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Dreamcast

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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 2870538

(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80244; Publication 0671730, 0553545; Application 98938918.4, 98919599.5

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810-0282-50

Dreamcast™



Dreamcast

ARE YOU INFECTED?

CARRIER



EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion. IMMEDIATELY discontinue use and consult your doctor.

For your health

- * Sit away from the television screen, as far as the length of the controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- * Preferably, the game should be played on a small television screen.
- * Avoid playing if you are tired or have not had much sleep.
- * Make sure that the room in which you are playing is well lit.
- * Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
 2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
 3. Press the Power button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
 4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
 5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to place the Dreamcast GD-ROM in the unit and the game will automatically boot up.
- Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

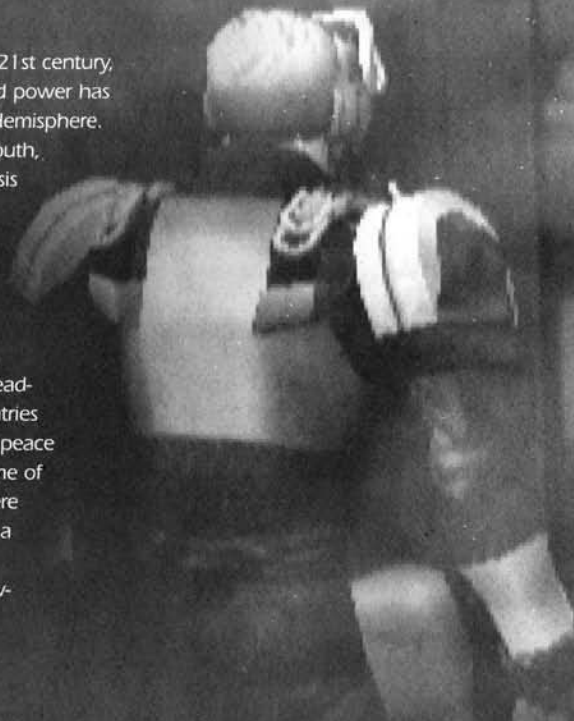
HANDLING YOUR DREAMCAST GD-ROM

- * The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- * Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- * Do not leave it in direct sunlight or near a radiator or other sources of heat.

It's the beginning of the 21st century, and the balance of world power has shifted to the northern Hemisphere.

In the countries of the south, faced with an energy crisis and the possibility of starvation, a deep-seated antipathy towards the north developed.

Anti-north terrorist incidents became commonplace. In response, the leaders of the northern countries created an international peace keeping force in the name of the "Northern Hemisphere Treaty Alliance" (NTA) as a deterrent against any aggressive military behavior from the south.



On its way back to port from a mission to destroy the home base of the Southern Cross terrorist group, the NTA flagship, the Heimdal, was instructed to pick up an ancient organism discovered on an isolated island in the South Pacific.

The day before the Heimdal arrived at the island, a member of the team that discovered the organism, showed symptoms of paranoia and was shot-resisting detainment. Concerned that the cause may be a new strain of virus, the discovered organism was placed under quarantine in the belly of the Heimdal.

Two days from port, the Heimdal reported that there had been an explosion in the Engine Room. Ever since, the ship remained silent.

Concerned about the Heimdal and its load of ballistic missiles, NTA dispatched an emergency investigative team to check the ship. The first team included anti-terrorism experts - Colonel Aaron Burke and Captain Nicholas Lang from the Special Forces - as well as Doctor William Noble from the International Research Institute.

Upon arriving at the ship, this team also was silenced.

A second team made up of Sergeant Jack Ingles, who volunteered himself, and Jessifer Manning, from the Information Department, was dispatched. Had this team known of the horror that they were about to face, maybe they would not have made the journey at all...



Jack Ingles

**Special Forces,
3rd Division**

Rank

Sergeant

Age

26

Nationality

American

Birthplace

Montana

Alma Mater

US Naval Academy,
Annapolis



Requested to be dispatched from the NTA International Special Forces for the mission regarding the Heimdal. Before becoming part of the NTA Special Forces, he was in the US Navy reporting to Colonel Burke. Jack's father died when he was young. He looks to Colonel Burke as a father. Jack is hot-blooded with strong sense of justice - typical Naval personality. He has a great deal of experience for his young age and is well respected. He has been through many rescue missions aided by a pilot by the name of Leonard.

His brother is on the Heimdal. Concerned, Jack would like to know if he is safe.

Jessifer Manning



Information Dept., Section 1

Rank
Lieutenant

Age
24

Nationality
American

Birthplace
California

Alma Mater
Harvey Mudd
University

► Holds a Doctorate of Science Degree. Dispatched from the NTA International Information Department. Completed Special Forces training with marks equivalent or surpassing those of the men. Tends not to hold anyone back. Calm, but serious about her duty. She is extremely strong and passionate.

Note: 3rd Generation Japanese-American.

Special Forces, 3rd Division

Rank
Colonel

Age
40

Nationality
American

Birthplace
Puerto Rico

Alma Mater
University of
Chicago

► Holds a Doctorate in Political Science. Commanding officer of the SPARC team. He is calm and experienced with good judgement and a long history of successful missions. Passionate and respected by everyone. Before his present position in the US Navy, he raised and trained Jack.

Nicholas Lang



Aaron Burke

Special Forces, 3rd Division

Rank
Captain

Age
32

Nationality
Unknown

Birthplace
Unknown

Alma Mater
Unknown

◀ Anti-terrorism espionage expert. History is unknown. Skilled at using any type of weaponry. There is no one better with a knife. A zealot. Lang is basically a good man with a strong sense of justice.

Inter. Research Institution

Rank

Special Researcher

Age

65

Nationality

British

Birthplace

Manchester

Alma Mater

Oxford University



Holds a Doctorate In Organic Mechanics. Member of SPARC as an observer but wanted to be a part of the investigation. In the field of organic mechanics, many revolutionary medical advances are attributed to him. In the past few years he withdrew from the public eye. He is rumored to be working on a new theory at the International Research Institute. Believes science is for humanity. Good strong character.

Robert Ingles

William Noble

Special Forces,
3rd Division

Rank

Lieutenant

Age

23

Nationality

American

Jack's brother. Fighter pilot. Graduate of officer's school. He has a strong sense of justice. Passionate, but still a bit naive.

Respects Jack as a soldier, but more importantly, as a brother.

Rank

Captain

Age

55

Nationality

American



Pilot who has shared many flights with Jack. Good at taking care of his soldiers. Loved by those under his command. Has been known to treat people like a child, even Burke. Planning to retire after this mission.

James MacGregor

Leonard Thompson

Rank

Captain

Age

55

Nationality

British

Captain of the Heimdal. Virtuous character. Rumored to have been given the command to improve the image of the NTA.

Rank

Lieutenant

Age

38

Nationality

Canadian



Same affiliation as Jessifer. Has worked with Jessifer many times. Good with mechanics and guns. Usually plays the big sister role.

**Sandra
Kates**

**Terry
Adams**

The ship's medical doctor. Previously, employed as a General Practitioner. Wanted to pursue a personal quest to help a confused world, so he entered the military.



Rank

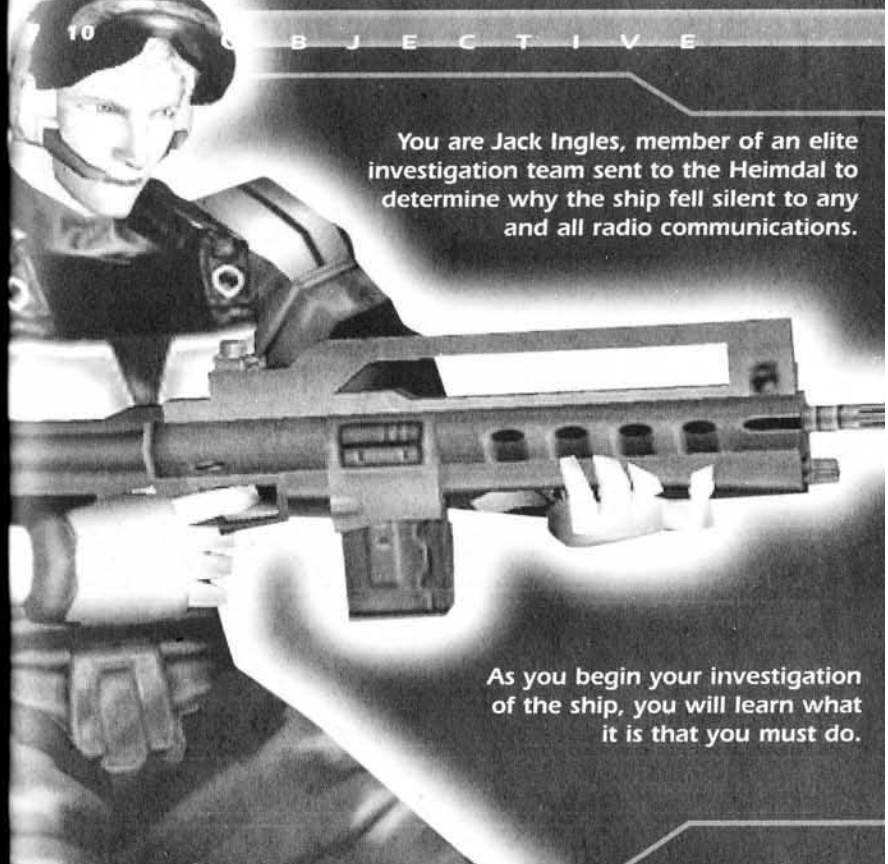
Lieutenant

Age

38

Nationality

Canadian



You are Jack Ingles, member of an elite investigation team sent to the Heimdal to determine why the ship fell silent to any and all radio communications.

As you begin your investigation of the ship, you will learn what it is that you must do.



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Start Menu

The Start Menu is displayed when you press the start button at the title screen. Make a selection with the directional keys and then press the A button.

New Game

You enter the game from the beginning as Jack.

Load Game

You return to the game from where you performed the last save. Please choose a data file from the memory card. Use the directional button to select, then press the A button to accept.

Option

Changes the settings of the game, see page 15.

Right Trigger

- Aim Weapon

Left Trigger

- Change Weapon

Analog Thumb Pad

- Character Movement
- Menu Selection

Directional Button

- Character Movement
- Menu Selection

Start Button

- Accesses Menu screen during gameplay

Y Button

- Map Display

B Button

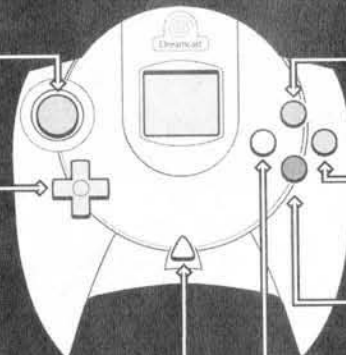
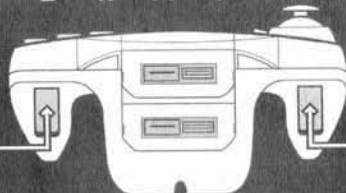
- Cancel
- Scope

A Button

- Confirm Selection
- Attack while pressing the R trigger

X Button

- Run, when using digital directional pad

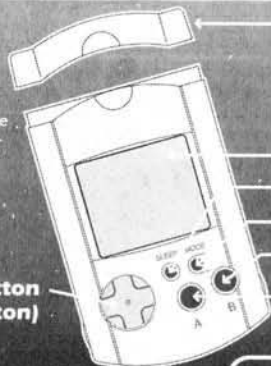


During the game, pressing the A, B, X and Y buttons along with the Start button will reset the game and return you to the title screen.

Carrier is a one (1) player game. Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so will disrupt the controller initialization procedure and result in malfunction. The controller positioning will not be properly adjusted, and there may be control difficulty.

VM Control

Never disconnect the VMU/VMs while performing a battle or exchanging data when connected to another VMU/VM.



Cap

Note that leaving two VMs connected for a long period of time will considerably shorten the life of the batteries.

LCD Screen

Sleep Button

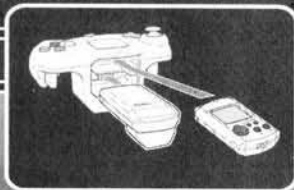
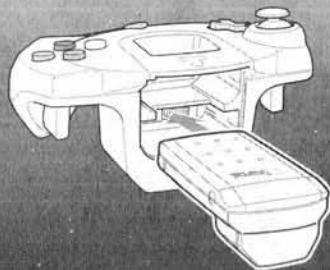
Mode Button

B Button

A Button

Directional Button (D-Button)

Vibration Pack



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.

Projectile Weapons

When the R trigger is pressed the character aims the weapon which then can be fired by pressing the A button.

Use a directional button, while the R trigger is being pressed, to aim the weapon.

While pressing the R trigger, a different enemy can be locked on by pressing the L trigger.



Explosives

There are explosives to be found during the game. A bomb can be positioned using the R trigger. Set the bomb using the A button.

Note: To avoid getting caught up in the blast, only one bomb can be set at a time.



Action (Check, Move)

When you press the A button by itself during the game, the character will check whatever is in front of him/her. The A button is also used to open doors and climb up or down ladders.



Quick Turn

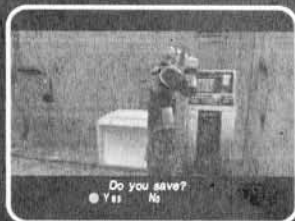
If you press the directional button down while pressing the A button, the character will rotate 180 degrees.



In order to save the progress of your investigation, you must use the data recorders scattered throughout the ship.

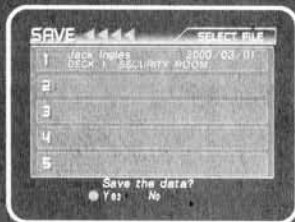
Step 1

Stand in front of the data recorder and press the A button.



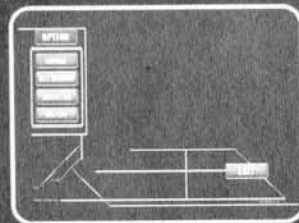
Step 2

The panel will ask you if you would like to save your progress. Select YES to save and follow the instructions on the screen.



Note: When you record over old data - the previous data is erased. If you press the power button or remove the memory card during the save, the data may be damaged.

From the Title Screen.



Available Options

Sound

- Adjust between stereo and mono output.
- Adjust BGM and SE volume.
- Test BGM and SE.

Key Assign

- Change the button configuration.

Monitor

- To optimize your view, adjust the brightness of your TV/monitor according to the on screen instructions.

ON/OFF Vibration

- Turn ON/OFF the vibration.

Subtitles

- The subtitles can be viewed in English and Japanese.

Boss Life Display

- Choose whether the enemy life bar is displayed or not

Voice

- Voices can be selected from either English or Japanese.

Available Options

When you press the start button during normal play, the status screen is displayed. There you can use items and equip weapons.

You can return to the game by pressing the start button again.

Item Menu

- Here you can use or confirm the items you have.
- Choose with the directional key and select with the A button.

Equip

- Equip the weapons you have by moving the directional button left or right, then select with the A button.

Use

- Use the items you have (energy drink, magazines, etc.) by moving the directional button left or right, then select with the A button.

Look

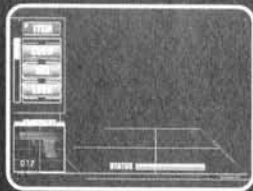
- Here you can check the items you have during the game. Choose by moving the directional button left or right, then select with the A button.

Data Menu

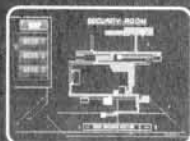
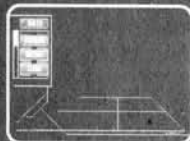
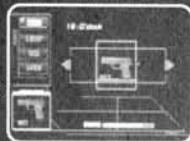
- Here you can view any Binders, Memos, or disks you are carrying. When you choose the document you would like to view, it is displayed on the screen. There may be information necessary for your mission in the documents.

Map

- Rooms you have already visited will be automatically mapped. The arrow shows your present position. Doors where the color is different are locked.



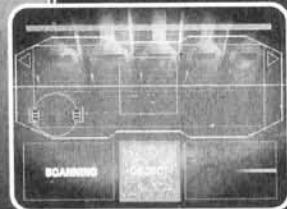
During Gameplay



Using The Scope

Once you have obtained the BEM-T3 scope, you may use it by pressing the B button.

The screen will change to a first person view from the scope.



Determining Crew Member Infection

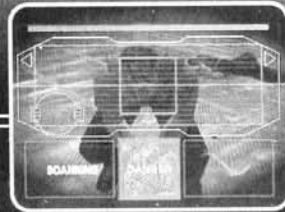
The scope can be used to determine if a crew member has been infected or not.

SAFE



This is a safe human. Check for any new information and evacuate him.

DANGER



This is an infected crew member.

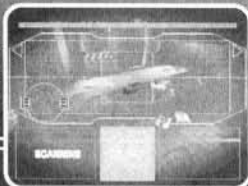
Zoom

The L and R triggers can be used to zoom in or out.

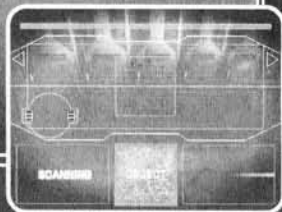
▶
Zoom In



▶
Zoom Out

**Seeing Through Objects**

Using the scope you can look into lockers and see through plants.

**Hint**

Use often to view what is ahead of you. Especially effective down corridors and around corners.

**Weapons****19 O'Clock**

9mm automatic pistol with a 15 round magazine, manufactured by E&H.

**West Cobra**

Submachine gun with a 30 round magazine, manufactured by Revenge Hill.

**Welder**

Emits high energy bursts of electrons, use is unlimited.

**T-7 Bomb**

A handheld bomb using a TFT resin explosive. 20 can be carried at one time.

**N' Stuff****Energy Drink**

Restores players strength.

**BEM-T3 Scope**

Infantry-use Visual Enhancement Device.

**Magazine**

Provides additional ammunition for guns.

**ID Card**

Necessary to open doors within the ship. There are several types.

