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 using them. A responsible adult should test 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 the 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 twitching, loss of consciousness, disorientation, any involuntary movement or cessation, 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 the Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be at least 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 the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast game, 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, crumpled 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 the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTIVE 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 television.

SEGAPRIVACY 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. Playing a CD-ROM on a non-CD compatible machine can damage the head/drives and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or 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.
**Soft Reset**
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 self-reset the software and display the Title screen.

**Handling Menu Screens**
Use either the Analog Thumb Pad or Directional Button (D-Button) for menu navigation. Press the A Button to confirm your selection.

**Main Menu**
The Main Menu offers the following choices:
- **NEW GAME** - Start new game at the selected difficulty level.
- **LOAD/CONTINUE GAME** - Load a previously saved game.
- **OPTION** - Save/load game data and reconfigure selected game settings.
- **PRIZE BOX** - Access special game features.

**Options Menu**
The Options Menu offers these choices:
- **FILE** - Save or load your current game.
- **KEY CUSTOMIZE** - Redefine the button controls. Selecting 'Reset' resets the default controls.
- **DIFFICULTY** - Set the game challenge to Easy, Normal or Hard Mode. This option affects enemy strength and attack accuracy.
- **VIBRATION** - Activate vibration feedback (when using a Jump Pack).
- **AUDIO** - Choose stereo or monaural output.
- **BGM TEST** - Cycle through in-game music tracks. Press the A Button to play the selected track.
- **GAMMA** - Adjust the in-game brightness.
- **EXIT** - Return to the Main Menu.

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**Starting a Game**
To save game settings and results and to continue play on previously saved games, insert a Virtual Memory Unit (VMU) into slot 1 of the controller. 

**Jump Pack**
OUTS’ RAGE supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

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**Control Ports**
Use these ports to connect the Sega Dreamcast controller or other peripheral equipment.

1. Insert the OUTS’ RAGE CD-ROM into the Sega Dreamcast and close the Disc Door. Press the Power Button to turn the unit ON.
2. From the Title screen, use the Analog Thumb Pad or Directional Button to highlight NEW GAME, and press the A Button.
3. To continue a saved game, highlight LOAD GAME and press the A Button. Highlight the saved game you want to play and then press the A Button. When you load a saved game, the game will scan for a VMU and check its data. If you don’t have a VMU inserted, follow the on-screen directions to play without a VMU.
Prize Box
The prize box contains game secrets and new play modes that you unlock by completing the game at each difficulty level.

WORLD - An encyclopedia of the game world. (Available at game start.)

GALLERY - View all character trading cards. (A new card is added when you complete a stage in the Battle Arena; see below.)

MOVIES - View all the game movies. A new selection is added whenever you complete a difficulty level.

PUCK'S GAME - Play as Puck against the evil Manifragora plants. (This option becomes available when you finish Easy Mode.)

BATTLE ARENA - Play against level bosses and record the high score. (This option becomes available when you finish Normal Mode.)

STAGE SELECT - Start at any point in the game. (This option becomes available when you finish Hard Mode.)

NO LIMIT MODE - Play the game with unlimited Ammos. (This option becomes available when you finish the Hard difficulty level.)

EXIT - Return to the Main Menu.

DEFAULT CONTROLS

- R Trigger
  - Equipment Select
- L Trigger
  - Draw/Holster Dragon Slayer
- X Button
  - Jump
- Y Button
  - Slide (when running)
  - Board/Special Move (with Dragon Slayer)
- B Button
  - Menu cancel
  - Hand Crossbow
- A Button
  - Menu select
  - Attack 1: Slice (with Dragon Slayer)

Start Button
- Start game
- Pause game
- Skip movie

Analog Thumb Pad
- Menu movement
- Move character

Directional Button (D-Button)
- Menu movement

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

- 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 the Title screen.

- You can change the default buttons using the Key Customize option in Option mode. See page 3.
A WORLD WITHOUT HOPE

Guts (Guts to his friends) and Casca are the only survivors of a band of highly trained and feared mercenaries - the Hawks. The Hawks were slaughtered by the supernatural warrior clan, ominously known as the 'God Hand'. In that final epic battle, Casca's sanity was traumatically scarred by the carnage she witnessed. Even Guts' love cannot free her mind. Now Guts roams the land searching for his destiny, a cure for his beloved Casca, and to exact revenge against the God Hands' minions.

As Guts and Casca enter a region ravaged by years of wars and famine, a vile plague is sweeping the land. It has struck fear in peasants, townsfolk, and nobles alike. Even the armies dread this approaching pestilence. The threat is embodied in a horde of parasitic plants. Named Mandragora, these plants attach to humans and soon transform them into grotesque creatures - the Mandragorans. Once attacked, the plants control all the actions of their unwilling hosts.

Little is known about Mandragora and its minions. But a strange voice was heard rising from the ground as Mandragora uprooted itself, and the aggressiveness of its attacks is legendary. Most of the land is now contaminated by these creatures. Rumor has it they congregate in a village near the castle protected by a nun. Baron Balzac of this Kingdom is much feared for his skill in battle. But now he seems distracted as he searches for an antidote for the Mandragora plague. Can he dare to hope...
CHARACTERS

Guts (Gottsu) is one of only two people to survive the solar eclipse massacre at the mercy of the God Hands minions. He now wanders the world seeking revenge against them, armed with the mighty Dragon Slayer sword.

Guts was branded with a mark as he fled the God Hands massacre. The brand serves as a tracking device for the God Hand, but it also forewarns of danger and imparts Guts' Berserk rage. It will change and bleed as God Hand draws nearer or when the minions perform a human sacrifice.

The Dragon Slayer is a fearsome 7-foot sword crafted for Guts by Godo the master metallurgist in appreciation for saving his life. Guts swings it with deadly accuracy, but because of its length it can catch on walls in narrow halls.

Once Casca was the feared leader of the Hawks. But the God Hands massacre left her so severely traumatized that it drove her to madness. Her total recovery is in doubt. Only Guts' love may save her.

Puck is Guts' diminutive fairy partner. By nature cheerful and easily elated, Puck is a valuable elfin friend.
Rita is a traveling performer, perhaps of gypsy descent. An adept knife handler, she learned this talent as part of her performance. This fascinating street-artist is a strong-willed ally.

Baron Balzac is the tyrannical ruler of the Kingdom infested by Mandragora’s minions. He is wise and strong, but his motives are clouded.

Eriza is the caregiver for Mandragora’s victims. A woman of deep spiritual faith and compassion, she is opposed to Balzac’s atrocity toward those afflicted by Mandragora.

**Sword of the Berserk: Guts**

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>City</th>
<th>Phone (___)</th>
<th>State</th>
<th>E-mail</th>
</tr>
</thead>
</table>

Is this your first Eidos purchase?
___Yes  ___No

Tell us about yourself:
Gender  M  F

Date of Birth  M  D  Y

What type of games do you prefer?
___Adventure  ___Action  ___Fighting  ___Role Playing  ___Simulation  ___Sports  ___Racing

Did you rent this game before purchasing it?  ___Yes  ___No

Where did you purchase this game?
Mass merchant (i.e. Walmart, Target)  ___Software specialty (i.e. EB, Babbage’s)  ___Mail Order  ___Toy Store  ___Internet (i.e. eToys)

How did you hear about this game?
___Friend  ___Magazine ad  ___Game Review  ___Demo Disc  ___Saw on Shelf  ___Other

Which publications do you regularly read?
___Official Sega Dreamcast Magazine  ___EGM  ___Game Fan  ___Next Generation  ___Marvel Comics  ___Incite  ___Spin  ___Game Pro  ___PS Extreme  ___DC Comics  ___Details  ___Maxim

Which systems do you own?
___PlayStation™ game console  ___Sega Dreamcast...  ___Pentium PC  ___Game Boy™Color  ___Nintendo® 64

Do you have access to the internet?
___Yes  ___No
Dunteth is the leader of the underground resistance against Balzac Strong and wise, he wants to find a cure for the plague in order to save his son.

Job is Rita's former traveling companion. A gentle giant of a man, he used to assist Rita in her street performances until he became possessed by one of Mandragora's minions (which attached itself to his chest).

Nosferatu Zodd, one of the oldest living servants of God Hand, has taken a liking to this region. He has assumed the form of a Minotaur and has become a formidable creature (who some say is the vessel of Griffith).
COMBAT MOVES

Without Dragon Slayer

GUARD
Y Button (with or without Dragon Slayer) - Deflect most attacks or reduce their damage.

SIDESTEP
Y Button + Analog Thumb Pad - Move to left or right.

KNIFE THROW
R Trigger hold + A Button - Throw knives (unlimited ammo).

HAND CANNON
R Trigger hold + Y Button - Fire powerful cannon blast toward facing direction.

FAIRY DUST (Health)
R Trigger + ▼ Button - Regain full health.

GRENADES
R Trigger + B Button - Short range toss.

HAND CROSSBOW
B Button - Fire hand crossbow with auto target.*
B Button while running - Fire hand crossbow in a sweep pattern.*

RUNNING TACKLE
A Button while running.*

SLIDE TACKLE
Y Button while running.

QUICK SWORD DRAW
X + A Buttons.

*While Dragonslayer is sheathed.

With Dragon Slayer

UNSHINNHE/SHINNHE SWORD
L Trigger - Unleash a minor short-range attack.

SLICE
A Button.

SWING
B Button.

BLOCK/GUARD
Y Button - Sidestep with Analog Thumb Pad left or right.

POWER SLICE COMBO
Hold A Button and release.

POWER SWING COMBO
Tap B Button 3 times.

SLIDE TACKLE
Y Button while running.

JUMPING SLICE
Press X Button, then A Button while in mid-air for deadly downward jumping slice attack.
ON-SCREEN DISPLAY

1. Guts' Health Meter. Bosses will have a similar health meter, located at the bottom center of the screen.
2. Guts' Berserk Meter. See page 15 for explanation.
3. Health Vial shows number of uses.
4. Hand Cannon shows ammo remaining.
5. Grenade shows ammo remaining.
6. Throwing Dagger has unlimited ammo.
Note: The Hand Crossbow also has unlimited ammo.

BERSERK MODE

During combat, with every successful attack or every blow Guts receives, his Berserk meter increases. Once the gauge fills up, Guts will go 'Berserk.' His eyes will glow with bloodlust and the screen will reddens. During this brief time, Guts' speed will increase and his attacks will be extremely powerful. While Guts is Berserking, enemy attacks will inflict less damage to him.
**SPECIAL FEATURES**

**Button Timer Sequences**
During certain movie sequences, you can determine Guts' fate by pressing the button displayed on-screen prompt.

**Multiple Paths**
In certain areas of the castle, Guts can access shortcuts or different routes by slashing through doors or barricades.

**Stage Save**
Within the game, there are 3 automatic save stages. When you complete a save stage, a notification screen appears. After this happens, if your character loses all his lives, you will not have to start from the beginning of the game, only from the last save stage.

**Lives Per Stage**
You have a limited number of Lives (Continues) per stage. When you use a Life to continue a stage, your equipment ammo will be replenished. Once all Lives are spent, you will restart at the beginning of the current stage. The allotment of lives is 7 for Easy Mode, 10 for Normal Mode, and 13 for Hard Mode.

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**SAVING & LOADING GAMES**

In order to save, you must have a VMU (Visual Memory Unit) in slot 1 of your controller. The controller needs to be inserted into Control Port A.

**Saving Games**
You can save the game from the in-game Pause Menu. To do this, press START, select QUIT GAME and then choose SAVE GAME. (While saving game data, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.)

Note: When saving, you ONLY save the current stage you have reached, and not the current level you were playing.

**Loading Save Games**
You can load saved games from the Load Game or Options selections on the Main Menu. (See page 5.)
The story and characters in GUTS' RAGE originate from the "Kempuu Denki BERSERK" manga written by Kentaro Miura and serialized in Young Animal magazine.
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