional buttons  $\leftarrow \rightarrow$  to change the course.



## • OPTIONS

Change various game settings, and save/load the game data.

- VIBRATION** ..... Toggle vibration of the controller (ON/OFF).
- AUDIO** ..... Adjust the volume levels of the BGM (Background Music) and Sound Effects.
- SAVE&LOAD** ..... Manually load and/or save the game data.
- EXIT** ..... Select to exit.

## HOW TO PLAY

### • GAME CONTROLS

- X button** ..... Accelerate
- button** ..... Brake
- button** ..... Change View Angle (VR1)
- △ button** ..... Change View Angle (VR2)
- L1 button** ..... Change Gear (Shift Down)
- R1 button** ..... Change Gear (Shift Up)
- L2 button** ..... Change View Angle (VR3)
- R2 button** ..... Change View Angle (VR4)
- Directional button/left analog stick** ..... Steer Car
- START button** ..... Open Pause Menu

### • GAME SCREEN



Display item may appear differently according to the mode.

### • PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Use the directional button/left analog stick to select the menu item, and press the X button to enter. Press the START button (or select RESUME) to close the Pause Menu and resume the game.



- RESTART** ..... Restart the race from the beginning.
- RETIRE** ..... Retire from the race and return to the Main Menu.
- RESUME** ..... Close Pause Menu and resume the race.

# CREDITS

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