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## Book Descriptions:

# Dreamcast Console Manual

We recommend you upgrade to a newer version of Internet Explorer or switch to a browser like Firefox or Chrome. Here are the instructions how to enable JavaScript in your web browser. Antispam by CleanTalk. Please try again. Please try again. Please try again. Then you can start reading Kindle books on your smartphone, tablet, or computer no Kindle device required. Register a free business account To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also analyzes reviews to verify trustworthiness. Some 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 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. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future. WARNING Failure to comply with all warnings associated with this symbol could result in serious bodily injury or death from electric shock. Do not block the fan vent or air holes. Make sure the fan vent, which is located on the right side as seen from the front, and the air holes, which are located on the back side, are at least 4 inches away from any walls. <http://radiantnepal.com/userfiles/corsa-b-service-manual-pdf.xml>

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Do not set the Dreamcast in locations such as the following Locations where the Dreamcast is in close contact with walls or furniture On top of a comforter or a cushion Do not cover the Dreamcast with a cloth. If the fan vent and air holes are blocked, the Dreamcast could overheat, resulting in fire or electric shock. Do not plug the power cable into an outlet until you have finished connecting the other cables to the Dreamcast. Turn off the power switches of any connected television or audio equipment. Doing so could result in fire or electric shock if the liquid spills and enters the Dreamcast or gets it wet. Do not tug the power cable or move the Dreamcast with the power cable plugged into the outlet. Unauthorized peripherals have not been reviewed by Sega and could cause damage to your Dreamcast. Sega is not responsible for damage or injury caused by unauthorized peripherals. The following marks appear on the underside of the Dreamcast unit. This symbol the lightning flash with arrow symbol, within an equilateral triangle is intended to alert the user to the presence of uninsulated dangerous voltage within the products enclosure that may be of sufficient magnitude to constitute a risk of electric shock to people. This symbol the exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance servicing instructions in the literature accompanying the product. To reduce the risk of electric shock, do not remove the cover. No parts inside the console can be serviced by the user. If your console needs service, contact Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEQA. Pour reduire les risques de choc electrique, ne pas retirer le couvercle. Pour ne pas risquer une electrocution, engagez la fiche en faisant correspondre sa broche la plus large avec la fente la plus

large et enfoncezla a fond. Make sure the disc has completely stopped spinning before removing it. <http://www.uniquetile.co.uk/userfiles/corsa-b-repair-manual.xml>

Touching the disc while it is spinning could result in personal injury or scratches on the disc. Do not try to play anything other than circular discs. Discs which are not circular will not stop spinning even when the disc door is opened, possibly resulting in injury. When you are not using the Dreamcast, be sure to remove the power cable from the power outlet. In this case, allow the Dreamcast to adjust to the new temperature usually one hour before use. Wring out the cloth thoroughly before wiping dirt from the case, then wipe the case dry with a soft cloth. To clean the lens inside the disc door, please contact Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEGA. To wipe dirt off of any of the terminals, connectors or ports, first remove the power cable and other cables, then wipe them with a dry, soft cloth. Never use chemicals such as benzene or paint thinner to clean the Dreamcast. Discs Do not use discs other than Dreamcast compatible discs or music CDs. Also, do not use oddly shaped CDs e.g., heart shaped or star shaped CDs. Disposal The Dreamcast and its peripheral equipment are made of metal and plastic, therefore do not burn them. Follow the instructions of your municipality if it is necessary to dispose of the Dreamcast or its peripheral equipment. FCC Warning This device complies with Part 15 of FCC Rules. Operation is subject to the following two conditions 1 This device may not cause harmful interference 2 This device must accept any interference that may be received, including interference that may cause undesired operation. Note to Owners of Projection Televisions Still pictures or images may cause permanent picture tube damage or mark the phosphor of the cathode ray tube CRT. Avoid repeated or extended use of video games on large screen projection televisions. Consult your television owners manual before playing video games on your projection television. U.S. REGULATIONS GOVERNING THE USE OF MODEMS This equipment complies with FCC rules, Part 68.

On this equipment is a label that contains, among other information, the FCC Registration Number and Ringer Equivalence Number REN for this equipment. If requested, this information must be provided to your telephone company. Ringer Equivalence Number REN The REN is used to determine the quantity of devices which may be connected to your telephone line and still have all of those devices ring when your number is called. Too many devices on one line may result in the devices not ringing in response to an incoming call. This equipment is designed to be connected to the telephone network or premises wiring using a compatible modular jack which is Part 68 compliant. If this equipment causes harm to the telephone network, your telephone company may disconnect your service temporarily. If possible, they will notify you in advance. If advance notice is not practical, you will be notified as soon as possible. You will also be advised of your right to file a complaint with the FCC. Your telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the operation of your equipment. If this happens, the telephone company will provide advance notice in order for you to make necessary modifications to maintain uninterrupted service. If the equipment is causing harm to the telephone network, your telephone company may ask you to disconnect the equipment until the problem is resolved. Connection to party lines is subject to state tariffs. Contact your states public utility commission, public service commission, or corporation commission for more information. Canadian Regulations Governing the Use of Modems NOTICE The Industry Canada label identifies certified equipment. This certification means that the equipment meets telecommunications network protective, operational and safety requirements as prescribed in the appropriate Terminal Equipment Technical Requirements documents.

<http://www.liga.org.ua/content/duoclear-owners-manual>

The Department does not guarantee the equipment will operate to the users satisfaction. Before installing this equipment, users should ensure that it is permissible to be connected to the facilities

of the local telecommunications company. The equipment must also be installed using an acceptable method of connection. The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations. Repairs to certified equipment should be coordinated by a representative designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment. **NOTICE** The Ringer Equivalence Number REN assigned to each terminal device provides an indication of the maximum number of terminals allowed to be connected to a telephone interface. This precaution may be particularly important in rural areas. **CAUTION** Users should not attempt to make such connections themselves, but should contact the appropriate electrical inspection authority, or electrician, as appropriate. **Setting the TV Channel** If you are using an RF unit, see below. 1. Set the channel switch on the RF unit to CH3. 2. Set your TV to channel 3. 3. If channel 3 is used for TV viewing, set your TV to channel 4. Then set the channel switch on the RF unit to CH4. **Note** If your TV has automatic finetuning control AFC, turn it off and manually adjust the picture. However, if you have a color TV that turns black and white when the AFC is turned off, leave the AFC on. **Warning Where to place the Dreamcast** Place the Dreamcast in locations such as those described below. Doing so could damage the Dreamcast. **Warning Lens** Never look directly at the lens inside the disc door. Doing so could impair your vision if the laser beam hits your eyes during the discreding process. Do not touch the lens inside the disc door.

If the lens gets dirty, it will not be able to properly read discs, leading to malfunctions. Call Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEGA before attempting to clean the lens. **CONNECTING TO A TELEPHONE LINE** Use the Dreamcast with an online software program to game with people all around the world and have fun on the Internet. Not all Dreamcast software supports online gameplay. Please refer to the operating manual included with the software for information about online gaming options. It is not necessary to connect the Dreamcast to a telephone line when you are using it to play games offline i.e., not connected to an online gaming service. **CONNECTING TO A TELEPHONE LINE** 1 Make sure the Dreamcast power is off. 2 Connect one end of the included phone cable to the phone jack on the Dreamcast modem. It does not matter which end of the phone cable is plugged into the Dreamcast or the wall. You may need to unplug your telephone from the wall jack before you can connect the phone cable from the Dreamcast. 3 Connect the other end of the phone cable to a telephone wall jack. **After Your Online Session** After you finish using the online software, reconnect your telephone to the telephone wall jack. You will not be able to use your telephone if the telephone line is left connected to the Dreamcast. **TELEPHONE WALL JACK** Make sure your telephone wall jack is a modular jack. If it is not a modular jack, you will need a modular conversion plug so that a modular plug can be connected to it. Contact your local telephone service provider for further information. Modular plugs may vary from one area to another. Make sure to use the correct modular conversion plug for the modular jacks in your area. **PHONE CABLE** Do not touch the plugs on the ends of the phone cable. If the phone cable is not long enough, use a longer phone extension cable sold separately. Do not use an overly long phone cable. The longer the phone cable you use, the weaker the phone signal becomes.

If the modem does not seem to work correctly or you get frequently disconnected, please try a shorter phone cable before contacting Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEGA. Do not bend, knot or kink the phone cable. Take care when positioning the phone cable to ensure that it will not trip someone, become snagged or stepped on in some way. The information will initially be displayed in English. You can select from 6 different languages. Regardless of the status of the date and time, or the rechargeable battery, the Dreamcast will retain your language selection. 1 Press the POWER button to turn on the power. Move the Directional Pad or the Analog Thumb Pad to the left or right to switch between date and time, and move it up or down to adjust the setting.

Doing so could cause the Dreamcast to malfunction since the controller will not be properly initialized.

**RECHARGEABLE BATTERY** The Dreamcast contains a rechargeable battery for saving information such as date and time settings. It is recommended that you charge the Dreamcast for about two hours the first time you use it. The date and time settings can be maintained for about 20 days after the rechargeable battery has been charged for two hours.

**USING THE MAIN MENU** The Play, File management, Music and Setting screens can be accessed from the main menu. It is not necessary to use the main menu for normal games or to play music CDs. The screen shots in this manual show the screens which appear when English is set as the display language.

**Main menu** To display this screen, turn on the power without inserting a disc

1. Play icon Starts a game.
2. Music icon Displays the music screen. This allows you to play music CDs.
3. Date and Time
4. File icon Displays the memory card selection screen. This allows you to perform file management procedures such as copying and deleting saved files or initializing a memory card.
5. Settings icon Displays the settings screens.

This allows you to change settings such as the screen display language, date and time, audio, auto start, as well as memory card date and time settings. The original screen is restored after any button or key is pressed. Please note that while the screensaver function may help prevent possible screen damage to your television, there are many different makes and models with each having its own features and functions. Although we do not believe you will encounter any problems, Sega is not responsible for any damage to your television set. If you will be taking a break and desire to leave the Dreamcast on unattended for more than 60 minutes, we recommend that you turn off your television set.

**PLAYING A GAME HOW TO START A GAME**

- 1 First turn on the television power, then change the television input mode to Video Input Mode. See your televisions operating manual for information on how to change to Video Input Mode which may also be called auxiliary input. If you are connecting your Dreamcast via RF adapter, see the RF adapter manual for directions.
- 2 Press the OPEN button to open the disc door.
- 3 Press the game disc down label side up as shown, until it clicks in place.
- 4 Manually press the disc door shut until it locks in place.
- 5 Press the POWER button to turn on the power. The game will start automatically after the Dreamcast logo screen is displayed. If the game does not start automatically, check the Auto Start setting.

**Notes** Do not touch the Analog Thumb Pad, Trigger L, or Trigger R on the controller while turning on the power. Some games require a memory card for saving data sold separately. Make sure the disc has stopped spinning completely. Remove the disc. Put your index finger or middle finger in the center hole of the disc, then gently lift up the edge of the disc with your thumb. Close the disc door and press the POWER button to turn off the power.

**Changing discs** To change discs and continue playing games, shut the disc door without turning off the power after exchanging discs. Certain games may encompass more than one disc. Follow directions in the game to exchange discs during gameplay. Doing so may result in personal injury or damage the Dreamcast. If you are using a Sega authorized controller which does not have these buttons, see the operating manual which came with your controller. If a game is in progress The game will stop and the game title screen will be displayed. If the game title screen is displayed The main menu will be displayed.

**MANAGING GAME FILES** You can save and manage game files e.g., file copying or deleting by inserting a Sega authorized memory card sold separately into Expansion Socket 1 or 2 on the controller. The memory card may malfunction in other modes.

**SELECTING A MEMORY CARD** Select the memory card you want to display on the screen from among the memory cards connected to the controller.

1. Insert the memory card.
2. Select the File icon from the main menu see page 13, then press the A Button Enter. The memory card selection screen will be displayed.
3. Select the icon corresponding to the memory card whose file menu you want to display, then press the A Button Enter. When a memory card is selected and the A Button Enter is pressed, the file menu screen see page 17 is displayed, and files stored on the memory card can be accessed. If the hourglass icon is displayed, the Dreamcast is trying to read the contents of the memory card.

**SELECTING A FILE** Select files on the memory card for copying, deleting, etc. 1 On the memory card selection screen see page 16, select a Memory Card icon and press the A Button Enter. The file menu screen will be displayed. 2 Select the icon corresponding to the file to be copied, deleted, etc., then press the A Button Enter. Number of blocks used 15.

The Visual Memory Unit has the ability to accept downloaded minigames from certain software for standalone play. Initialization is necessary the first time you use a memory card after purchase or when you can no longer use a memory card for some reason. There are also some settings that can only be changed at initialization time icon and color. Please review the icons displayed on the screen. Using the Directional Pad or the Analog Thumb Pad highlight the icon you like and press the A Button Enter to choose it. Please review the colors displayed on the screen. Using the Directional Pad or the Analog Thumb Pad highlight the color you like and press the A Button Enter to choose it. The memory card will be initialized. A completion message is displayed. Press the A Button to go back to the file menu screen. Press the A Button to return to the file menu screen. Note, however, that you cannot select executable files such as Visual Memory Unit game VMU game files. Press the X or Y Button once more to cancel the selection. See your televisions operating manual for information on how to change to Video Input Mode. 1 Press the OPEN button to open the disc door. 2 Press the music CD down as shown until it clicks in place. 3 Manually press the disc door shut until it locks in place. 4 Press the POWER button to turn on the power. Doing so may result in personal injury or damage to the disc or the Dreamcast. Note Do not touch the Analog Thumb Pad, Trigger L, or Trigger R on the controller while turning on the power. Doing so could cause the Dreamcast to malfunction since the controller will not be initialized properly. Music Screen 1. Number of tracks The total number of tracks or the current track number is displayed. 2. Repeat display Repeat current track Repeat all tracks 3. BACK icon Returns to the previous screen main menu. 4. Previous track Goes back to the previous track. **CHANGING VARIOUS SETTINGS** 1 On the main menu, select the Settings icon and press the A Button Enter.

The settings screen will be displayed. 2 Select the parameter you want to change and press the A Button Enter. The screen for setting the selected parameter will be displayed. Language Select the desired display language from the following Japanese, English, Deutsch, Francais, Espanol, Italiano. The controller actions are the same as those described in Setting the Date and Time. Sound Set the audio to Stereo or Monaural. Mono should be selected if the Dreamcast is connected to a monaural television. Other Setting auto start Auto Start ON With this setting, the game screen is displayed automatically when a Dreamcastonly disc such as a game disc is inserted in Dreamcast. Auto Start OFF With this setting, it is necessary to select the Play icon or Music icon on the main menu after inserting a disc by pressing the A Button. Synchronize the memory card clocks with the Dreamcast. Synchronize the time between the Dreamcast and all connected memory cards. **ERROR MESSAGES** File management Error message No memory card found. Only use Sega authorized memory cards. The destination Memory Card is full. Alternatively, replace the current destination memory card with one that has sufficient free space. The destination Memory Card is not ready. Initialize the memory card and try copying again initializing the memory card will erase all of the files on it. This game dose not support the AV cable currently connected to the main console. Please remove the AV cable currently connected and replace it with a type supported by the software. Game Playing Error message Please insert game disc. Insert a game disc in the proper orientation. If a message different from those presented above is displayed, contact Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEQA. **TROUBLESHOOTING** Your Dreamcast may not require repair service in cases such as those described below. Before contacting Segas Technical Support, please go over the checks below. Is the Dreamcast set at an angle.

Is it set close to anything that radiates heat. Next, leave the Dreamcast idle until it cools down. Then set the Dreamcast in an approved locationIf no air is coming out of the fan vent, do not use the

Dreamcast. Contact Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEGA. Connect the Dreamcast to an outlet and turn on the power. If you experience other problems, unplug the power cable from the outlet and contact Segas Technical Support at [www.sega.com](http://www.sega.com) or 1800USASEGA for further information. Limited Warranty Sega of America, Inc. If a defect covered by this limited warranty occurs during this 180day warranty period, Sega will repair or replace the defective system or component part, at its option, free of charge. This limited warranty does not apply if the Sega Dreamcast is used with products not distributed or licensed by Sega, or if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Additionally, this warranty shall not be valid if the serial number of the Sega Dreamcast System unit has been altered, defaced or removed in any way. Please retain the original or a photocopy of your dated sales receipt to easily establish the date of purchase for inwarranty repairs. The following options are available Rapid Exchange Program You will be directed to the nearest Sega authorized service center. Repair Service If you prefer to have your original unit repaired, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Segas main service center. Sega reserves the right to replace items if repairs are not feasible. To receive warranty service in the U.S. and Canada, contact Segas Service Department at [www.sega.com](http://www.sega.com) or 1800872SEGA.

Repairs After Expiration of Warranty If your Sega Dreamcast System requires repairs after the termination of the 180day limited warranty period, you may contact Sega at the web site, email address, or 800 number listed on this page for instructions on receiving technical support and repair service. Limitations On Warranty Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 180 days from the date of Purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., 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. The Fontworks company name and font names are trademarks or registered trademarks of Fontworks International Limited. Export, use for profit, rental or leasing of this product is prohibited. Further, Sega offers no warranty service or support outside of the US and Canada. Product covered under one or more of U.S. Patents 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; and Re. 35,839 and Japanese Patent 2,870,538 Patents pending in U.S. and other countries and Canada. Please check your inbox, and if you can't find it, check your spam folder to make sure it didnt end up there. Please also check your spam folder. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you begin playing.

Handpicked from various special forces groups from around the world, the first squad of highly trained, male and female soldiers are set to begin a harsh and violent program designed to transform them into the world's ultimate counterterrorism weapon. Utilize the various weapons at your disposal while learning to capitalize on your strengths and minimize your weaknesses in the various missions available. Get to know your opponents and master the techniques required to dispose of them quickly and effectively in the versus mode. Then go online and use every ounce of your cunning and tactical experience to exert your dominance on the Outtrigger network. If you haven't already inserted a memory card into an expansion socket of any controllers connected to Control Ports A, B, C or D, you will be requested to do so. Press the Start Button to proceed to the title screen. In general, saving and loading of game data will occur automatically to the file designated at the start of gameplay. For details on saving or loading data manually, see p. 18. For details on the modes available, refer to the corresponding page numbers listed here. Connect the device to be used by each player to a corresponding Control Port A, B, C or D. See the following

diagrams for examples on device setup Note that the Jump Pack can not be used with the keyboard. For details on alternative settings, see p. 6. Note that each main method A, B, etc. has and additional three types of configuration e.g., method A1, A2 and A3 available. Experiment to determine the control device and configuration setting that is right for you. This gauge will A session will end when A match will end when This value will Use this mode to hone your battle technique and build your weapon skills. To use a subdevice in conjunction with a main device, only press the enter key of the subdevice. Once the game loads, the first mission will begin.

Read the instructions and complete the mission objective To continue, press the Start Button before the countdown reaches zero to restart from the last attempted mission. Quake III Broadband Made by Sega Type User Guide Category Game Console Pages 1 Size 0.06 MB Please check with Many networks use Make sure you type the If "Enable DNS" is. Open Dreamcast VMU Memory Card Please note that preowned disc format games may not include the original box and instruction manual. Dreamcast; UPC 010086501254 Dreamcast light guns This article needs The pistolshaped gun has one expansion slot that is compatible with the VMU and the vibration manual, autoreload and View and Download Games SEGA DREAMCAST SEAMAN instruction manual online. A a VMU, which will be used for saving NullDC Android Manual How to setup dreamcast emulator for android in six easy steps Download Settings nullDC Emulator 1.0.4 for Sega Dreamcast on Windows 1080p HD is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Sega Bass Fishing 2. C O N T E N T S Also included are 2 official Sega Dreamcast Controllers, 2 official Sega VMUs, Dreamkey, Demo Disc, Spare case and Virtua Striker 2 which is a Japanese import. Selling 3 rare official transparent green controllers for the sega dreamcast. Also included is 3 even rarer pricey official transparent red vmus. Just the vmus go for saved to the VMU after important events such as the end of a race in career mode. If Sega Dreamcast Manual gamesdatabase.org Author gamesdatabase.org Shivering isles patch 1.2.0416, Private hire contract, Monsoon full movie 2001, The tell tale heart song guide, Canary wireless hs20 digital hotspotter. Reload to refresh your session. Reload to refresh your session. Also for Quake, Quake iii broadband. CONTROL DECK VISUAL MEMORY VM OPEN BUTTON Press to open the Disc. Dreamcast Game Console pdf manual download. Modding Basics, Function Mods, Graphic Mods.

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