

CHARGE BLAST™



Dreamcast™



T-15127N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure the room you are playing in 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 you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperatures 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 cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

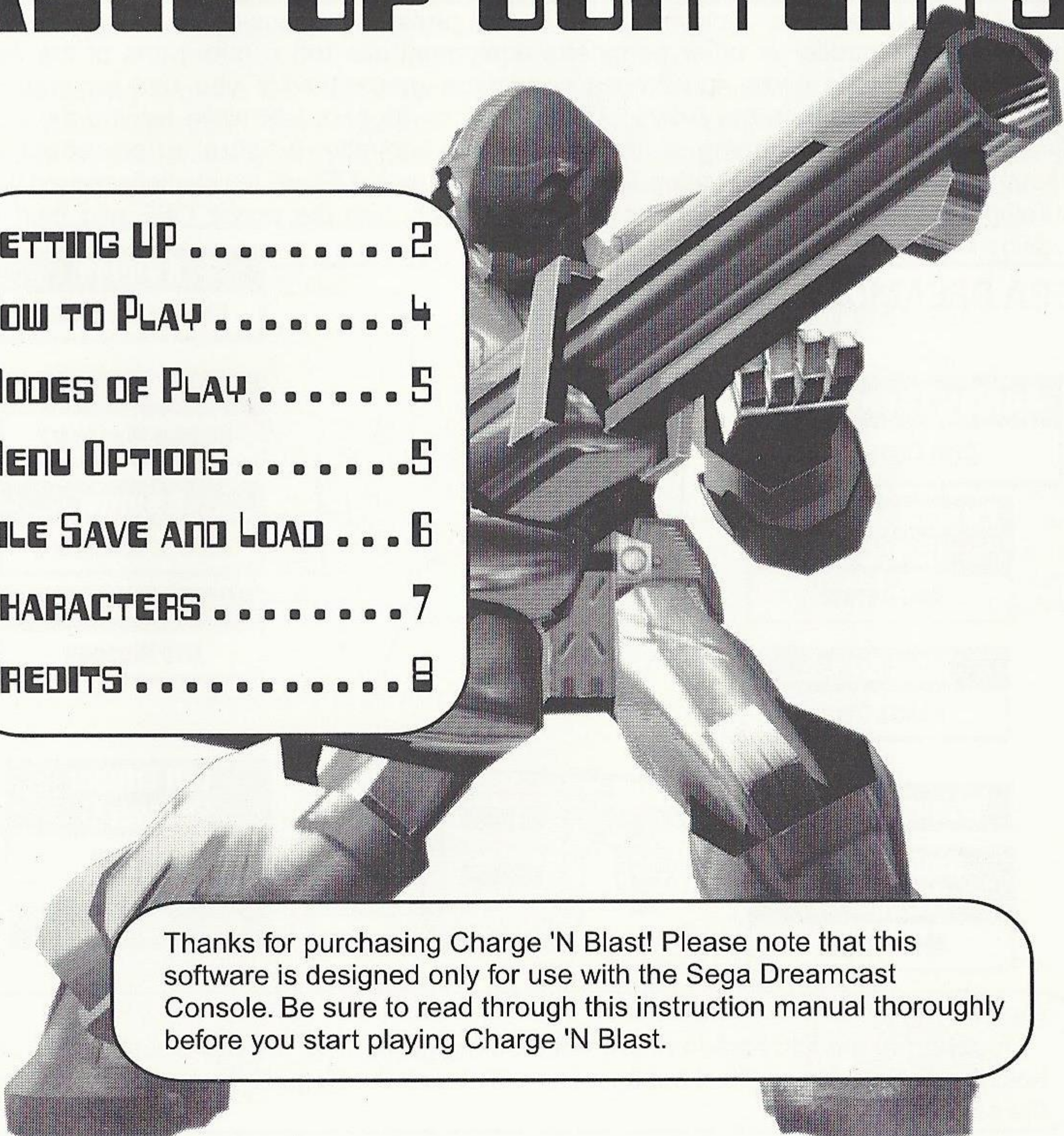
PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play the GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

A character in a futuristic, metallic suit is shown from the waist up, holding a large, multi-barreled gun. The character is wearing a helmet and has a serious expression. The gun is very large and has multiple barrels, suggesting a powerful weapon. The character is holding the gun with both hands, and the gun is pointed towards the right side of the page.

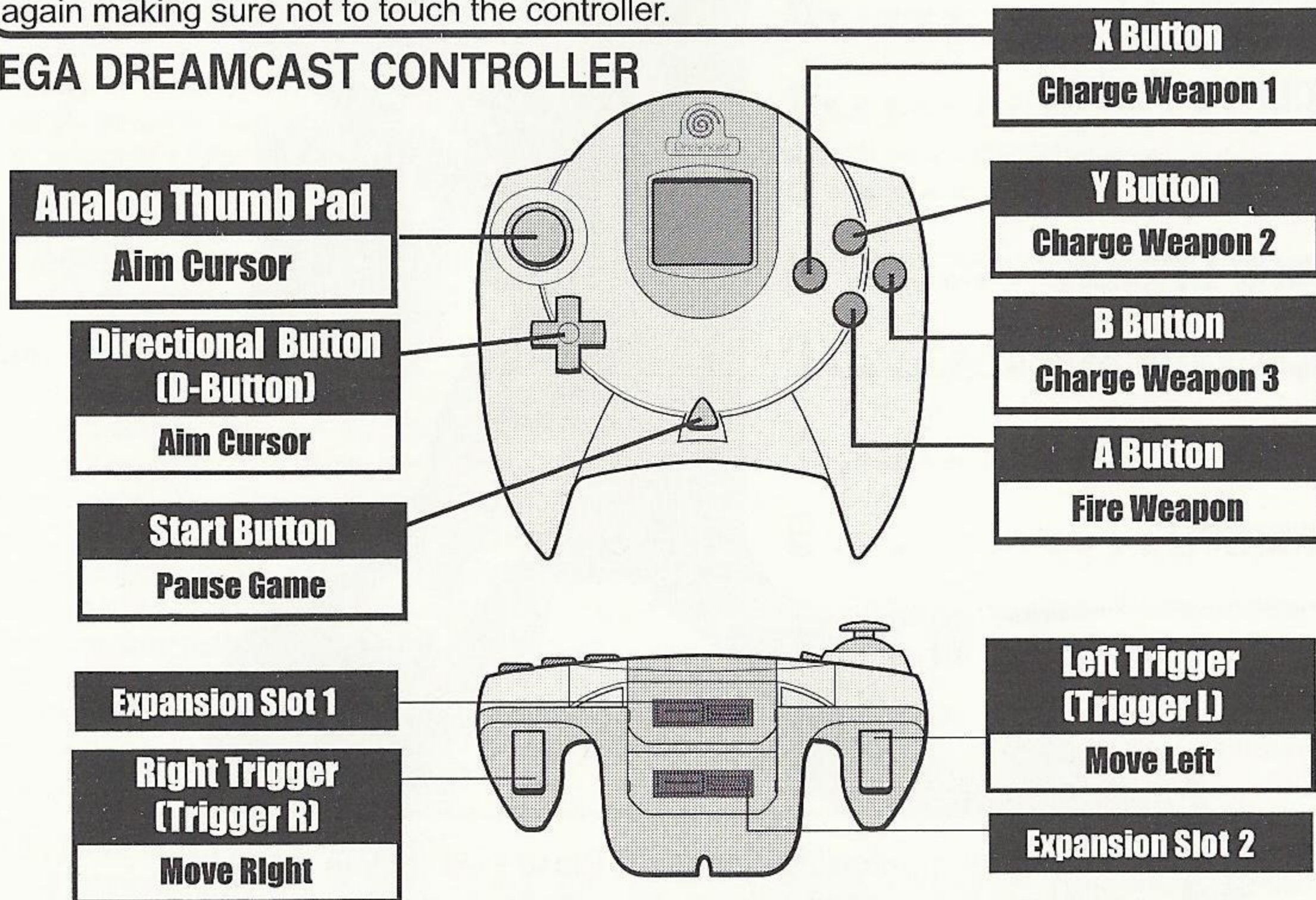
SETTING UP	2
HOW TO PLAY	4
MODES OF PLAY	5
MENU OPTIONS	5
FILE SAVE AND LOAD ...	6
CHARACTERS	7
CREDITS	8

Thanks for purchasing Charge 'N Blast! Please note that this software is designed only for use with the Sega Dreamcast Console. Be sure to read through this instruction manual thoroughly before you start playing Charge 'N Blast.

SETTING UP

Charge 'N Blast is a 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Proper game functioning cannot be guaranteed if you use incompatible controllers. Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER



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 soft-reset the software.

Charge 'N Blast is compatible with the Sega Dreamcast Jump Pack. When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

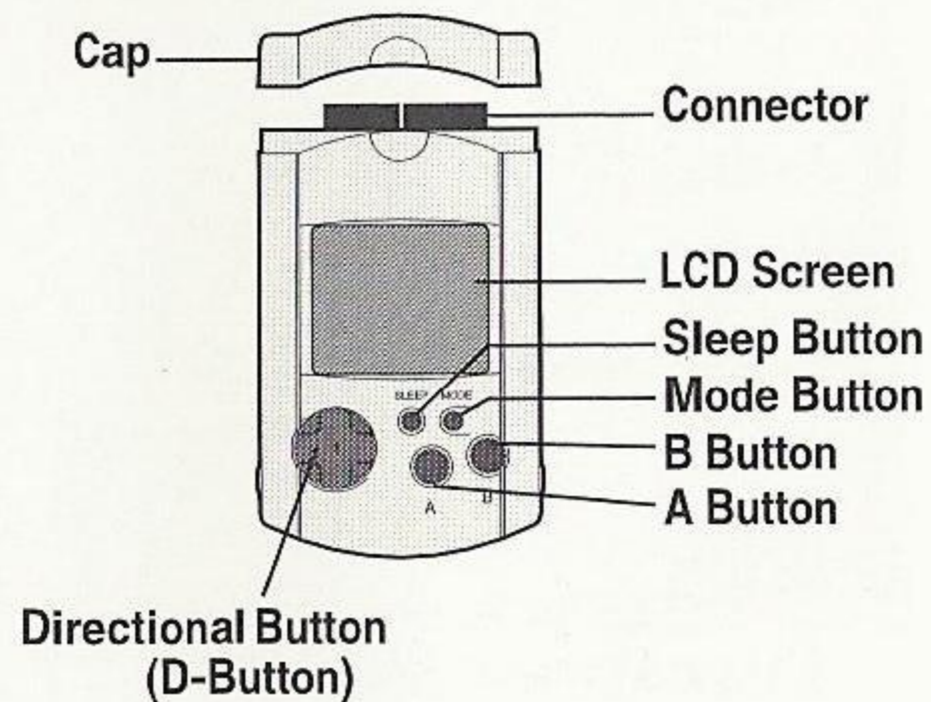
While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller. The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 5 blocks are required to save character data, records and the options settings.

SEGA DREAMCAST HARDWARE UNIT

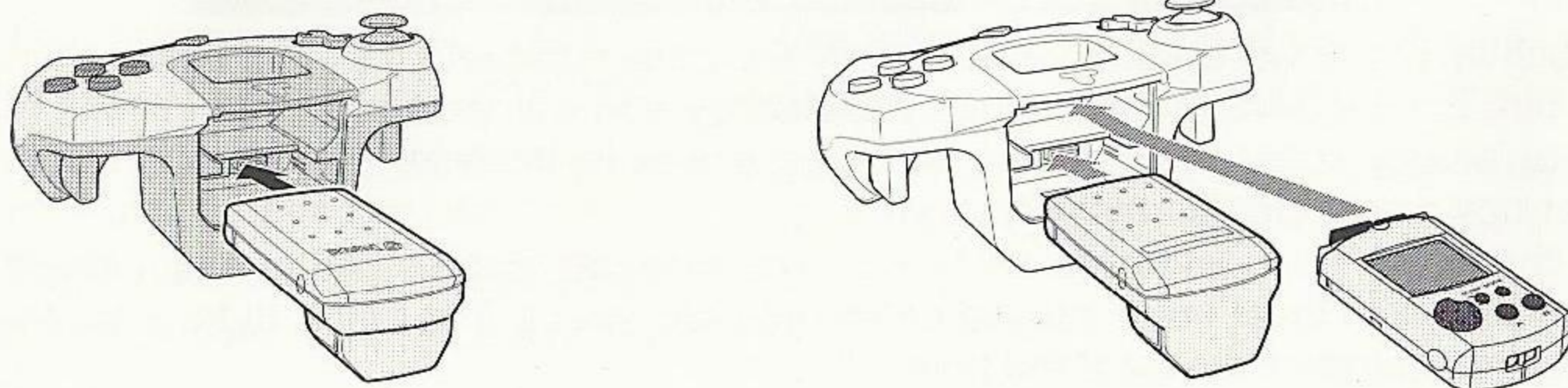


Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port**.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



SEGA DREAMCAST JUMP PACK™



HOW TO PLAY

Charge 'N Blast is a fast-paced action game in a futuristic world. There are hordes of alien creatures around just waiting to tear you limb from limb. You'll need brains, brawn, and a large bazooka to stand a chance!

Your weapon has three settings, depending upon which character you choose. To activate a setting, press either the X, Y, or B buttons. The weapon will begin to charge. When your weapon is fully charged you will see the word "MAX" appear above your cursor. This makes your shots very powerful. You can fire your weapon before it is fully charged, but it will not be as effective. Each weapon has a unique feature. Try to use the best weapon for the job!

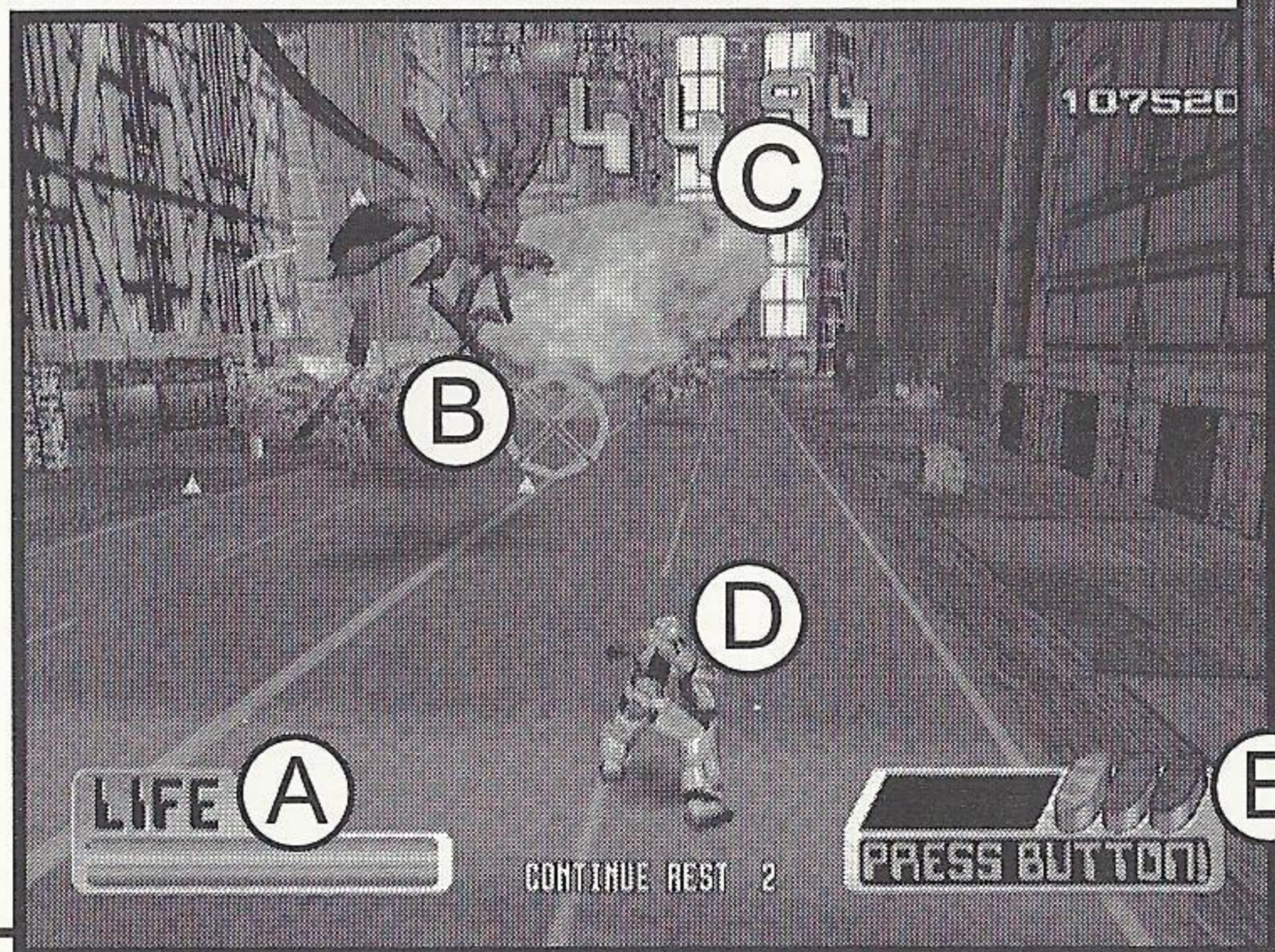
A-LIFE METER

B-CURSOR

C-TIME LIMIT

**D-YOUR
CHARACTER**

**E-CURRENT
WEAPON**



In each level you will be given a time limit. You must complete the level before this time runs out. For each wave of monsters you destroy, you will receive additional time in the form of 'energy cells.' You can also find energy cells by destroying obstacles. Other power-ups are hidden in obstacles too!

At the end of each level you will face a boss monster. Each monster has a shield generator which must be destroyed before you can hurt it. The key is to take out the generators quickly, then blast the boss!

MODES OF PLAY

Charge 'N Blast offers three distinct modes of play. First is the one player mode. In this mode you will face the alien hordes alone, with only your weapon to save you. Enlist the help of a friend and you can play the two player mode. In this mode, you share a life and time meter with a second player, and both of you can set out to save the planet. The final mode is time attack mode. In this mode you do not have a time limit, rather you try to beat the entire game in the shortest time possible. You do not have any continues in this mode, though, so be careful!

1P PLAY MODE -Normal one player game.

TIME ATTACK MODE -Try to complete the game as fast as possible.

2P PLAY MODE -Two players simultaneously.

RANKING -View high scores for all modes.

FILE SAVE -Save hidden characters and high scores to memory card.

FILE LOAD -Load previously saved files from memory card.

OPTION -Adjust gameplay settings.



MENU OPTIONS

GAME LEVEL -Determines the amount of enemies and how difficult they are to kill.

CONTINUE -Number of times you can resume play after your character dies.

MAX LIFE -How much damage your character can sustain from enemies.

JUMP PACK -Switch Jump Pack on/off.

AUDIO -Switch between Stereo and Mono sound.

SE VOLUME -Volume of in-game sounds.

BGM VOLUME -Volume of Background Music.

VOICE VOLUME -Volume of Voice-Overs.

SIGHT SPEED -Sensitivity of your cursor.

VIEW TYPE -View the action from behind your character, or from his/her eyes.

FILE SAVE AND LOAD

A memory card may be used to store game progress. The memory card must be plugged into Expansion Slot 1 of the controller in Control Port A in order to save a game file. A saved file will require 5 blocks of free space on your memory card.

CONTINUING FROM A SAVED GAME FILE

1. Insert the memory card with the saved file into Expansion Slot 1 of the controller in Control Port A and select File Load.
2. The following message will be displayed on the screen, "Would you like to load a file from memory card at 'Port A' at Expansion Slot 1."
3. Press the A Button to load a game file. The following messages will be displayed on the screen, "Finished!!"

SAVING A GAME FILE

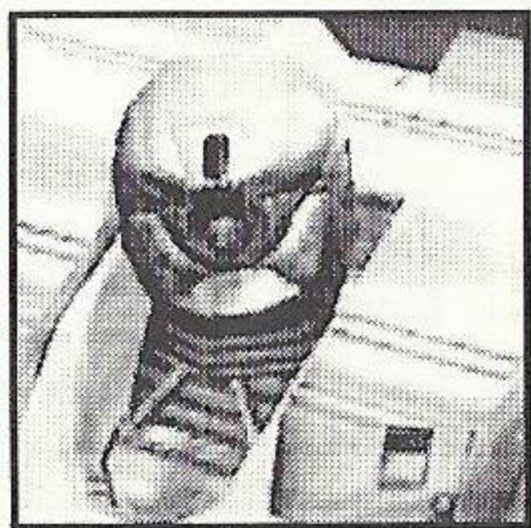
1. Insert the memory card with 5 free blocks into Expansion Slot 1 of the controller in Control Port A and select File Save.
2. The following message will be displayed on the screen, "Would you like to save a file to memory card at 'Port A' at Expansion Slot 1."
3. Press the A Button to save a game file. The following messages will be displayed on the screen, "Game Saved."

CHARACTERS

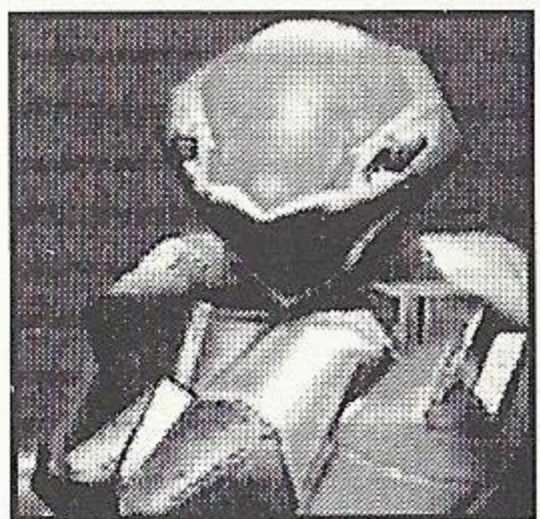
In each mode you will be allowed to choose a character. There are three characters to begin with, although beating the game in each difficulty setting will unlock other characters to use. All the characters are unique, with weapons all their own.



JOHNNY ROCK – Johnny Rock is a fearless veteran and commander of the special task force. Along with his companions, Johnny protects the Earth from meteors, alien invasions, and killer monsters. His special weapon is the multi-rocket launcher, which allows him to lock-on and destroy many enemies at once. He also has a powerful single rocket, and a multi-torpedo launcher.



NICHOLAS WOODS – Nicholas is known for his incredible strength and desire to party! He has no lock-on weapons, but his weapons cause the most damage. Nicholas has explosively powerful single rockets and torpedoes. His special weapon is a devastating grenade launcher that can destroy multiple enemies and structures in its blast radius.



PAMELA HEWITT – Pamela has a way of finding trouble, but she can deal with it too! She has multiple lock-on torpedoes and a powerful single rocket. Her special weapon is a multiple laser attack, which allows her to lock on to many enemies at once.

CREDITS

XICAT INTERACTIVE

EXECUTIVE PRODUCER

Reto Bodmer

PRODUCER

Michael "Thehalo8" Bellhorn

PROJECT COORDINATOR

Leonard Kohs

GRAPHIC DESIGNER

John Linn
Viotek Astabski

TECHNICAL ADVISER

Don Zabriskie

QUALITY ASSURANCE

Michael "Thehalo8" Bellhorn
Leonard Kohs
John Linn
Don Zabriskie

SALES AND MARKETING

Ken Whalen

LEGAL

Jaimee B. Wolf

JAPANESE PROJECT COORDINATOR

Michael Yamamoto

SPECIAL THANKS

Marie Person, Ken Tannenbaum,
Joy Schneer, Laurie Mendez

SIMS

TRANSPLANTATION & MODIFY CREW

PRODUCER

Noboru Machida

CO PRODUCER

Hideki Katagiri

PROGRAMMERS

Takahito Fujita
Takeshi Kataoka

DESIGNER

Teruya Suzuki

SOUND

Masahiro Itou

PLANNER

Hisaaki Kojima

ORIGINAL CREW EXPERT MODE

PRODUCERS

Hiroshi Aso
Makoto Osaki

CHIEF PROGRAMMER

Masayuki Sumi

ENEMIES & THE OTHERS

Hiroyuki Tsuzuki
Ryota Tanaka

COLLISIONS & AMMUNITIONS

Junichiro Matsuura

OBJECTS CONTROL

Takayuki Muramatsu

EFFECTS & INDICATIONS

Muneyuki Hattori

CHARACTER DESIGNERS

Akihito Hiroyoshi
Toyonari Togawa

STAGE DESIGNERS

Yukitoshi Katsuyama
Kazuaki Kurumada

MOTION DESIGNERS

Yoshiyuki Iwai
Kousuke Wakamatsu

EFFECTS DESIGNERS

Shin Kataoka
Taro Hiwatashi

2D DESIGNER

Manabu Sato

SOUND DIRECTOR

Hideaki Miyamoto

VOICES

Gerri Sorrells
Naoki Nimiya
Rica Terajima
Scott Yu

DIGITAL MEDIA STUDIO

Hirokazu Aakashi
Yoshitada Miya

AM STUDIO

Naoyuki Machida

TRANSLATOR

Tomoaki Inoue

SPECIAL THANKS

Hiroshi Kataoka
Technical Research Section
And
All The Cooperators

DIRECTOR

Makio Kida

Distributed by Infogrames, Inc.
Published by Xicat Interactive

THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA ONLY!

Limited Warranty

Xicat Interactive warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Xicat Interactive will replace the defective GD-ROM or component free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90-days from the date of purchase and are subject to the conditions set forth herein. In no event shall Xicat Interactive be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights, which vary from state to state.



Reprogrammed GAME by © CRI 2000.

Licensed for North America from SIMS CO, Ltd. by Xicat Interactive, Ltd.

www.xicat.com

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U. S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538, (Patents pending in U. S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P. O. Box 7639, San Francisco, CA 94120.

SEGA[®]

It's 9:00 am.

December 7, 1941.

Do you know where
your Sega Dreamcast™ is?



✦ Join in on all the heart-pounding, dogfighting action in over 17 levels of excitement.

✦ Take on every last carrier, submarine, air base, and warplane in the Pacific theater.

✦ More than 20 uniquely detailed airplanes let you party like it's 1942.

IRON ACES™

High Speed WWII Aerial Combat



GLOBAL A
Entertainment, Inc.

© 2000 Xicat Interactive, Ltd. © 2000 Global A Entertainment, Inc. Iron Aces is a trademark of Xicat Interactive, Ltd. Published by Xicat Interactive under license from Global A Entertainment, Inc. Distributed by Infogrames, Inc.. Xicat Interactive, 800 E. Broward Blvd., Suite 700, Ft. Lauderdale, FL 33301

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

SEGA®