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SEGA SPORTS

NBA 2K2

SEGA SPORTS

TENNIS 2K2
-WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the 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 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.

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 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 cracked, scratched or repaired disc.
- 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.

PROJECT 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 use 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.
**Controller Operation**

"Tennis 9K" is for 1 to 4 players. Insert Dreamcast Controllers (Arcade Sticks) for the number of players into ports A to D before turning on the console. Do not operate the D-Pad or Trigger L/R when turning on the console, or a malfunction may occur due to improper player position setting. To go back to the title screen, press the START button while holding down the ©, ©, ©, and © Buttons during the game.

**Main Operations**

- **Controller**
  - Select menu and players
  - Move player/Move ball

- **D-Pad/Analog Thumb Pad/*Joystick**
  - Confirm
  - Topspin shot

- **©Button (A/C Button)**
  - Cancel
  - Slice shot

- **©Button**
  - Cancel
  - Lob shot

- **©Button**
  - Change viewpoints (only when 1 Player)

- **Trigger L/R © (© Button)**
  - Switch instructions to COM partner in a doubles match

- **START button**
  - Start the game
  - Pause the game / Jump into the game (except for WORLD TOUR)

**Arcade Stick operations are in brackets.**
In-Game Techniques

**Serve**
Set a serve position with 
and press 
 or 
 to toss the ball. When the player tosses the ball, a serve gauge will be displayed beside the player. Press 
 or 
 with good timing because the serve becomes faster as the serve gauge gets closer to "MAX." Press 
 to make a straight serve, and press 
 or 
 to make a slice serve.

**Ball Direction**
Run to the ball and press 
 or 
 or 
 to hit the ball back to the opponent's court (see below for shot type). After pressing that button and before hitting the ball back to the opponent, press 
 or 
 to select the direction to hit the ball. Use 
 or 
 to aim left or right, and use 
 or 
 to aim to the front or back.

**Shot Type**
A topspin shot ( ) is a regular shot with a forward spin (vertical spin). The ball moves fast, but its trajectory is high and bounces high. A slice shot ( ) has backspin. The ball moves slowly as if floating in the air. Its trajectory is low and bounces low. A lob shot ( ) has a high trajectory and goes over the opponent's head. It is used to hit the ball behind the opponent when the opponent is at the net.

**Shot Strength**
You can hit the ball harder (faster) if you run to the ball fast enough to get ready for the shot. On the other hand, if you barely catch up to the ball and are not ready for the shot, you will not hit it hard. The strength of the shot changes with the height you hit the ball at (shot point). It is difficult to hit the ball back hard if the ball has a low shot point, for example right after it bounced. The higher the shot point, the harder the shot becomes.

**Smash**
Wait for a high-trajectory ball to come down, and press 
 or 
 to hit a smash. Press 
 or 
 to control the ball path in the same way as regular shots.

**Drop Shut**
Press 
 after pressing 
 to aim at an area near the net. You can make a drop shot that falls near the net. It is effective when the opponent is at the baseline.

**Instruction to COM partner**
Give a position instruction to your COM partner in doubles matches. Press 
 or 
 to switch instructions between the BASELINE/ NORMAL/NET PLAY displayed at the top of the screen.

- **BASELINE**: Back of the court (defensive)
- **NORMAL**: Regular position
- **NET PLAY**: Front of the court (offensive)
Starting the Game

Selecting a mode
Press the START button in the Title Screen to display the MENU Screen. Select a mode from 4 choices here with ⬅️ ⬆️ ⬅️ ⬆️ of the D-Pad and confirm with ⬜️.

- **TOURNAMENT**
  - Try to win all 5 stages of singles matches and 3 stages of doubles matches.

- **EXHIBITION**
  - Customize game settings and play various singles matches.

- **WORLD TOUR**
  - Create an original player to enter competitions all around the world. 1 player only.

- **OPTIONS**
  - Change various settings.

Save and Load
This game automatically saves and loads the game data (auto-save function) to and from a VMU. When playing the game, make sure to insert the VMU into slot 1 of the Dreamcast Controller (Arcade Stick) connected to port A. Never remove the VMU or the controller during saving and loading.

In-Game Screen

Pause menu
Press the START button during the game to pause and display the pause menu.

- **TOURNAMENT**
  - Two pause menu items are displayed in TOURNAMENT mode.
    - CONTINUE: Resume the game.
    - END: Quit the game and return to the Menu Screen.

- **EXHIBITION**
  - Three pause menu items are displayed in EXHIBITION mode.
    - CONTINUE: Resume the game.
    - SETTING: Quit the game and return to the Setting Screen.
    - END: Quit the game and return to the Menu Screen.

- **WORLD TOUR**
  - Two pause menu items are displayed in WORLD TOUR mode.
    - CONTINUE: Resume the game.
    - WORLD MAP: Quit the game and return to the World Map Screen.
Game Modes

There are 4 modes to choose from:

- TOURNAMENT
- EXHIBITION
- WORLD TOUR
- OPTIONS

TOURNAMENT (for 1 to 4 players)
Try to win all 5 stages of singles matches and 3 stages of doubles matches. Press the START button of another controller during the game to jump into the game.

1. Selecting a match system
Select "TOURNAMENT" in the Menu Screen to display the "SINGLES / DOUBLES" menu.

2. Selecting a player
Select a player from the 16 featured male and female players. Select with the D-Pad, and confirm with ©. To use a player created/trained in WORLD TOUR mode, select "VM" shown on the right. "VM" can only be selected when a player was created in WORLD TOUR mode and the VMU is inserted. Since the non-1P controller can also use a customized player if a VMU with WORLD TOUR data is inserted into Expansion Socket 1 of that controller, you can play your customized player with or against your friend's.

3. Starting the match
The match starts after selecting and confirming the player and the opponent. Try to win the series of matches. Press the START button during the game to display the Pause Menu (P.7). To continue the game after losing, select "CONTINUE" and press ©. To return to the Menu Screen, select and confirm "END."

"Jumping Into the Game"

In both "TOURNAMENT" and "EXHIBITION" modes, other players can "jump into the game" by pressing the START button of an unused Dreamcast Controller. The START button can be pressed during player selection or during the game. It works as follows:

Select Player
First, select a player. Although a male player cannot play against a female player, it is possible to make a mixed pair in doubles.

Coin Toss
Toss a coin to decide who serves. There are no controller operations here.

Start the Game
The game starts after deciding who serves. Up to becoming a 4P game, it is possible to "jump into the game" even after the match has started.
EXHIBITION (for 1 to 4 players)

A mode for challenge matches where game settings can be freely assigned. There is only one match in this mode. Here, it is possible to "jump into the match" by pressing the START button of another controller during the game (P.9).

1 Selecting a match system
   Select "EXHIBITION" in the Menu Screen to display the "SINGLES / DOUBLES" menu just like in the TOURNAMENT mode.

2 Setting the player position
   Set an initial player position regardless of singles or doubles. Use the D-pad to select a position, and confirm with ©. Press the START button of other controllers to play a game with 2 to 4 players. Each player selects and confirms their position here, too.

3 Setting rules
   Set various match rules. Select the rule with © of the D-pad, and change with ©. After setting all rules, move the cursor to "OK," and press ©.

GAME COUNT
   Number of games to win one match (1-6 games).

TIEBREAKER
   Switch on/off the tiebreaker rules.

COM LEVEL
   Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).

4 Selecting players
   Just like in the TOURNAMENT mode, select one of 16 male and female players to control. After your selection, assign opposing COM players.

5 Selecting a stage
   Select a stage to play the match. Only 5 stages are available at the beginning. As the game proceeds, you can purchase stages at a shop in "WORLD TOUR" mode and then select more stages for play here.

6 Starting the match
   Start the match after selecting the stage. Press the START button during the game to display the Pause Menu (P. 7).

About tiebreakers in "Tennis 2K2"

An extra game will be added if no player wins by 2 or more games within the set number of games. After the players have won the same number of games, the last game will be a tiebreaker. In the tiebreaker, points will be counted as numbers (e.g. 5-6), and the first player to win by 2 while gaining 7 or more points is the victor. Each player serves twice in a row. This rule is slightly different from the rules of actual tennis.
WORLD TOUR [FOR 1 PLAYER]

Create one male player and one female player, and join the World Tour. Train the created players through mini-games, and enter tournaments held all around the globe to compete for the #1 world ranking.

1 Starting the WORLD TOUR
When selecting the "WORLD TOUR" mode for the first time, the game starts from step 2 below. If there is "WORLD TOUR" saved data, a menu will be displayed. Select "NEW GAME" to start a new game and select "CONTINUE" to continue a saved game.

2 Creating characters
Create one male player and one female player. Set the following 5 items first for the male player. Select the items to be set with ▲ of the D-Pad, and proceed to each Setting Screen by pressing ©. After setting them, move the cursor to "END," and press ©. Next, create the female player in the same way. After setting up two characters, a screen shown down to the left will be displayed. To confirm, select "END" and press ©.

   NAME Name the player.
   HEAD Set face, complexion, and hair style.
   BODY Set height and weight.
   PLAYS Set preferred hand and back hand.
   GEAR Set racket and clothes.

3 Invitation Card
After creating characters, an Invitation Card will be delivered to you. Press the START button to proceed to the next step.

4 Build your home
Build a house on the world map. Rotate the world map with the D-Pad, and press © to build. Don’t forget where you built it, as your home plays an important role.

5 World map
The basic screen for the WORLD TOUR mode. Select where to go with the D-Pad, and confirm with ©. Switch players with 0. This screen includes information on the current date, name and standing of the player, and the player’s stamina.

6 Tour calendar
Press the START button during the first week of each month or in the World Map Screen to see the tour calendar. This calendar shows the competition schedule for the whole year. To see the schedule for other months and check competitions to enter, use 0 of the D-Pad. Select and confirm "RETURN TO MAP" to return to the World Map and "GAME END" to quit WORLD TOUR mode.
There are five kinds of competitions: men's singles/doubles, women's singles/doubles, and mixed doubles. The current standing of the player decides which competitions are available. The higher the standing, the higher the level of competitions that will be available. A partner is necessary if entering doubles competitions. Find a partner at the shop and sign them to a contract.

**FLOW OF THE COMPETITION**

**STEP 1**
Move the cursor on the World Map to the point where the competition is held and see information on the competition. You will be asked "ENTER?" if you press © here. Press © to confirm entry.

**STEP 2**
Once entering the competition, a tournament chart will be displayed for you to learn about the competition.

**STEP 3**
Start the match. The flow of the match is the same as in TOURNAMENT mode.

**STEP 4**
After the match, the Reward Screen will be displayed. Winning at least the first round will let you earn some money, even without winning the whole competition. A week passes thereafter, and you will return to the World Map.
Train your players through mini-games. Training is categorized as follows: serve, footwork, stroke, and volley. Select a training menu based on the ability to be improved. The level of training goes up as the abilities of the two players reach certain levels.

FLOW OF THE TRAINING

STEP 1  Move the cursor to the point where training sessions are available to see information on the training. You will be asked “ENTER?” if you press @ here. Press © to confirm entry to the training.

STEP 2  Once in the training, play methods and conditions for advancement are displayed.

STEP 3  Confirm the conditions for advancement and start the training. Use all of your skill to clear the mini-games.

STEP 4  The training record will be displayed after completing the training. A week passes thereafter, and you will return to the World Map. The status level of each category goes up based on the points gained, so keep trying until you succeed.

TYPES OF TRAINING

Some of the various mini-games offered in the training are introduced here.

- **PIN CRASHER**
  Improve your serve. Like bowling, serve and knock down pins to gain points (5 games).

- **TANK ATTACK**
  Improve your stroke. Hit back a powerful ball to defeat enemy tanks (30 seconds).

- **BULL'S EYE**
  Improve your volley. Aim at the target (higher points at the center) and keep hitting the ball back (30 seconds).

- **DANGER FLAGS**
  Improve your footwork. Dodge red balls and collect flags (30 seconds).
Rackets can be used both by male and female players. Equip at home.

Tennis wear and other clothing items are sold. Equip at home.

Wrist bands, shoes, and other items are sold.

Partner contracts for doubles matches. Contracts last for 2 months. You cannot enter doubles competitions unless you make a contract at a shop. Only one COM partner can be contracted for doubles matches. The contract with your partner expires when you sign a contract with someone else.

Once contracted, they can be used in the EXHIBITION mode.

Select a shop on the World Map and press ©. You will be asked if you want to enter. Select "YES" and confirm to enter. Various items are sold at the shop, and they can be purchased with the money you have earned. Different shops sell different items. Select "EXIT" to return to the World Map.

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Options

Various in-game settings can be changed in Options. Select the option menu with © of the D-Pad, and change settings with ©. To go back to the Menu Screen, move the cursor to "EXIT" and press ©.

Tournament

Settings in TOURNAMENT mode.

COM Level

Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).

Game Count (COM)

Number of games to win one match against COM (1 to 6 games).

Game Count (VS)

Number of games to win when playing with other players (1 to 6 games).

Tiebreaker (VS)

Switch on/off the tiebreaker rules (P.11).

Sound

Sound and vibration settings.

Audio

Switch audio output between stereo/mono.

BGM Volume

Change in-game BGM volume.

Music Test

Listen to the music played in the game.

Vibration

Switch on/off the vibration of the Jump Pack.

Language

Change the language of in-game messages to "JAPANESE," "ENGLISH," "DEUTSCH," "FRANCAIS," and "ESPAÑOL."
Patrick Rafter (AUS)  
Height: 6'11" (185 cm)  
Weight: 190 lbs (86 kg)  
Date of Birth: 12/28/72  
Preferred Hand Type: Right-handed  
Type: Serve & Volley

Tim Henman (GBR)  
Height: 6'1" (185 cm)  
Weight: 170 lbs (77 kg)  
Date of Birth: 9/6/74  
Preferred Hand Type: Right-handed  
Type: Serve & Volley

Cedric Pioline (FRA)  
Height: 6'2" (187 cm)  
Weight: 175 lbs (79 kg)  
Date of Birth: 6/15/69  
Preferred Hand Type: Right-handed  
Type: All-Around Player

Yevgeny Kafelnikov (RUS)  
Height: 6'3" (190 cm)  
Weight: 185 lbs (84 kg)  
Date of Birth: 2/18/74  
Preferred Hand Type: Right-handed  
Type: All-Around Player

Tommy Haas (GER)  
Height: 6'2" (187 cm)  
Weight: 182 lbs (82 kg)  
Date of Birth: 4/3/78  
Preferred Hand Type: Right-handed  
Type: Strong Forehand

Thomas Enqvist (SWE)  
Height: 6'3" (190 cm)  
Weight: 190 lbs (87 kg)  
Date of Birth: 3/13/74  
Preferred Hand Type: Right-handed  
Type: Strong Backhand

Magnus Norman (SWE)  
Height: 6'2" (187 cm)  
Weight: 198 lbs (89 kg)  
Date of Birth: 5/30/76  
Preferred Hand Type: Right-handed  
Type: Fast Runner

Carlos Moya (ESP)  
Height: 6'3" (190 cm)  
Weight: 177 lbs (80 kg)  
Date of Birth: 8/27/76  
Preferred Hand Type: Right-handed  
Type: Powerful Strokes
Venus Williams (USA)
Height: 6'1'' (185 cm)  Weight: 160 lbs (72 kg)
Date of Birth: 6/17/80
Preferred Hand Type: Right-handed
Type: All-Around Player

Serena Williams (USA)
Height: 5'10'' (178 cm)  Weight: 145 lbs (66 kg)
Date of Birth: 9/26/81
Preferred Hand Type: Right-handed
Type: Powerful Strokes

Lindsay Davenport (USA)
Height: 6'2''/189 cm)  Weight: 175 lbs (79 kg)
Date of Birth: 6/8/76
Preferred Hand Type: Right-handed
Type: All-Around Player

Monica Seles (USA)
Height: 5'10''/179 cm)  Weight: 154 lbs (70 kg)
Date of Birth: 12/2/73
Preferred Hand Type: Left-handed
Type: Hard Hitter

Mary Pierce (FRA)
Height: 5'10''/178 cm)  Weight: 150 lbs (68 kg)
Date of Birth: 1/15/75
Preferred Hand Type: Right-handed
Type: Strong Forearm

Arantxa Sanchez-Vicario (ESP)
Height: 5'6''/169 cm)  Weight: 123 lbs (56 kg)
Date of Birth: 12/18/71
Preferred Hand Type: Right-handed
Type: Various Shots

Jelena Dokic (YUG)
Height: 5'9''/175 cm)  Weight: 138 lbs (62 kg)
Date of Birth: 4/12/83
Preferred Hand Type: Right-handed
Type: Fast Runner

Alexandra Stevenson (USA)
Height: 6'1''/185 cm)  Weight: 156 lbs (71 kg)
Date of Birth: 12/15/80
Preferred Hand Type: Right-handed
Type: Strong Backhand
**Courts**

Play on the world’s greatest courts. You can play matches on various courts in "Tennis 2K2." Some are introduced here.

- **Melbourne, Australia**
  - Surface: Hard
  - Ball speed: Fast
  - Bounce: High

- **Paris, France**
  - Surface: Clay
  - Ball speed: Slow
  - Bounce: High

- **London, England**
  - Surface: Grass
  - Ball speed: Fast
  - Bounce: Low

- **New York, USA**
  - Surface: Hard
  - Ball speed: Fast
  - Bounce: High

- **Tokyo, Japan**
  - Surface: Artificial turf
  - Ball speed: Slow
  - Bounce: Regular

You can play on more courts in EXHIBITION mode as you buy them at shops in WORLD TOUR mode.

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**Credits**

**Sega of America**

- Senior Product Manager: Stacy Kerr
- Associate Product Manager: Sam Hopkins
- Associate Product Manager: Michael Rhinehart
- Licensing: Jane Thompson, Robert Leffler
- Creative Services: Bob Schonfisch - Director, Angela Santos - Project Manager, Vicki Morawetz - Manual Designer
- Special Thanks: Peter Moore, Chris Gilbert
- Localization Associate Producer: Howard Gipson

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**Assistant Lead Testers**
- John Diamonon
- Jay Baldo

**Testers**
- Seth Benton
- Neil Sorens
- Mike Popovic
- James Miller
- Fred Acebo
- Lee Frohman
- Andrew Byrne
- Curtis Chiu
- Jose Venegas
- Amy-Geene Williamson
- Daniel Kingdon

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  - Daniel Kingdon
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Obtaining technical support/service
To receive additional support, including troubleshooting assistance, please contact Sega at:
- web site http://www.sega.com/customer_service
- e-mail support@sega.com
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-972-7342.

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