SEGA®
SUPERSTARS

TEEN
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CONTENT RATED BY ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

SEGA® SUPERSTARS

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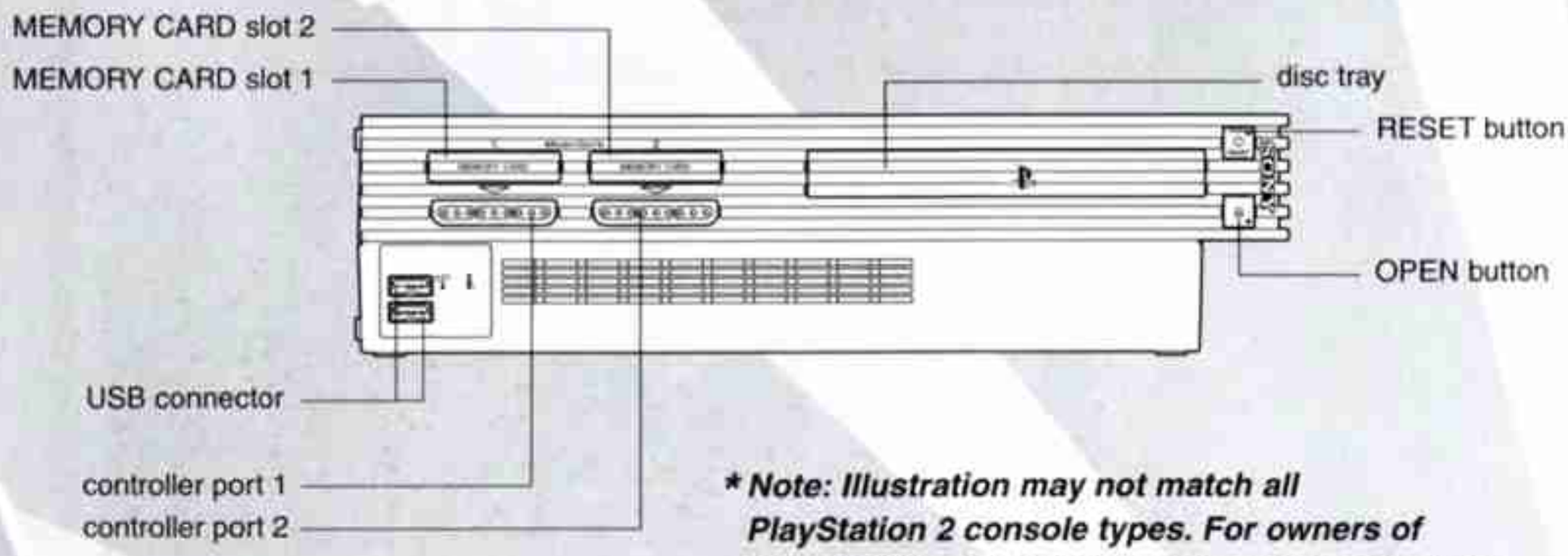
Professor Chao

SEGA® SUPERSTARS is a collection of mini-games, based on SEGA's hit titles, to be played with the EyeToy™ USB Camera (for PlayStation®2). Though they're all 1-player games, they're a lot of fun to play at parties as well! So go ahead and enjoy!

SPECIAL NOTICE The screenshots in this instruction manual are composite photographs. The actual appearance of the game screens may differ.

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 power indicator lights up, press the open button and the disc tray will open. Place the SEGA® SUPERSTARS disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)
SEGA® SUPERSTARS supports MEMORY CARD slot 1. 585KB of free memory space is required to save the SEGA® SUPERSTARS file. The progress of the game will be saved automatically after the game, after exiting from Chao Garden, or when a change is made in the Options. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost.

This game is basically played only with the EyeToy™ USB Camera (for PlayStation®2). However, there are limited usages for the DUALSHOCK® analog controller.

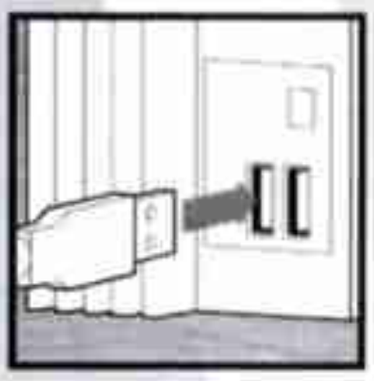
DUALSHOCK®2 ANALOG CONTROLLER Configurations

Skipping the demo movie can be done by pressing START/○/× button. You can quit the game in progress by pressing START and SELECT buttons simultaneously (the same effect as covering the EyeToy™ USB Camera lens with your hand; see p.4). The following buttons have the same effect as waving at the on-screen button (Main Menu or Options):

○/× button . . . . . **Decide/Yes/Continue**
△ button . . . . . **Cancel/No/Return**
L1/R1 button . . . . . **Arrow Buttons (left/right)**
Directional buttons. . . . **Select from the available options**

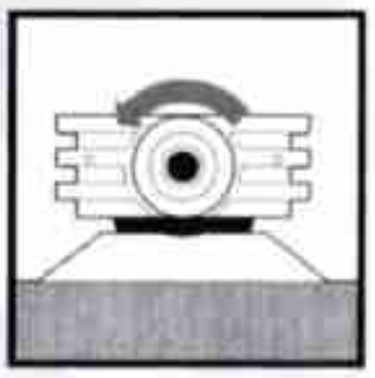
●Using the EyeToy™ USB Camera (for PlayStation®2)

Insert the **EyeToy™ USB camera** (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

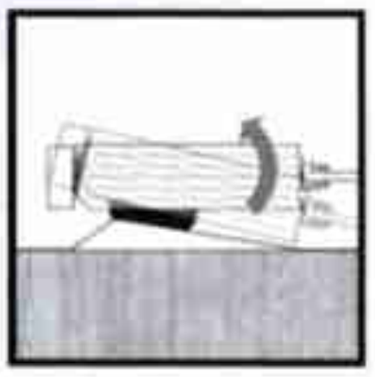


Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.

Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the camera.



Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.



Cover the camera lens to exit the current game.

By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

Make sure that there is no movement in the background as background motion may hinder gameplay.

Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

●Basic Maneuvers in the Game

Before you play, make sure that there is enough light. A red LED on the EyeToy™ USB Camera will light up if the room is too dark.

Position yourself in front of the camera, so that your image is displayed within the human-shaped outline.

Bring your hand to the general area of the on-screen target and wave your hand. The EyeToy™ USB Camera detects movements within the image. It cannot detect stationary objects, so make sure to wave.

●How to Select

The Menu Items are displayed on screens when you make a selection. To select an item from the menu, wave your hand at the target Menu Item until the gauge is filled all the way.

Some items, such as arrow buttons, react differently. For these, wave your hand until the item becomes bright.

●Flow of the Game

When you select ***Start***, the Main Menu will be displayed. Select one of the available options.

Note: In any of the menu selections, select ***Return*** to return to the previous screen.

Game Selection. . . . Play the game.
Chao Garden . . . . . Enter Chao Garden (p.32).
Options . . . . . Change various game settings (p.34).
Information. . . . . View information such as the introduction of the Sega SuperStars Web Page, etc.

Next, select from the four games displayed. If you don't see the game you want to play, select either of the arrow marks to change selections.

After you select the game to play, select the difficulty level in which you wish to play the game. On the same screen you will be able to see the top three scores in each difficulty level.

Note: Only ***Easy*** can be selected at beginning.

After the game, the results screen will be displayed. Wave your hand at ***Continue*** to advance.

If your score is the all time high, you can take a photograph of yourself with the record. Select from the available frames, wave your hand at ***Take Photo***, and say cheese! If you like what you see, wave at ***Yes*** to advance. If you don't, wave at ***No*** and take the photograph again.

If your score is among the top three, you can enter your name. Wave your hand at either of the arrow marks to select a letter, and wave at the letter of your choice to enter. Wave at ***Delete*** to delete a letter, and ***OK*** when done.

Your performance will be evaluated and converted to a certain number of rings. The rings can be used in Chao Garden (p.32) to buy items.

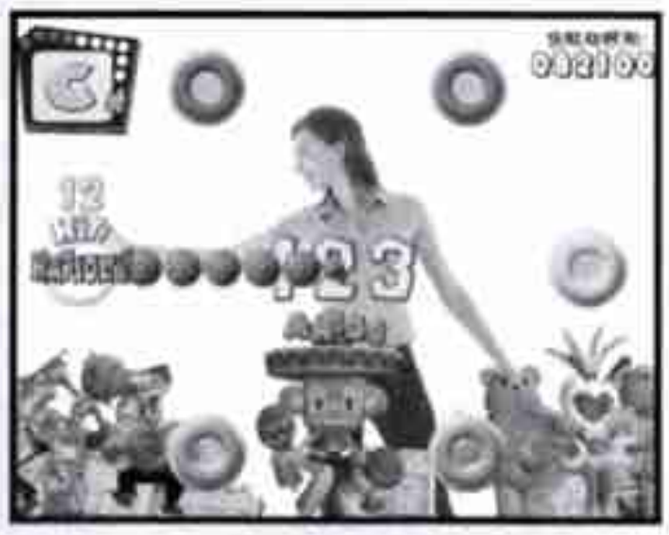
The Beat Balls come out in rhythm to the music you hear. The objective of the game is to try to hit the ***Beat Button*** at the same time as each ***Beat Ball*** passes over.

When you see the Beat Balls come out in short successive intervals, move your hand until it stops. When you see a ***Pose Mark***, shake your hands over the same Beat Buttons as indicated by the Maracas in the Pose Mark.

Your rank goes down any time you fail to hit the correct Beat Button. The game will be over if your rank becomes lower than ***E***. You clear the game if you play until the music ends.

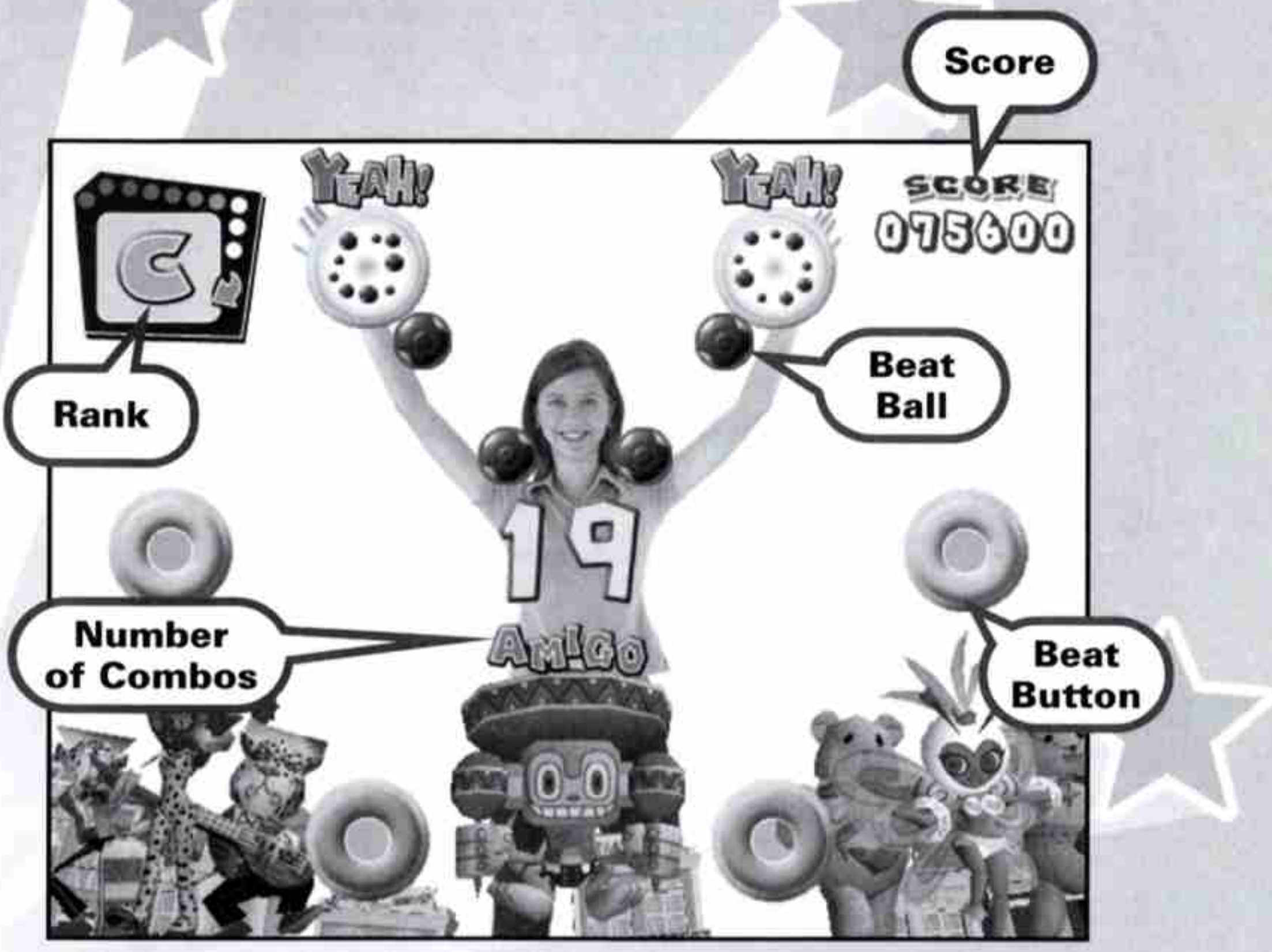
Shake Your Hands Quickly!

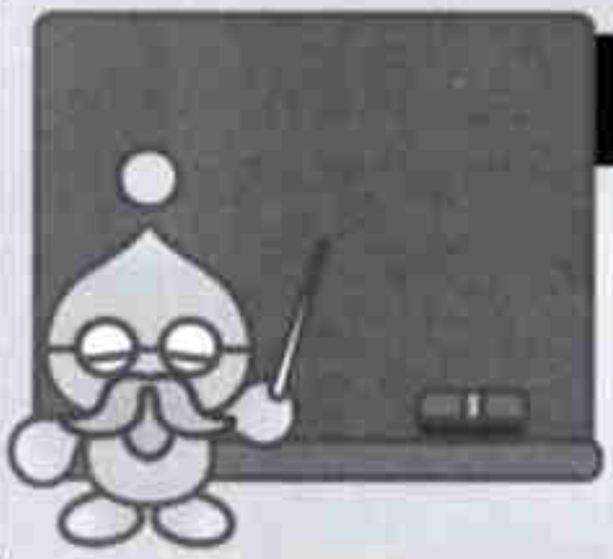
Should the Beat Balls come out in succession, your score increases rapidly as you hit them.



Strike a Pose!

Wave your hands over the Beat Buttons in the same directions as the Maracas in the Pose Mark.





Advice from Professor Chao

You will score higher if you hit the Beat Button when the Beat Ball is at the center of it. Memorize the music and pattern, and when you are able to obtain higher ranks, aim for an even higher score.

SONIC™ THE HEDGEHOG

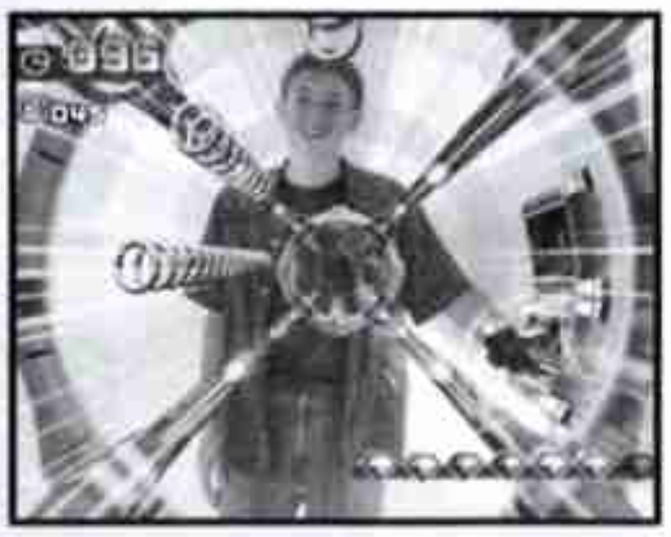
Run **through the tube to collect the** ***Rings*** **while dodging the** ***Spike Balls*** **to reach the goal. You can guide Sonic by waving your hand anywhere on the outer edge of the tube.**

As you collect the ***Chaos Emeralds*** **scattered throughout the course, Sonic's speed increases.**

The game is cleared if Sonic reaches the goal. The game will be over if you run into the spike balls with no rings, or if you fail to reach the goal before the time runs out.

Accelerate via the Dash Panel!

By stepping on the ***Dash Panel***, **Sonic's running speed accelerates.**

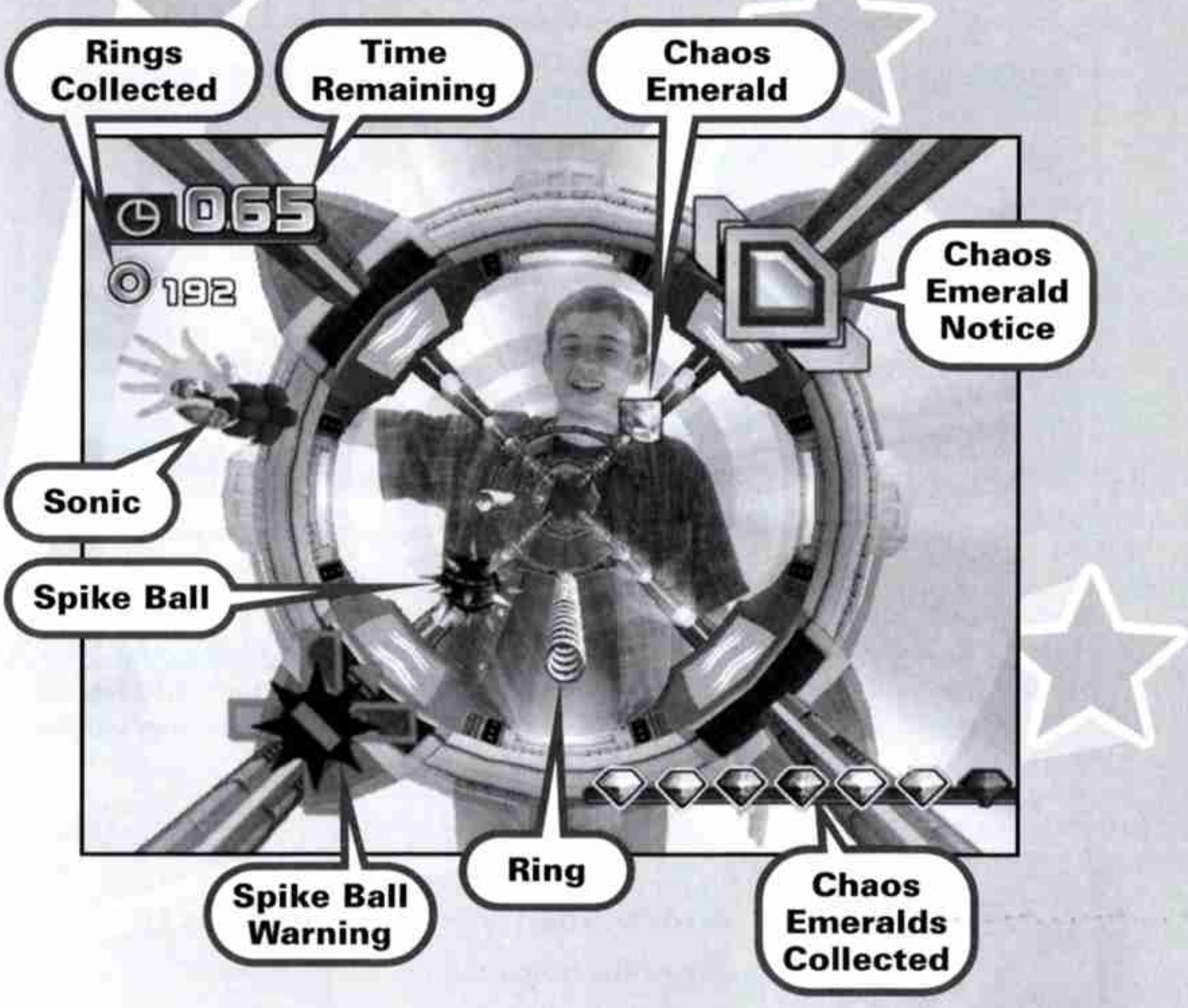


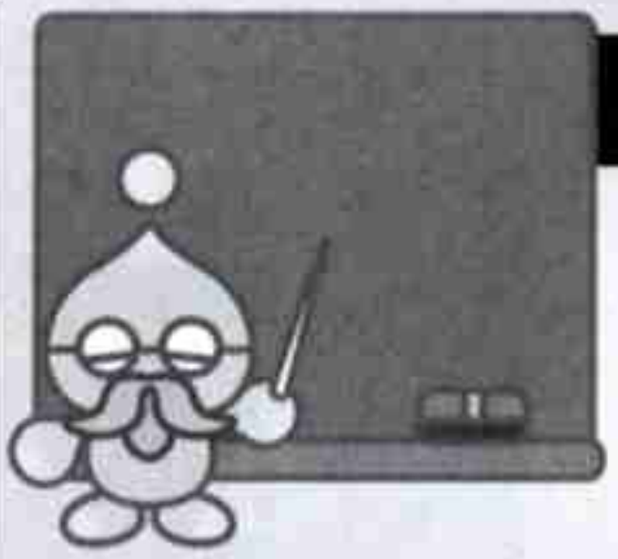
Avoid the Spike Balls!

You will lose some of the rings, if Sonic runs into the Spike Ball.

Collect the Chaos Emeralds!

Watch him when you collect all 7 emeralds...





Advice from Professor Chao

First, memorize the course. Remember where the Spike Balls and Chaos Emeralds appear, and clear the game.

But don't feel relieved after clearing all difficulty levels. There is bound to be a new challenge that awaits you. Fo, fo, fo...

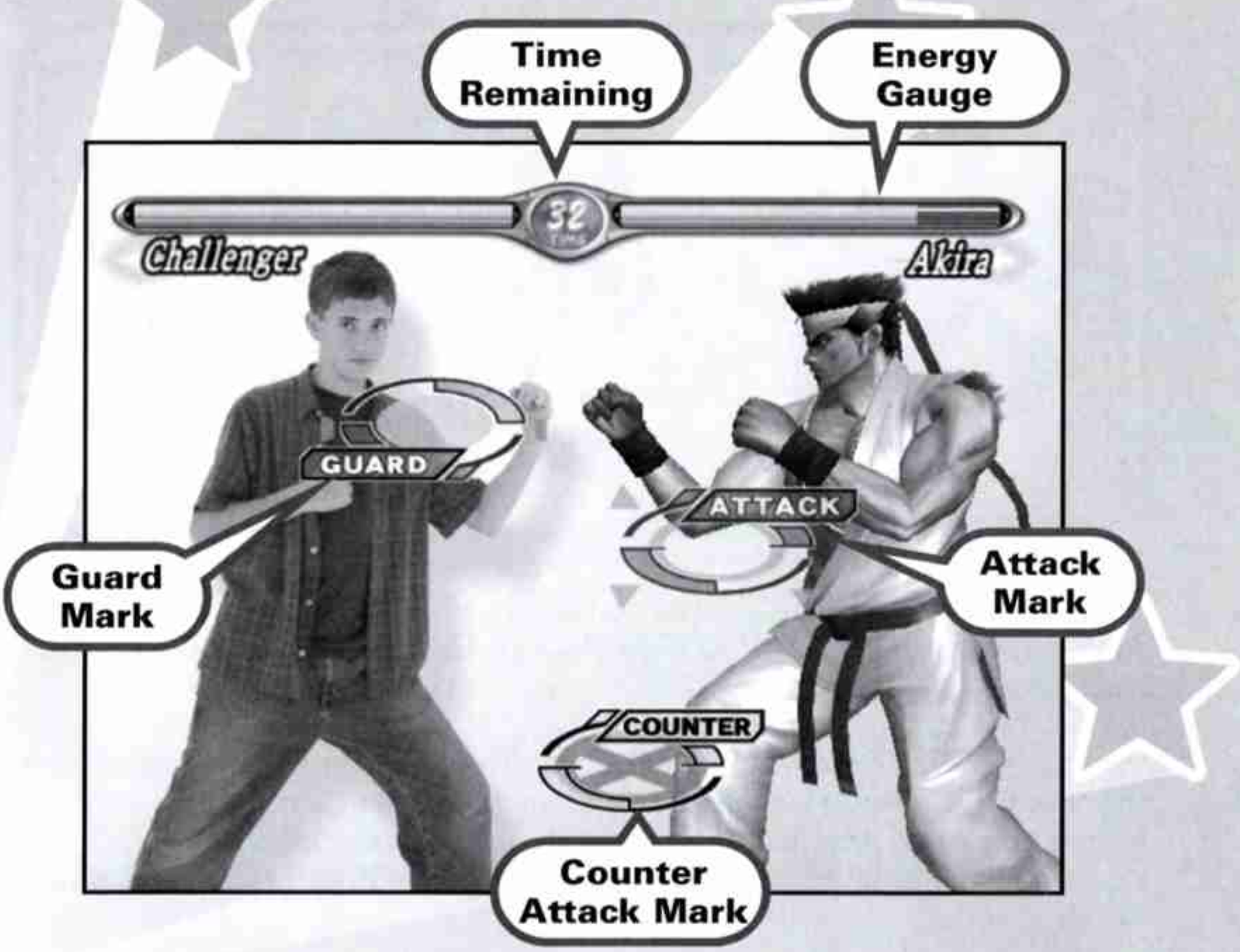
Punch **and** ***Kick*** **to knock out opposing fighters. The stage is cleared if you reduce the opposing fighter's** ***Energy Gauge*** **to zero before the time limit. If the time runs out without either side being knocked out, the side with the most remaining energy is the victor.**

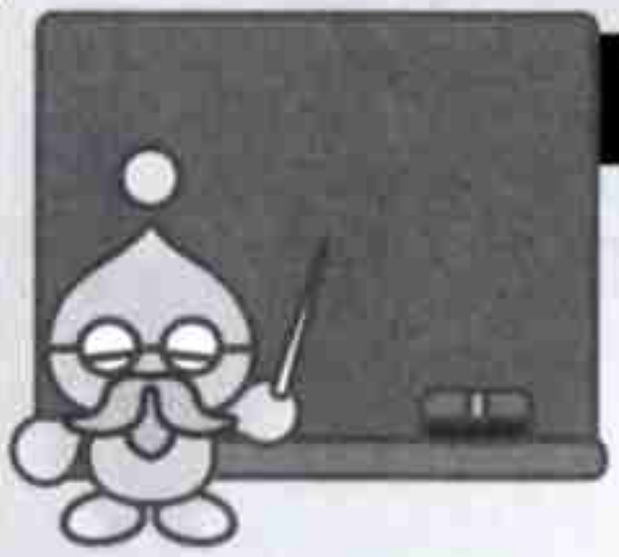
Attack when the Attack Mark is Lit

Give him quick successive attacks!

Guard when the Guard Mark is Lit

Guard yourself before the opposing fighter attacks!





Advice from Professor Chao

To defeat the opposing fighter, attack on the Attack Mark successively. If you hit enough in succession, you enter Hyper Mode, raising your attack power.

Be careful for the Counter Attack Mark. If you touch it, you will receive a counter attack from the opposing fighter.

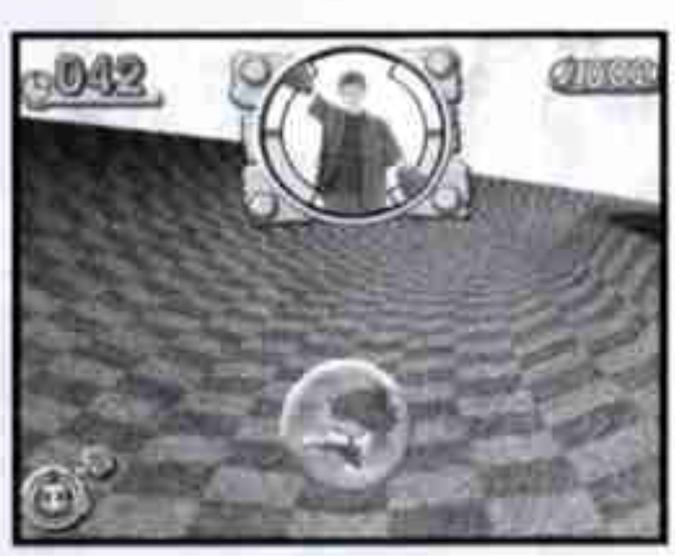
Upon guarding, if you feel you have trouble guarding the opposing fighter's attacks, try to "rub" on the Guard Mark. You will be able to guard yourself better.

Guide Aiai through the course to reach the ***Goal***, while collecting as many ***Bananas*** as possible. See How to Guide Aiai Diagram on the next page.

You have a limited number of tries, as the number of tries decreases by one if you either fall off the floor or fail to reach the goal before the time runs out. If you safely reach the goal, you will advance to the next stage. You clear the game if you reach the goal on all stages.

Guide Aiai Well

Maintain the left-right balance to control the movement of Aiai.

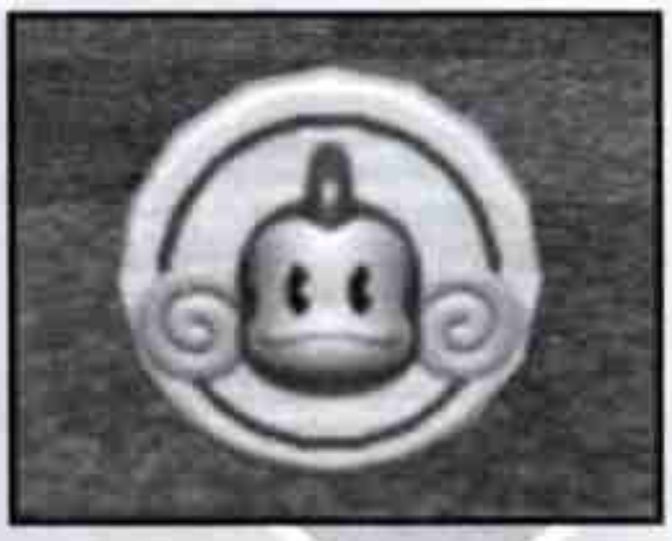


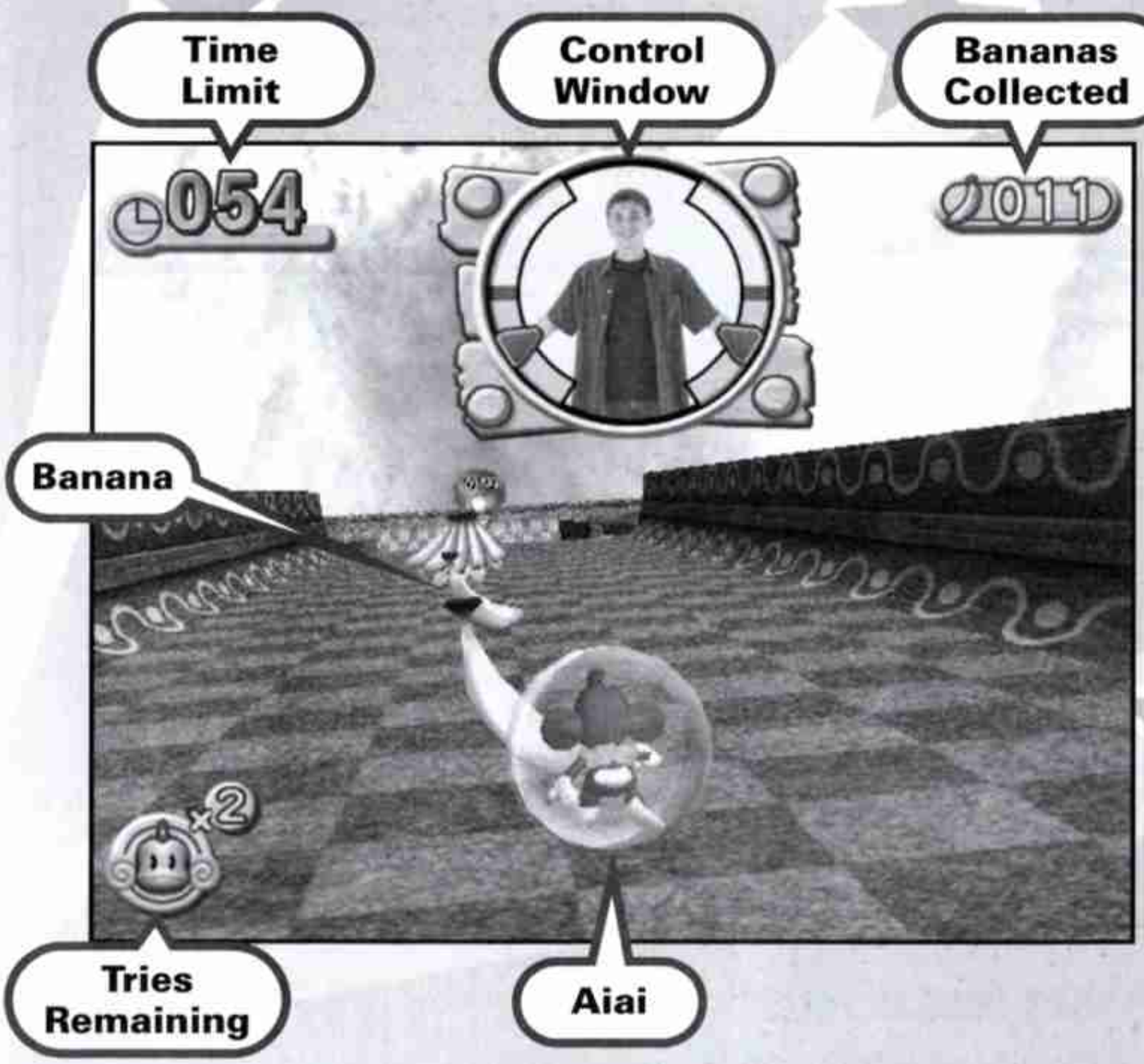
Reach the Goal within the Time Limit

Even if you collect all the bananas, you won't score any points if you don't cross the goal.

Get the 1UP Coin!

If you collect the 1UP coin, the number of tries remaining increases by one.

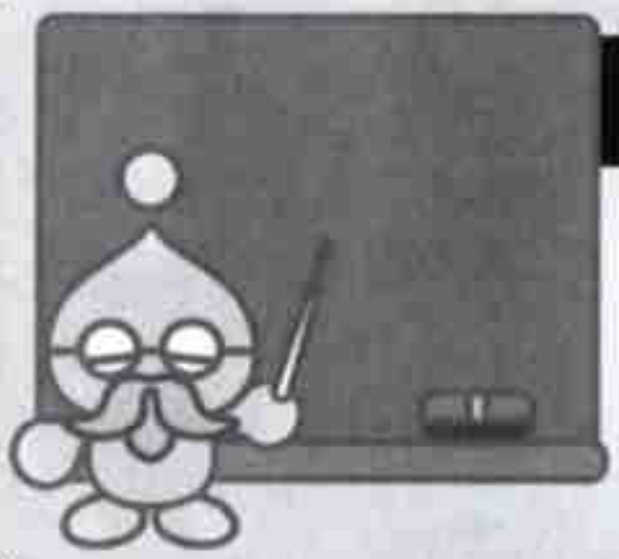




How to Guide Aiai

Forward	Stop	Turn Right	Turn Left
Lower both arms to roll forward.	Raise both arms to stop.	Raise your left* hand and lower your right* hand to turn right.	Raise your right* hand and lower your left* hand to turn left.

*The images of yourself are displayed as mirror image. Thus, left and right of the Control Window (the icons above) show the opposite.



Advice from Professor Chao

Watch out for bananas that are placed in dangerous areas where you may drop easily. It may be a good idea to steadily aim for the goal, instead of being too greedy.

Wave your hands wildly and yell loudly to catch the taxi barreling toward you.

By waving your hands and yelling, the ***Attention Gauge*** at the top of the screen lights up. By lighting the Attention Gauge all the way, you can make the taxi stop, and the stage will be cleared. If the time runs out, the taxi crashes into you, and the game will be over.

WAVE YOUR HANDS! YELL!

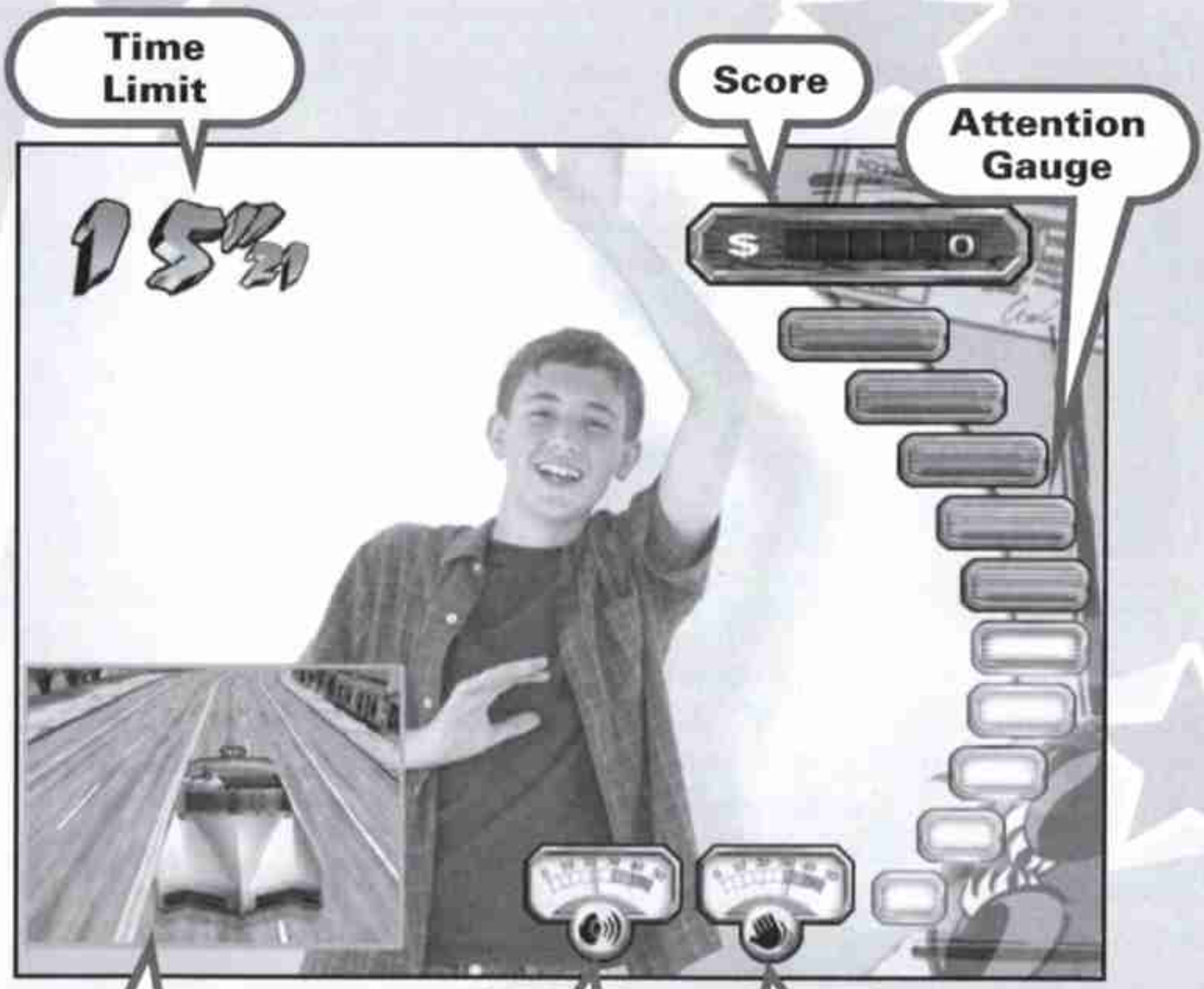
Look at the Action Meter and Loud Meter to check how wildly you're moving and yelling.

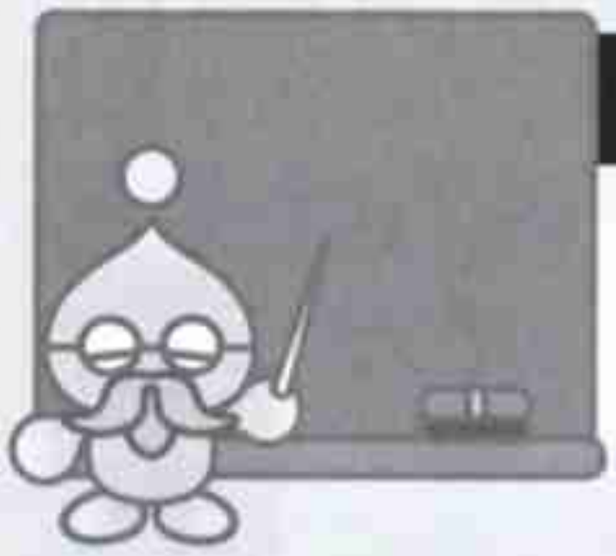
EARN A BONUS!

When you successfully stop the taxi, the amount you moved and yelled will be calculated and converted into bonus points!

: CAUTION

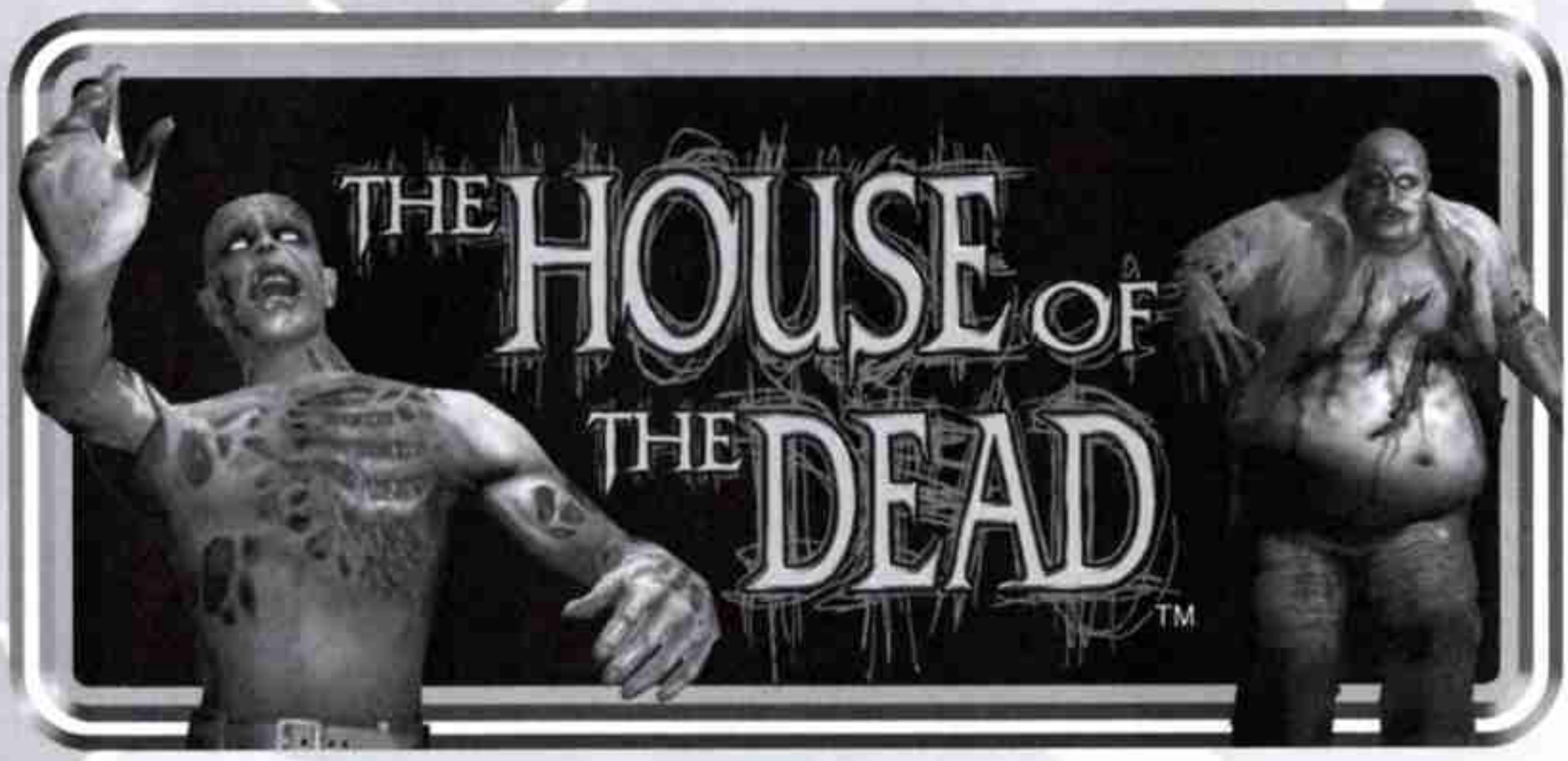
Playing this game can cause disturbances to the neighborhood. If you plan on playing this game at night or early in the morning, make sure not to disturb your neighbors.





Advice from Professor Chao

To put it simply, the keys to this game are physical strength and how loud you can scream. Instead of playing a game indoors all the time, why not go outside and play for a change. It may help you on this game. Fo, fo, fo...



Punch and defeat the ***Zombies*** that appear from everywhere on your screen. But don't hit the ***Damsel*** that occasionally appears. If you do, she'll give you a slap on your face! Defeat the zombies quickly to reach the ***Boss Zombie***.

You clear the game if you survive through the time limit and defeat the boss. The game is over if all your lives are lost.

Defeat the Zombies!

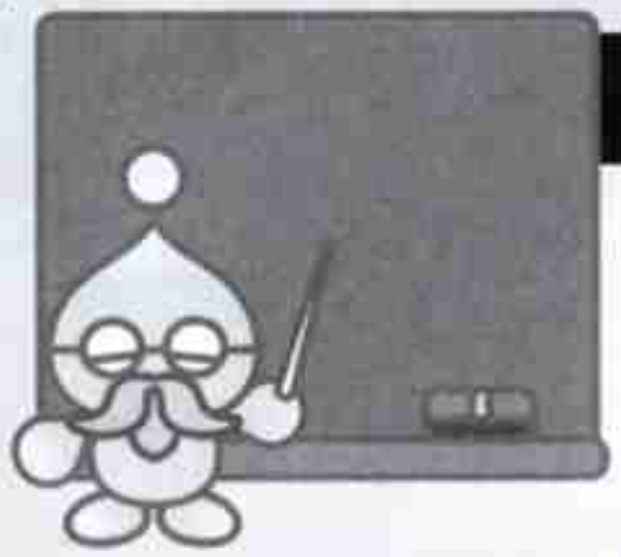
Knock out all the zombies before they attack you!

Don't Hit the Damsel!

If you hit her, she'll give you a nasty slap in your face!

The Boss

You can attack the boss only while the green *Target Mark* is displayed. Watch him carefully and give him a good beating!



Advice from Professor Chao

Some zombies hide behind objects or jump out in surprise, so stay alert.

Also, some zombies appear and then disappear immediately, or walk away without attacking you. To aim for a high score, get them all.

Memorize and repeat the Morolian's movements.

When the Morolian says ***UP***, touch the top center button.
When he says ***LEFT***, touch the left button.
When he says ***RIGHT***, touch the right button.
When he says ***HEY!***, touch the top left button.
When he says ***CHU!***, touch the top right button.
When he say ***DOWN***, touch either of the two buttons at the bottom.

For example, when the Morolian says "UP, UP, RIGHT," touch the same buttons in order (top button, top button, right button) while keeping the same rhythm.

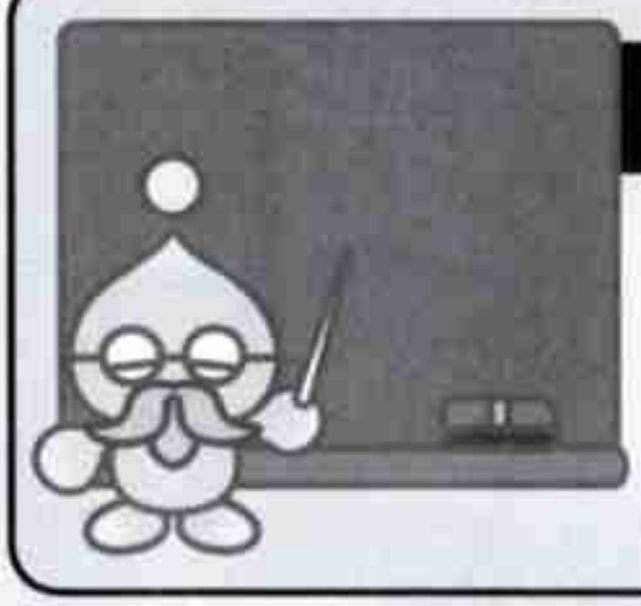
If you make a mistake, you lose one heart mark. If you lose all, the game will be over. If you clear the given amount of tasks (number depending on the difficulty settings), you clear the game.

Memorize!

Remember the Morolian's dance rhythm and the buttons to touch.

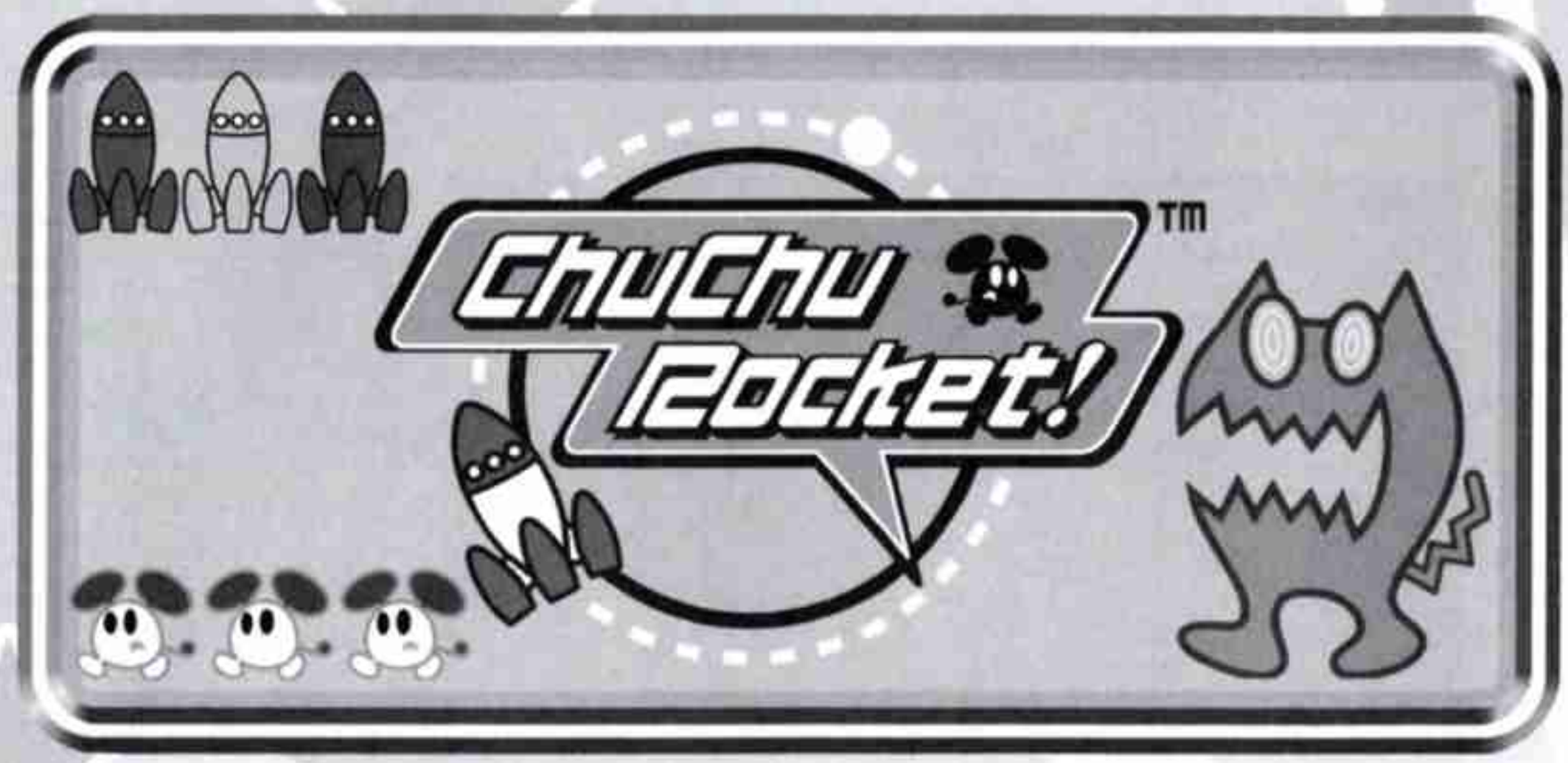
Dance!

Touch the buttons in the same order and rhythm as the Morolian's.



Advice from Professor Chao

If you start to move your body after you touch the button, you may find yourself behind the correct timing. Try to move your body before you touch the button.



Guide ***ChuChus***, who walk along the passageway, to the ***Rocket***.

Since passageways are cut off at several locations, many ChuChus will fall. Wave over the ***Switch***, and a bridge will appear where the passageway is cut off. Stop waving, and the bridge falls down. Make a bridge at the correct time to save as many ChuChus as possible.

KapuKapus chase ChuChus toward the rocket. If the KapuKapu reaches the rocket, a large number of ChuChus will be eaten.

If you don't do anything, KapuKapus will simply jump across the cut off spot on the passageway. To get rid of the KapuKapu, make the bridge fall down when KapuKapu is crossing.

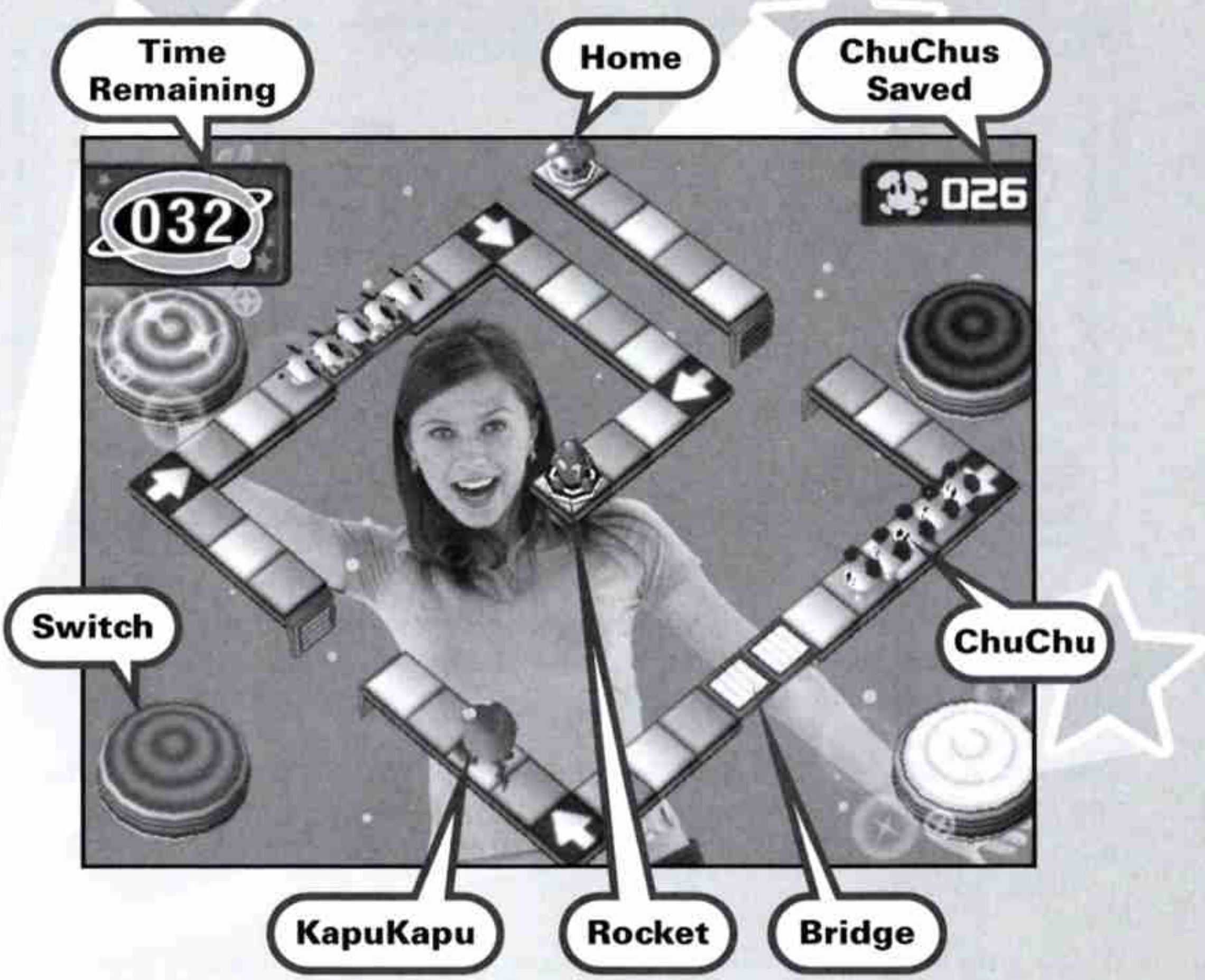
The game is over when the time runs out.

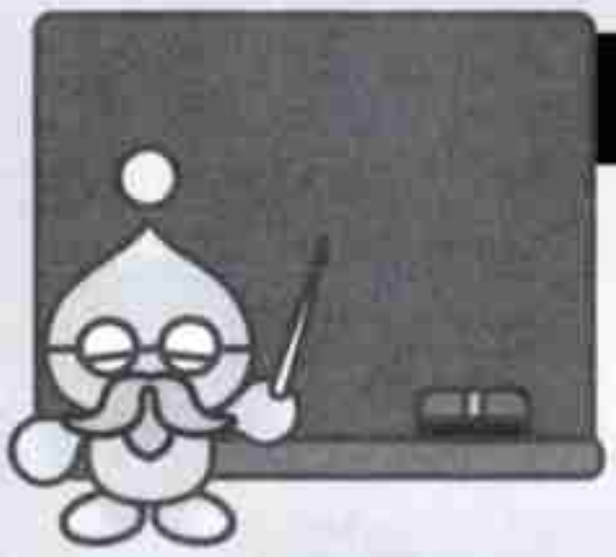
Make a Bridge to Save ChuChus!

Make a bridge at the right moment to prevent ChuChus from falling!

Drop the Bridge when the KapuKapu is Crossing!

To get rid of KapuKapu, wait until it starts to cross the bridge, and make the bridge fall with it!





Advice from Professor Chao

Watch out for the KapuKapu's movement. A large number of ChuChus you have guided into the rocket will be eaten, if the KapuKapu runs into the rocket. Once the KapuKapu appears on the screen, quickly try to get rid of it.

Guide Billy to roll an ***Egg***, squash all the enemies and cross the ***Goal Gate***. If you squash all enemies within the time limit, the Goal Gate opens. Pass through the Goal Gate to clear the game.

Wave your hand at the ***Big Hand Outlines*** on the screen to guide Billy. Wave at the right hand icon to move left, and the left hand icon to move right. If you wave at both hand icons, Billy moves straight forward.

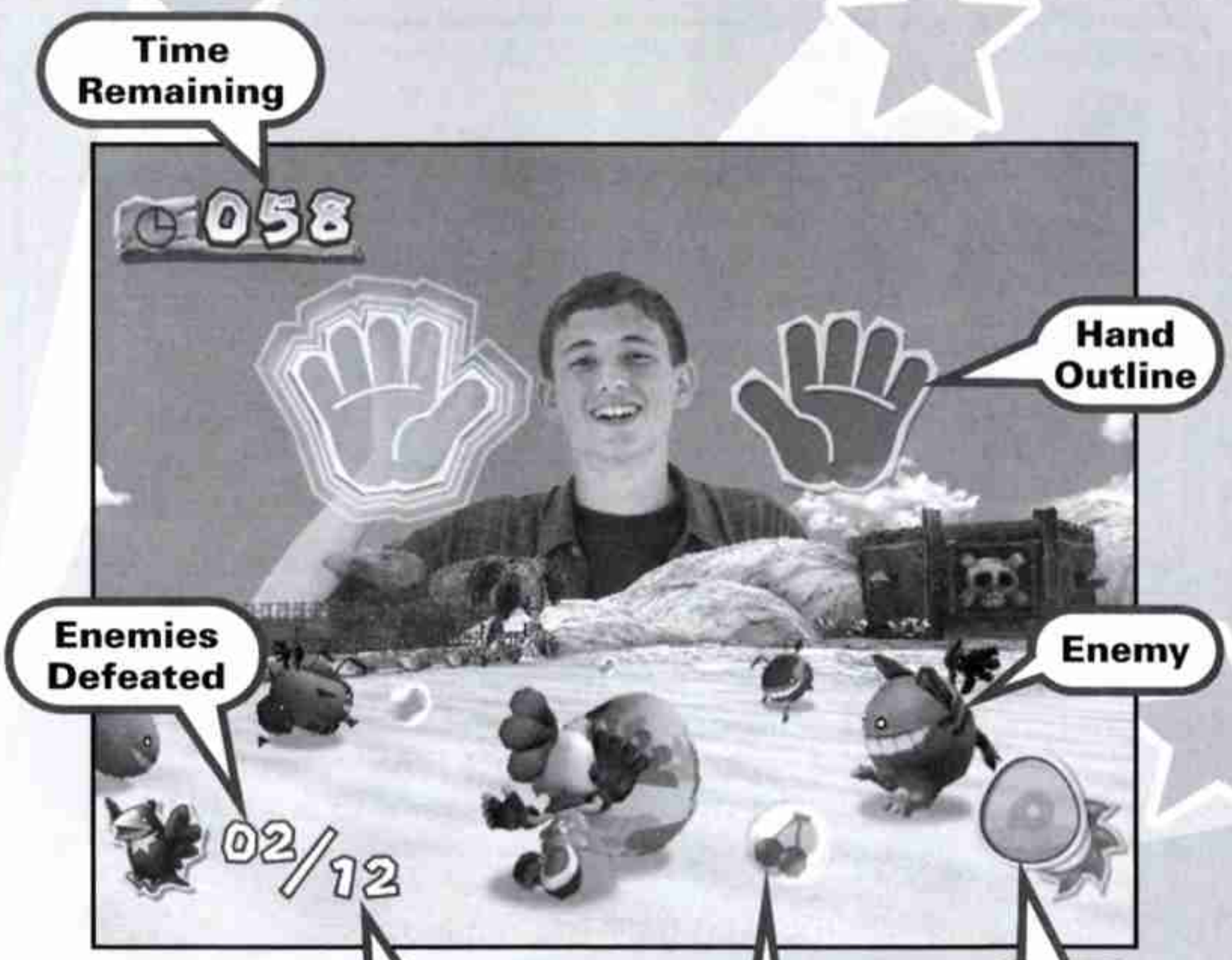
The game will be over if the time runs out before you cross the Goal Gate. When you cross the Goal Gate, if the ***Egg Gauge*** is full, the egg hatches with an ***Egg Animal*** inside, and you will be awarded bonus points.

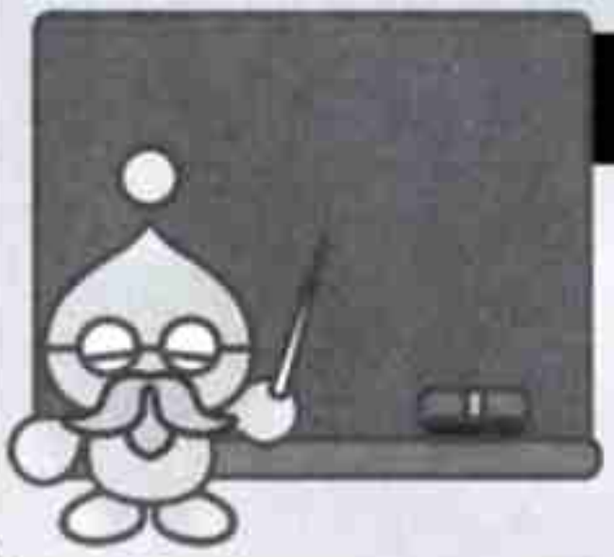
Guide Billy with Hand Outlines

Guide Billy by waving at the hand outlines on the screen!

Use the Egg to Squash the Enemies

Roll the egg over the enemies to squash them!





Advice from Professor Chao

Be wary of the enemies that chase Billy upon catching sight of him! Once they start chasing him, you cannot shake them off easily, try to run around behind them and squash them!

As soccer balls fall from the top of the screen, hit them with your ***Head*** to pop as many ***Balloons*** as you can.

Guide the ball by adjusting the angle and speed to head the ball, and aim at the balloons.

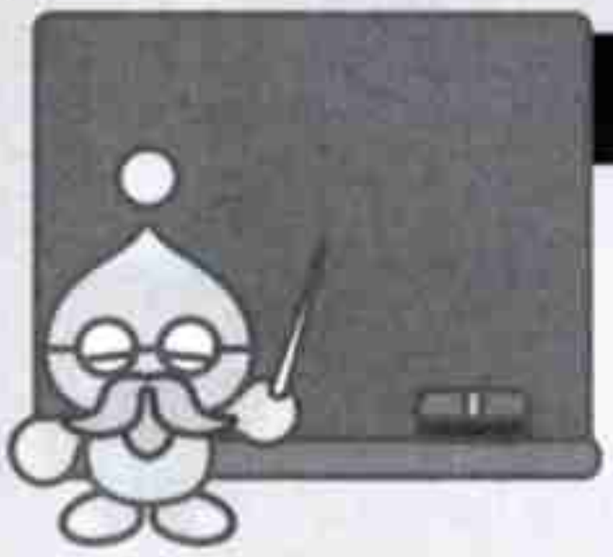
The game is over when all the balls are gone.

Pop Many Balloons with One Ball!

A strong header will blast through the balloons.

Go for the Special Balloon!

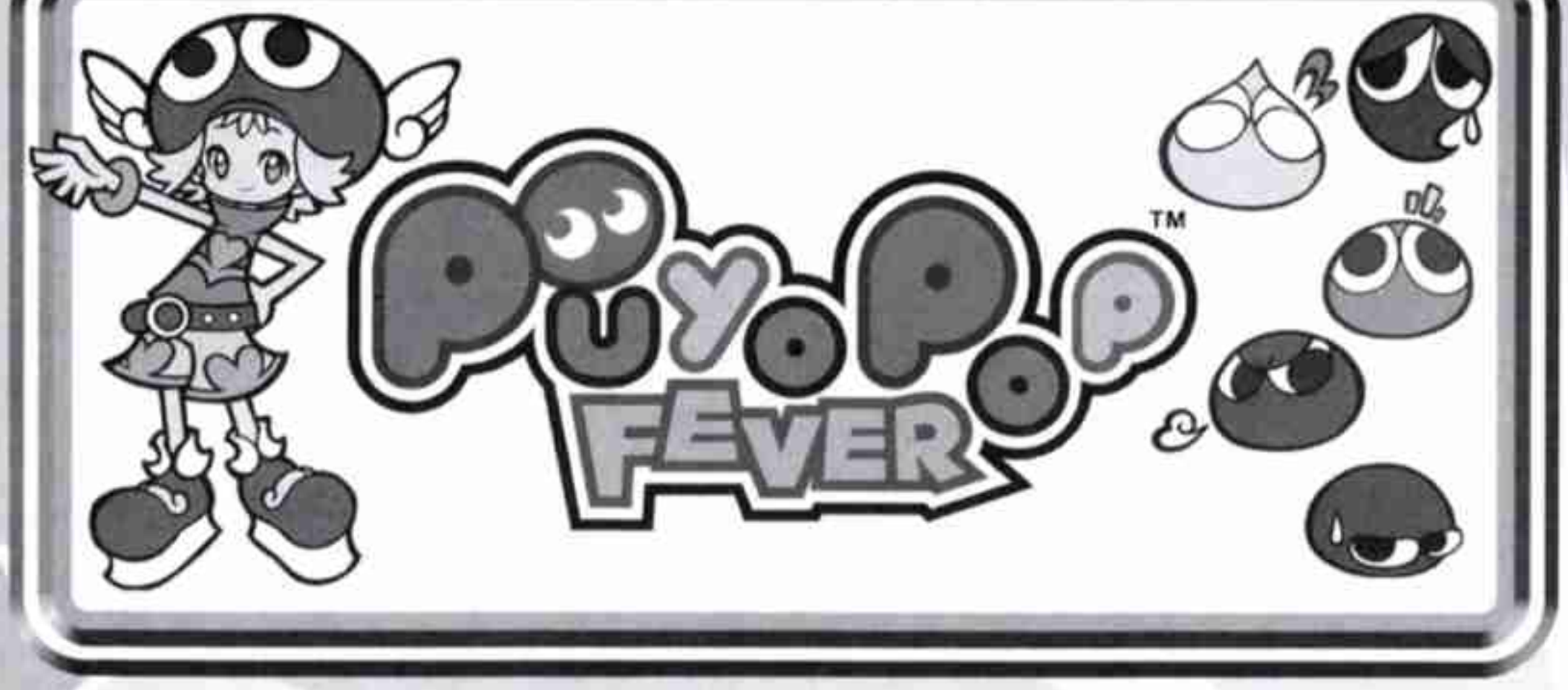
If you pop balloons in 5 successive tries, a special high-scoring balloon appears.



Advice from Professor Chao

To pop many balloons at once, you will need a strong header. But it's very difficult to head the falling balls directly.

Try trapping the ball between your shoulder and head before you go for a strong header.



Puyo **drop in large quantities. Use your body to guide Puyo into the trays of the same color. Puyo bounce whenever they hit your body, so move your head, shoulders and arms well to guide them. You score points when Puyo are guided into the trays of the same color.**

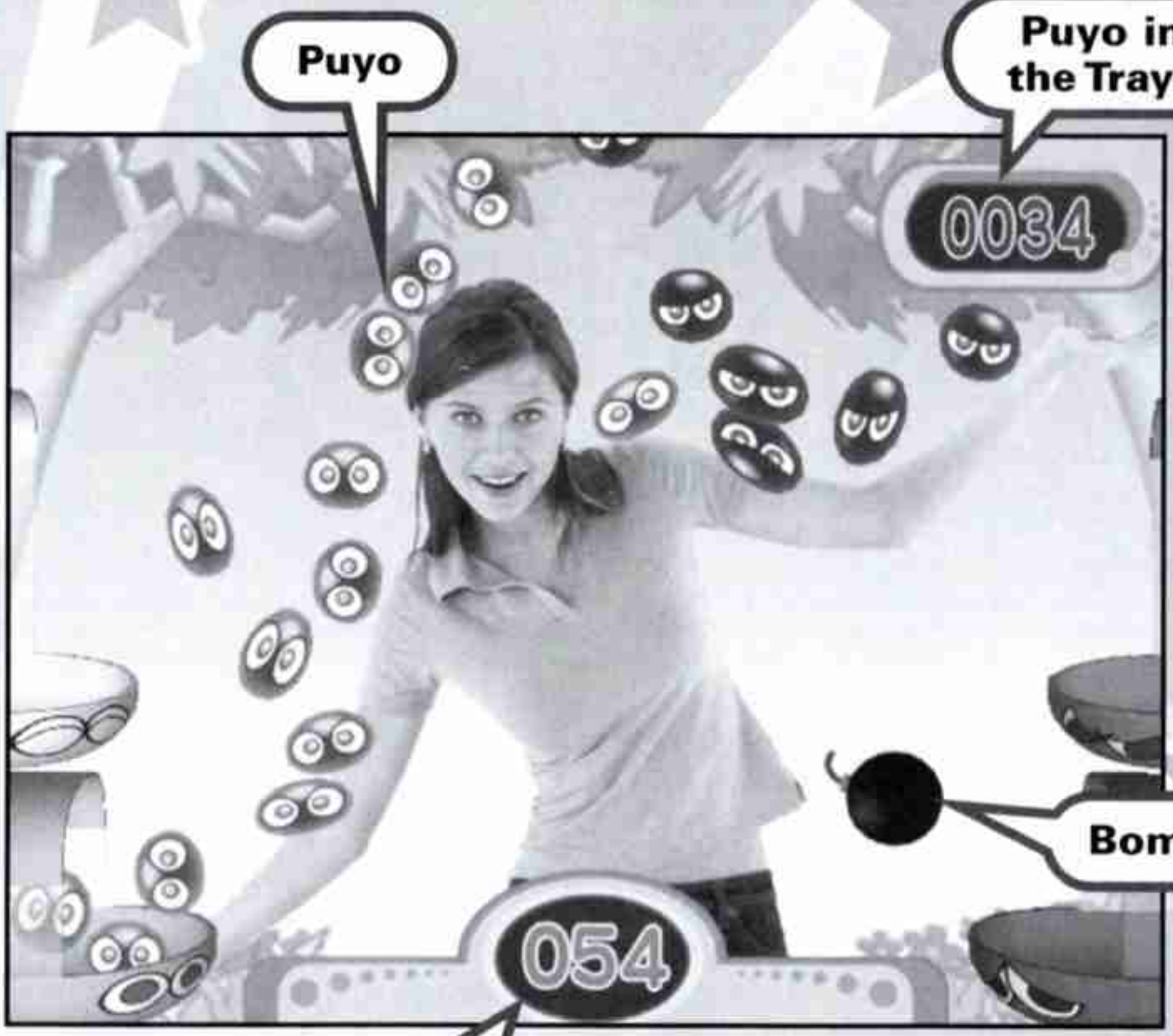
You lose points whenever you let the *Bomb* drop into the tray. Be careful of the bombs, and guide as many Puyo into the trays as possible before the time runs out.

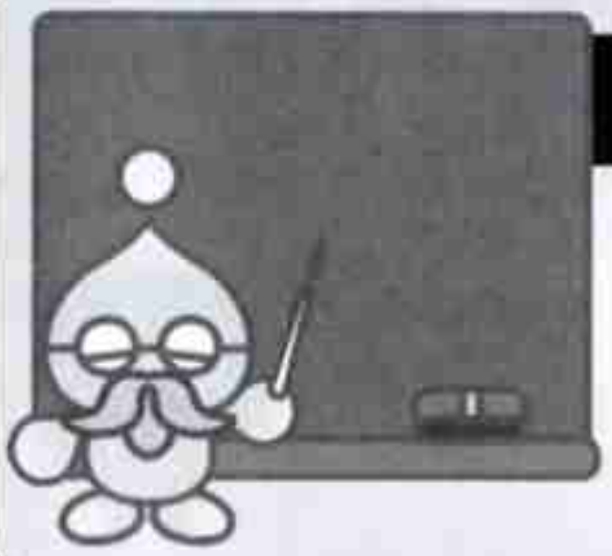
Guide Puyo into Trays of the Same Color

Use your arms and body skillfully to guide as many Puyo as possible into the appropriate trays!

Avoid the Bombs

You'll lose a lot of points for letting a bomb drop into the tray.





Advice from Professor Chao

Distinguish the color of Puyo the moment they fall, and quickly get your body in position! If you don't pay attention, soon there will be a lot of Puyo flowing down!

Fly NiGHTS through the rings and reach the *Ideya Palace* (the goal) before the time runs out.

Fly Through the Rings!

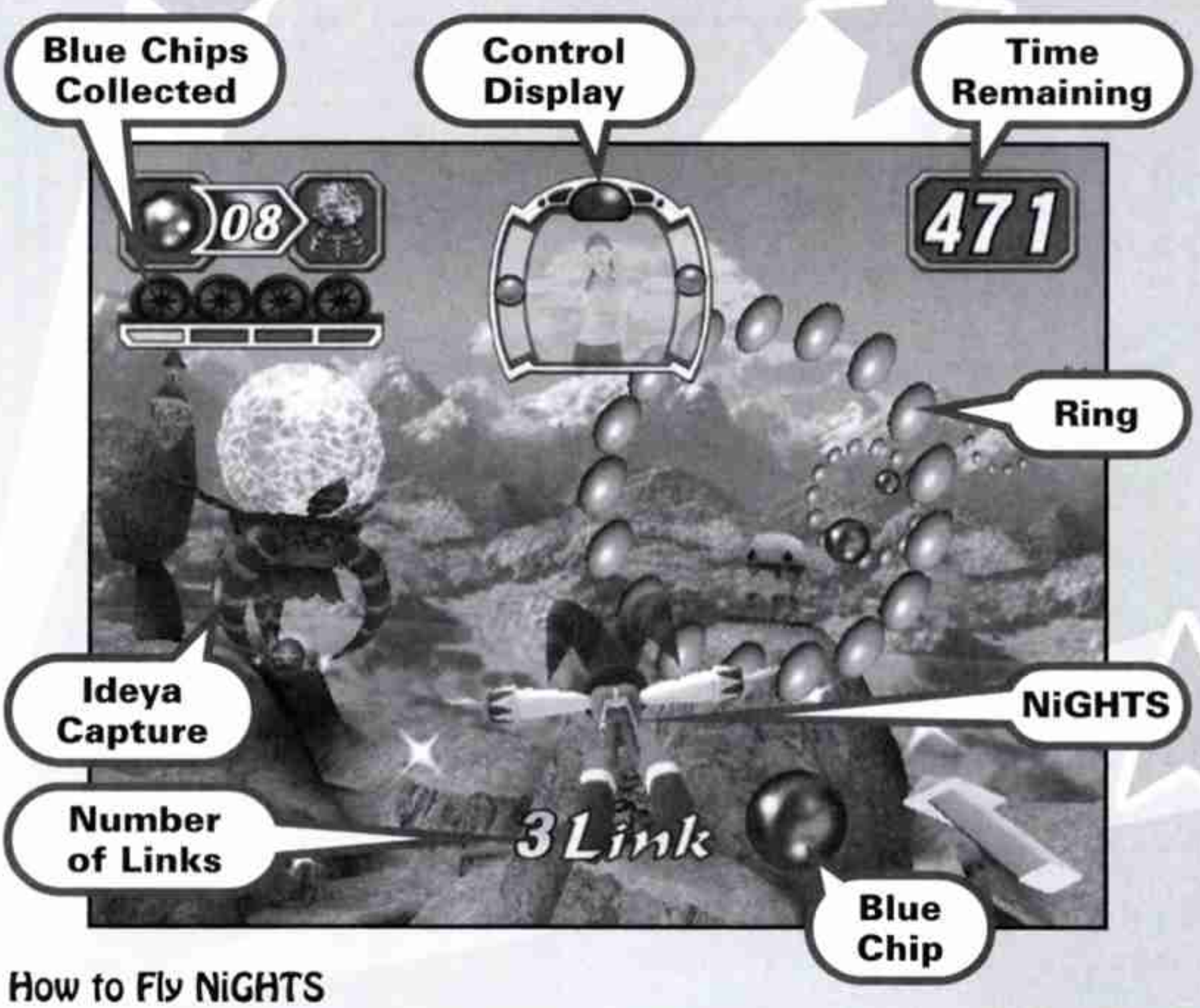
By flying through the rings, you will be able to increase the remaining time.

Ideya Capture

Collecting Blue Chips, fly towards four Ideya Captures.

Ideya Palace

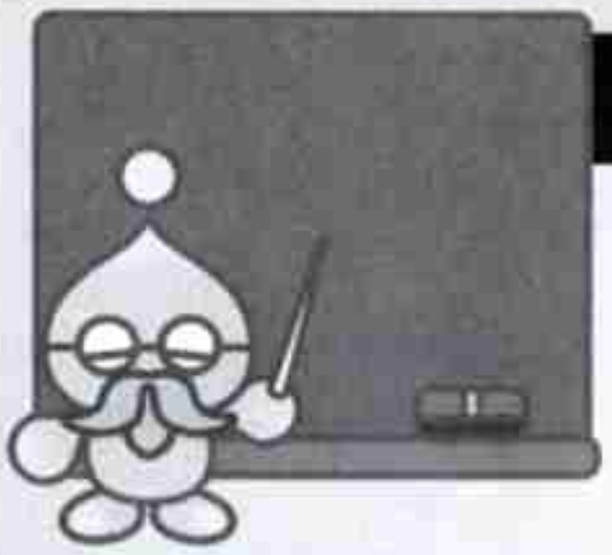
Fly, with style, to reach your destination, the Ideya Palace.



How to Fly NiGHTS

NiGHTS can turn left/right according to the tilt of both of your arms, and ascend/descend according to the height. To make a sudden brake, stand still with your arms straight down (as if you were ordered to attention!). To fly at a high speed, raise both arms straight up to touch the Dash Button.

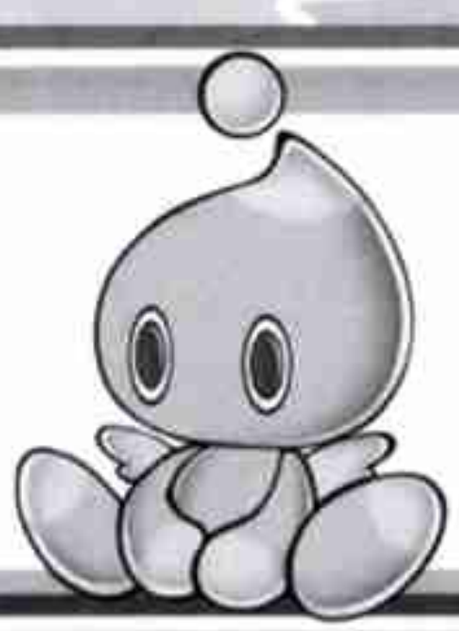
Ascend	Descend	Turn Right	Turn Left



Advice from Professor Chao

When you lose track of which way to go, follow the arrows. This will take you to the next ring you have to fly through.

Collect 20 Blue Chips that float in the sky before you touch the Ideya Capture to retrieve Ideya. If you reach the Ideya Palace with four Ideyas collected, you will score highly.



Chao Garden

In the beginning, Chao will be inside an egg. Once you see the egg, try rubbing it. You will soon see Chao hatching from the egg.

Chao loves to be patted on its head or tickled on its belly. If you rub on a toy, Chao may start to show interest in it and start to play with it. Play cheerfully with Chao to keep it from becoming bored.

When Chao becomes hungry, it eats fruits or snacks. If you don't see anything for Chao to eat in the Chao Garden, go to the shop and buy some fruit. The trees in the garden may also bear fruit. If you see one, try shaking the tree to make the fruit drop.

At the shop, there are numerous toys. You can buy toys with the rings you earned within the game.

Rub on the Egg and...?

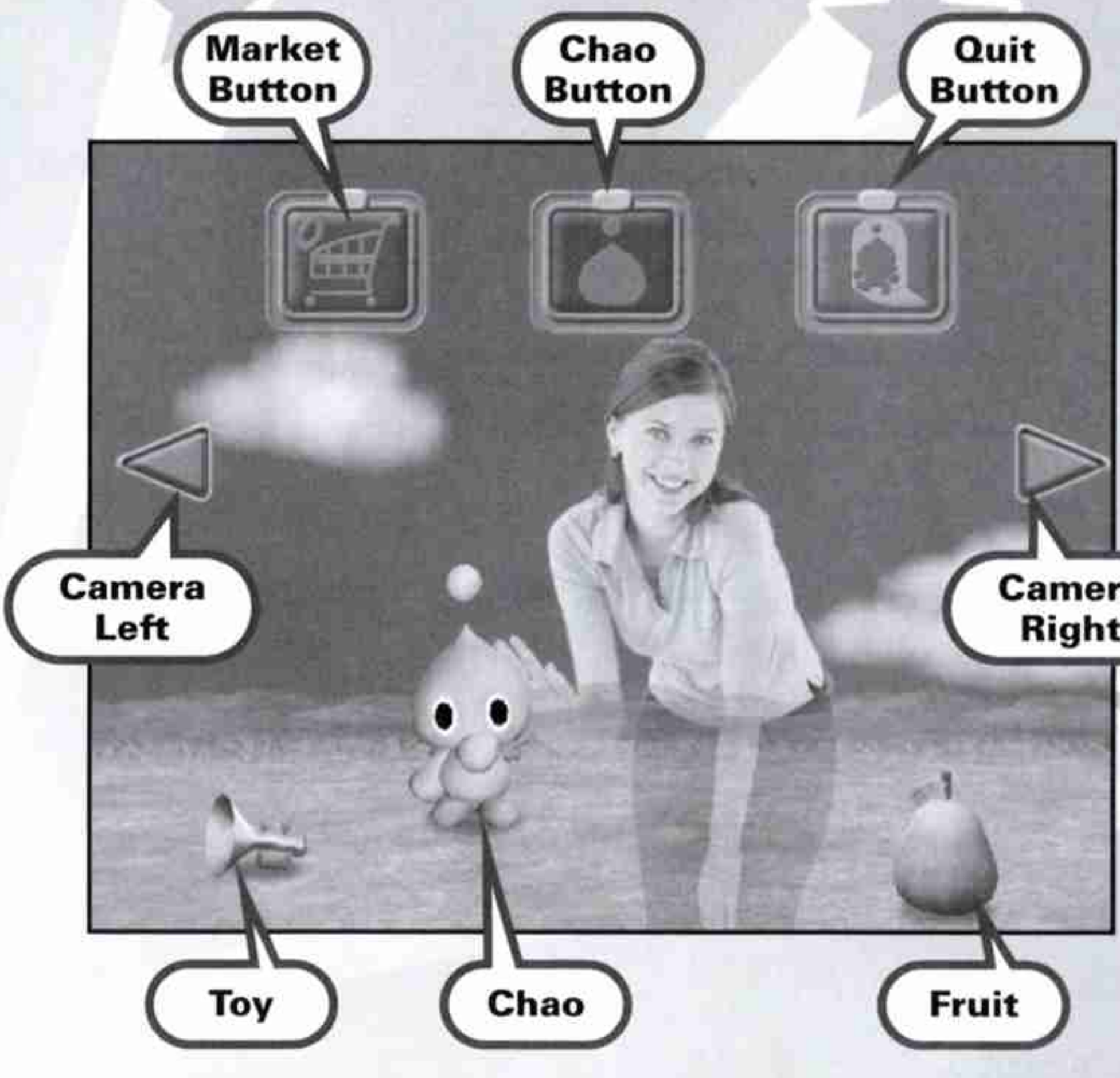
Chao is inside the egg in the beginning.

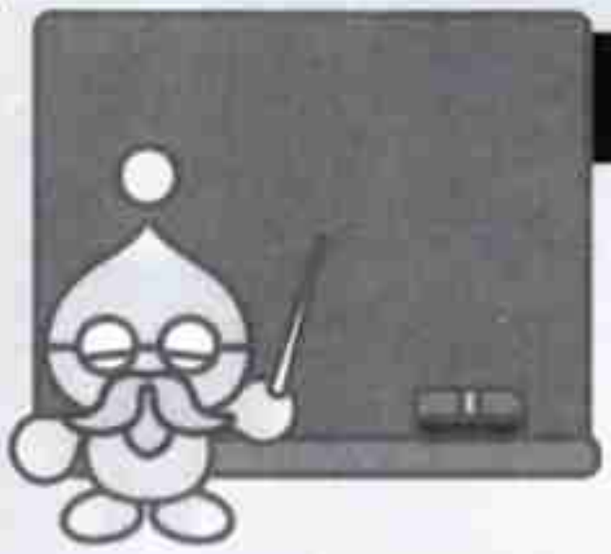
Play with Chao!

Become friends with Chao by patting on its head or tickling its belly.

Collect Toys!

With rings you earned in the game, buy Chao some toys to play with.





Advice from Professor Chao

Don't panic if Chao leaves the screen. To look for Chao, simply touch on the Chao Button at the top of the screen and the camera will go where Chao is.

Chao really loves you. So, after several games, do remember Chao and go to the Chao Garden to play with it. Chao will really be glad to see you.

Options

Here you can change various settings to play SEGA® SUPERSTARS.

●SCREEN SETTINGS

You can change settings for the camera or screen position.

Sensitivity Settings . . . Adjust sensitivity of the camera in three levels.
Screen Position . . . . . Touch the arrows to adjust the screen position.
Camera Focus . . . . . You can manually adjust the focus of the camera (see p.4).

●AUDIO SETTINGS

You can adjust the volume levels of the background music and sound effects separately. To raise volume level, wave your hand at "+" mark. To lower volume level, wave at "–" mark.

●SAVE/LOAD

You can save the SEGA® SUPERSTARS file onto the memory card (8MB) (for PlayStation®2), or load from it. This menu item is useful for saving the data on (or loading them from) different memory card.

●CREDITS

View the names of staff involved in production of this software.

Credits

The following credits list the staff responsible for the localization and marketing for the North American release of SEGA® SuperStars. See in-game credits for the complete list of the original development staff.

SEGA OF AMERICA

President
Hide Irie

Vice President Entertainment Marketing
Scott Steinberg

Product Marketing Manager
Mark Polcyn

Director of Product Development and Localization
Osamu Shibamiya

Producer
Jason Kuo

Build Engineer
Rick "Maverick" Ribble

Public Relations
Bret Blout
Ethan Einhorn

Media Specialist
Teri Higgins

Sr. Web Producer
Chris Olson

Music Credits

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SEGA of America, Inc.
650 Townsend Street, Suite 650
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