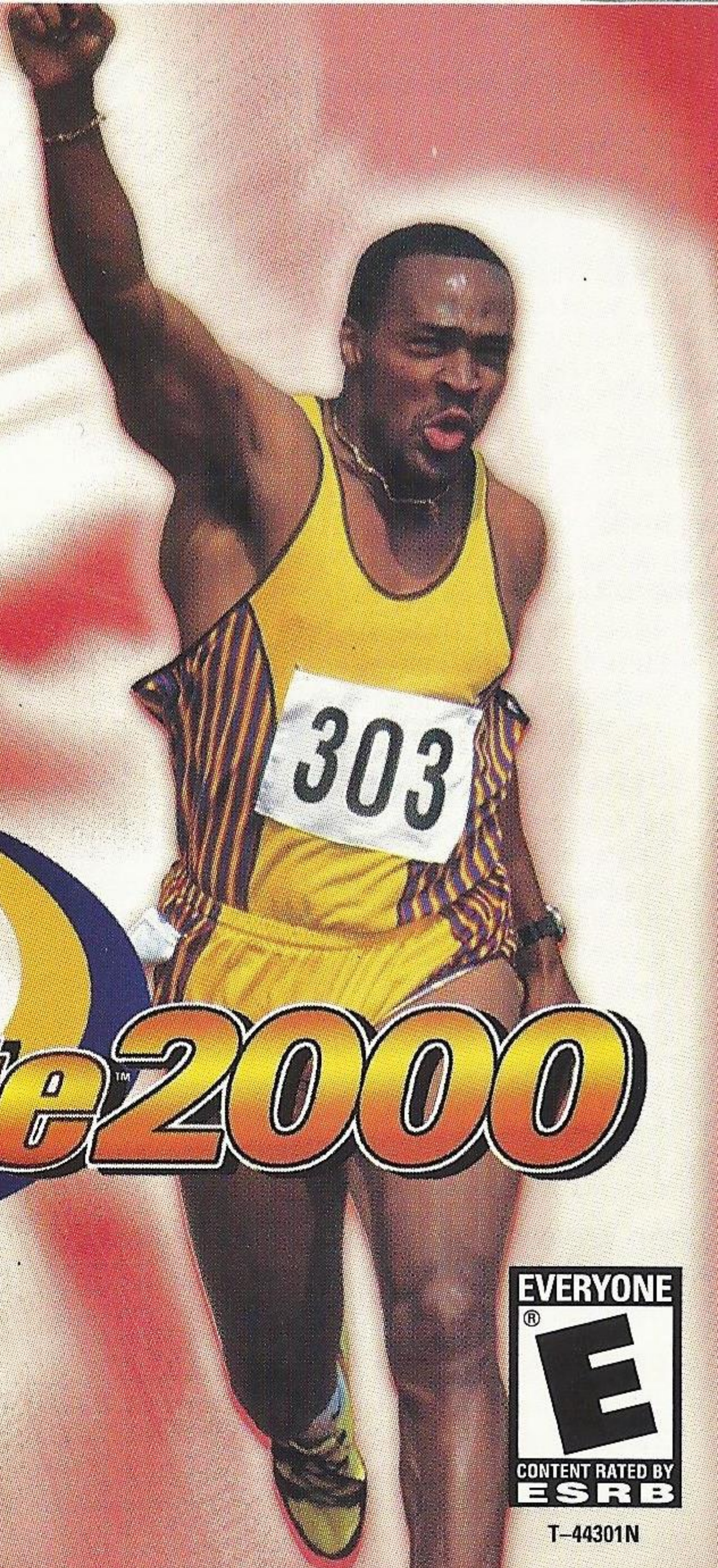
Dreamcast™

Virtua Athlete™ 2000



EVERYONE

E

CONTENT RATED BY ESRB

T-44301N

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 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:

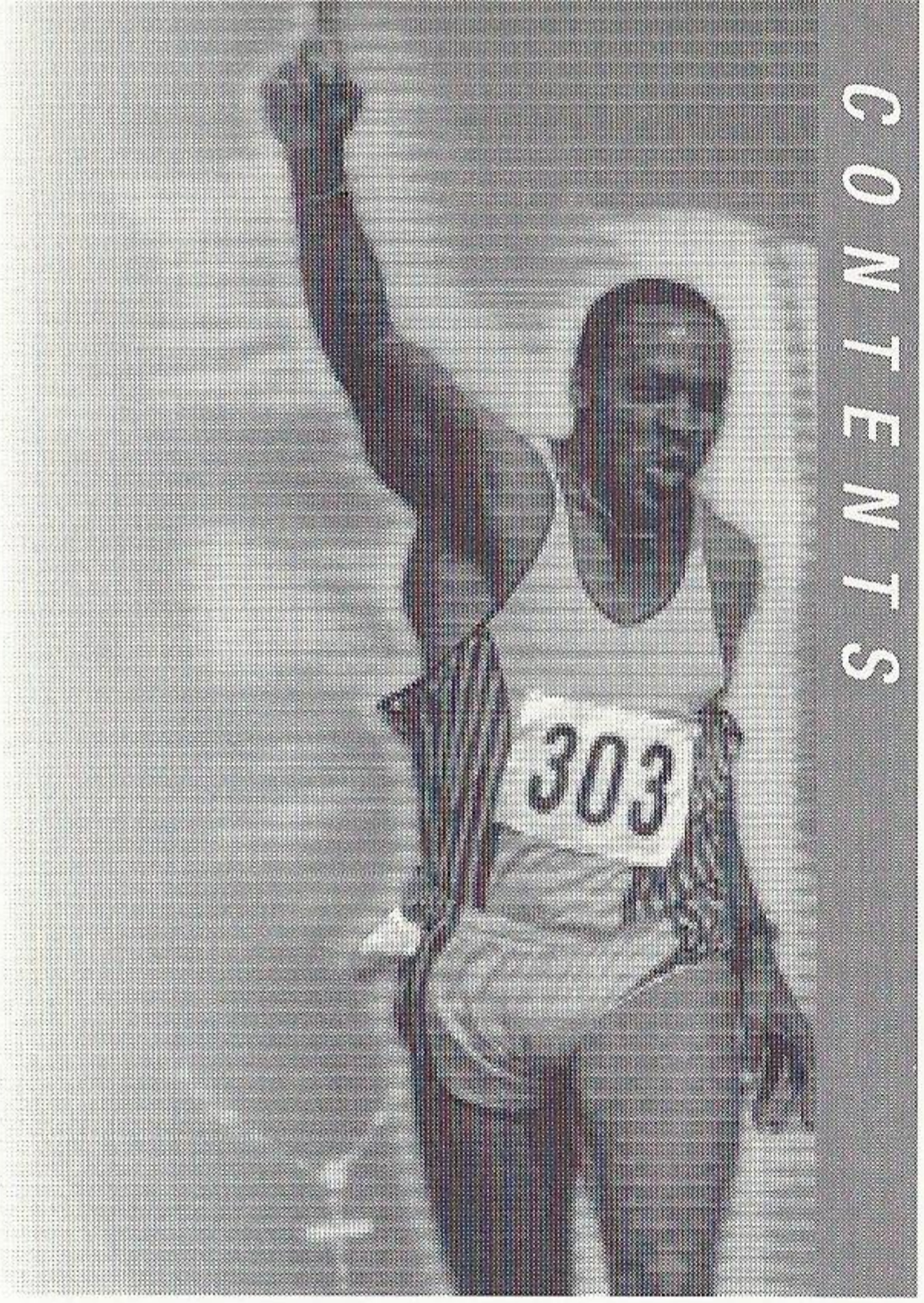
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on 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 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.

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 this 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.



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Thank you for purchasing Virtua Athlete 2000. Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Virtua Athlete 2000.

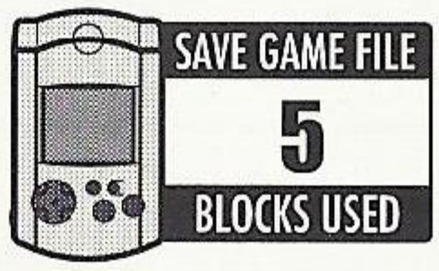
SAVING

Virtua Athlete 2000 is a memory card compatible game [Visual Memory (VM) unit sold separately]. The following amount of blocks of available space are required to save:

- **System File "V_ATHL2K.SYS": 5 Blocks**
- **Player File "V_ATHL2K.E00 (No.)": 19 Blocks (per athlete)**

The game will be saved at the following points:

- **After you have completed every event**
- **When you return to the Mode Selection Screen from Options**
- **When you return to the Mode Selection Screen after editing athlete data**

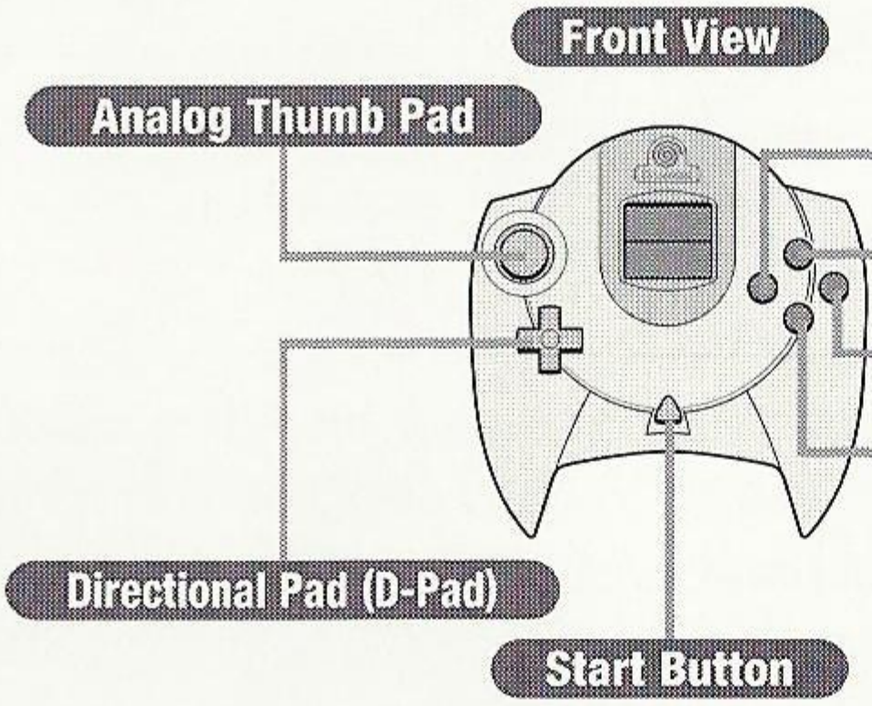


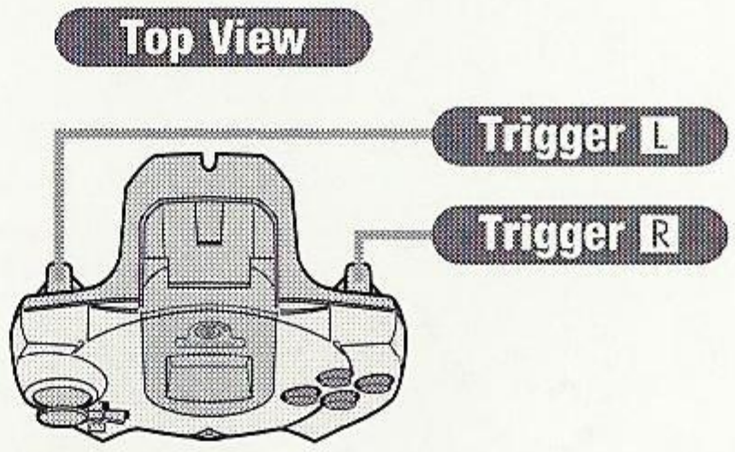
Press ⬅➡ to select where you want to save your file and press Ⓐ to enter your selection. Do not remove the memory card or controller during loading and saving.

BASIC CONTROLS

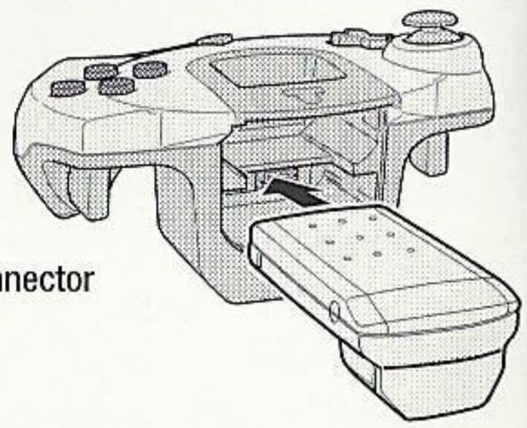
Sega Dreamcast Controller

This is a one to four player game. Before switching the Sega Dreamcast power ON, connect Sega Dreamcast Controllers to Control Ports, starting with Port A. Connect in order: A, B, C, D, according to the number of players.

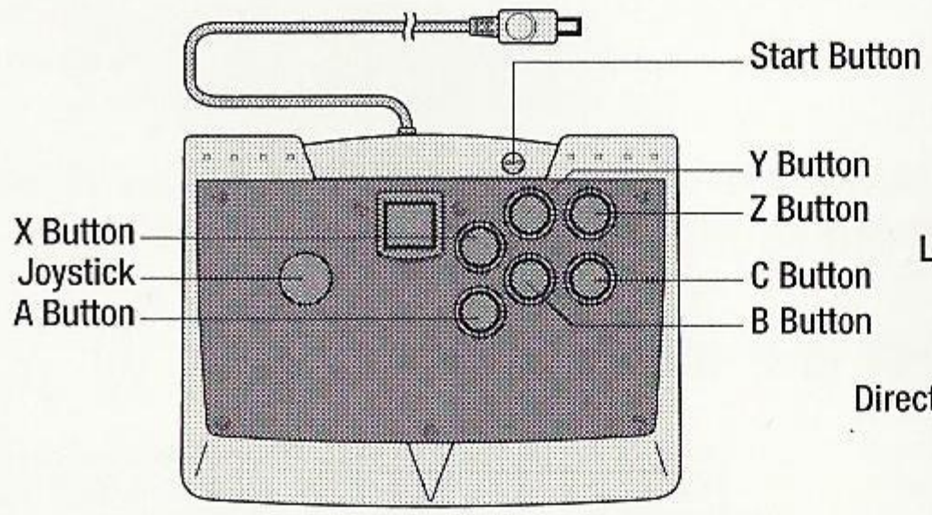




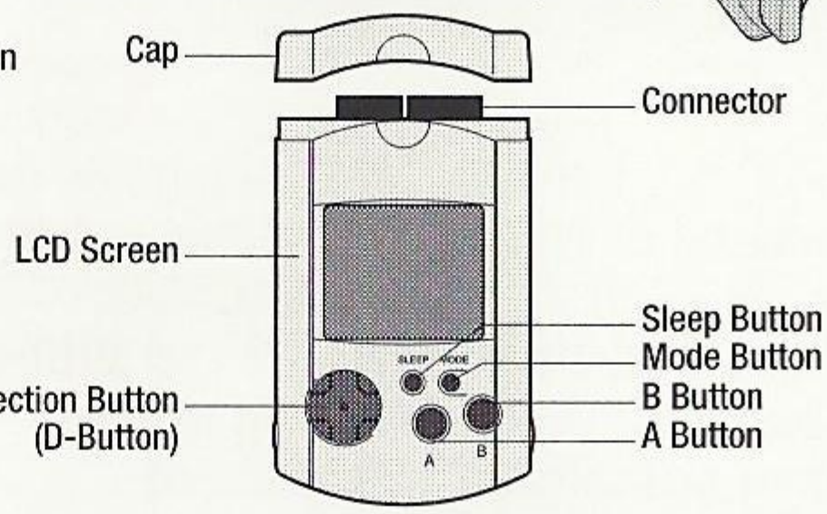
Make sure that you insert the Jump Pack (sold separately) into Expansion Socket 2 of the controller.



SEGA DREAMCAST ARCADE STICK



VISUAL MEMORY UNIT (VMU)



- ※ To return to the Title Screen at any point during the game, simultaneously press and hold Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Button.
- ※ Do not touch the Analog Thumb Pad, or the Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
- ※ You can only play Virtua Athlete 2000 with the Sega Dreamcast Controller and the Arcade Stick.

Mode Selection/Options Controls

D-PAD	Select an item/Move cursor
BUTTON Ⓐ	Enter an item
BUTTON Ⓑ	Cancel/Return to the previous screen
BUTTON Ⓧ	Enter an item
BUTTON Ⓨ	Not used
TRIGGERS L/R	Not used
START BUTTON	Start a game

※ The Analog Thumb Pad is not used.

Game Controls

D-PAD	Aerial control during high jump/Track movement in the 1500m-Race
BUTTONS Ⓐ/Ⓧ	RUN: Use in running, jumping and throwing events
BUTTON Ⓑ	ACTION: Use to jump in hurdles, jumping events and to throw in throwing events
BUTTON Ⓨ	Not used
TRIGGERS L/R	Not used
START BUTTON	Pause a game

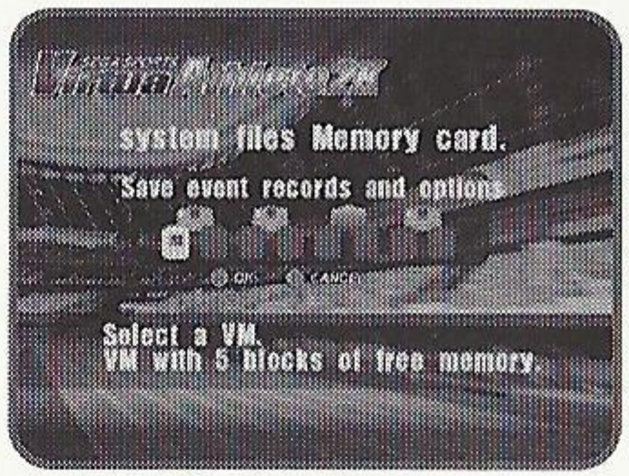
※ The Analog Thumb Pad can be used instead of the D-Pad during the 1500m-Race and Shot-put.

STARTING A GAME

Starting Up & Mode Selection

Press the Start Button on the Title Screen to display the Memory Card Selection Screen. If you do not have a memory card with a system file already saved, press ◀▶ to select a memory card and press Ⓐ to enter your selection. This will create a new system file. Press ◀▶ to select a memory card if you already have a saved system file, and press Ⓐ to enter your selection. Press Ⓑ to continue regardless of whether a memory card is inserted or not. If you do so, your game results will not be saved.

Title Screen



Memory Card Selection Screen

Game Mode Select

- **GAME START** — Select "GAME START" to be able to select one of the following (P.6)
- **QUICK TOURNAMENT** — Compete in all seven events
- **EXHIBITION** — Change the game settings to create your own tournament
- **PRACTICE** — Practice one event
- **PLAYER EDIT** — Edit your player (P.10)
- **NETWORK RANKING** — Visit the Virtua Athlete 2000 Homepage (P.13)
- **DATA ROOM** — View all your top records (P.13)
- **OPTION** — Modify the game settings (P.14)

MODE EXPLANATIONS

Game Start

The selection and game controls for the modes within "GAME START" are all basically the same.

QUICK TOURNAMENT

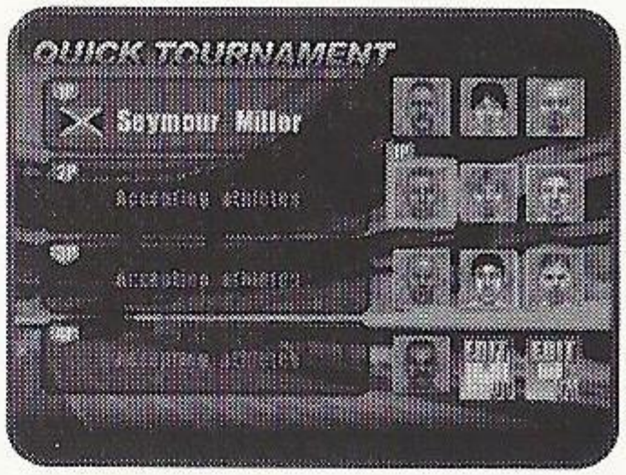
PLAYER SELECTION
100m DASH
LONG JUMP
SHOT-PUT
HIGH JUMP
110m HURDLES
JAVELIN
1500m RACE
FINAL RESULTS

Event Results, General Points

Records are saved to memory card

PLAYER ENTRY

A timer will be displayed in the top right of the screen after a player has entered and selected an athlete. Any other player should enter before the counter reaches 0. There is no time limit to select an athlete.



Press the Start Button on the controller that you intend to use in the events. Next, select an athlete. Press ⬆⬇⬅➡ to select an athlete and press Ⓐ to enter your selection. Press Ⓑ to cancel.

See page 6 for more about selecting edited athletes.

MODE EXPLANATIONS

QUICK TOURNAMENT

PLAYER ENTRY

Edit Athlete Entry

To play with an athlete created in PLAYER EDIT (P.10), select and enter either "EDIT DC" or "EDIT VM."

EDIT DC Select this if you don't have a memory card inserted and press Ⓐ to enter your selection.

Note: This athlete's file data will be deleted when you switch your Sega Dreamcast OFF. Also, you will delete previously saved data when you create a new athlete.

EDIT VM Select this if you have already saved an athlete's data to a memory card.

Memory Card Selection

Select "EDIT VM" to display the Memory Card Selection screen. Press ◀▶ to select a memory card with saved athlete data and press Ⓐ to enter your selection.

Edit Athlete Selection

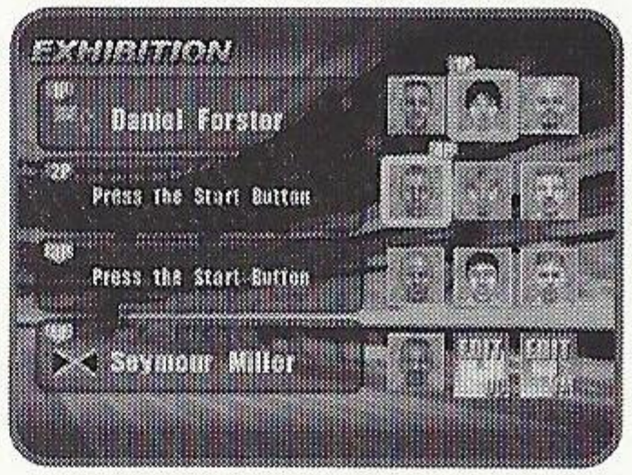
Press ▲▼ to select an athlete and press Ⓐ to enter your selection. Press Ⓑ to cancel.

EXHIBITION

Select athletes that you have downloaded from the Virtua Athlete 2000 Homepage (P.13), change the number and difficulty of events and other settings to create your own tournament.

PLAYER ENTRY

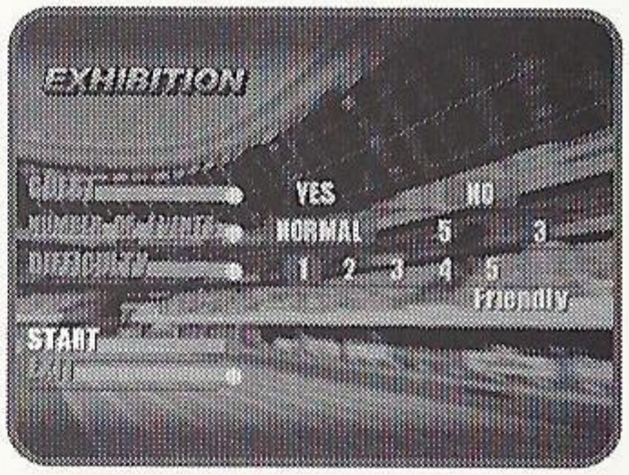
A timer will be displayed in the top right of the screen after a player has entered and selected an athlete. Any other player should enter before the counter reaches 0. There is no time limit to select an athlete.
Press the Start Button on the controller that you intend to use in the events. Next, select an athlete. Press ⬆⬇⬅➡ to select an athlete and press Ⓐ to enter your selection. Press Ⓑ to cancel.



To select an edited athlete, select and enter either "EDITED DC" or "EDITED VM" in the same way as described in "Edit Athlete Entry" on page 6.

MODE EXPLANATIONS

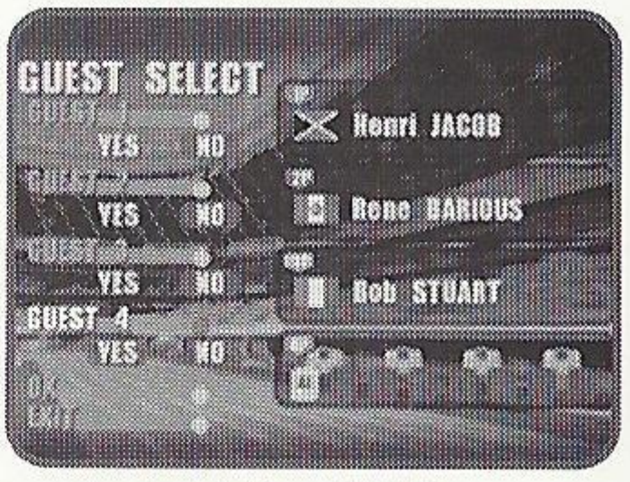
EXHIBITION



You can modify the rules in EXHIBITION Mode (see screen shot on right). Press ↑↓ to select an item and press ←→ to make a modification.

GUEST Select a downloaded athlete.

ENTRY SELECTION Up to 4 Guests can take part. When "GUEST" is highlighted by the cursor, press ← to select "YES" and press Ⓐ to display the Guest Select Screen. Press ↑↓ to select an entry location, press ← to select "YES" and press Ⓐ to display the Memory Card Selection Screen. Select an athlete in the same way as you would for "Edit Athlete Entry" (P.6).



MEMORY CARD SELECTION Press ←→ to select a memory card with downloaded athlete data and press Ⓐ to enter your selection.

ATHLETE SELECTION When the athlete data is displayed, press ↑↓ to select an athlete and press Ⓐ to enter.

END When you have finished, either select and enter "OK/EXIT" or press Ⓑ.

NUMBER OF EVENT Modify the number of events. Select one of following: "NORMAL" (all 7 events), "5" (5 events: 100m-Dash, Long Jump, Shot-put, High Jump and 1500m-Race) and "3" (100m-Dash, Long Jump and Shot-put).

DIFFICULTY Select one of the following tournament difficulty levels: 1 Friendly (easiest), 2 City Cup, 3 Continental Cup, 4 Inter Continental Cup and 5 World Cup (most difficult).

START Start a tournament.

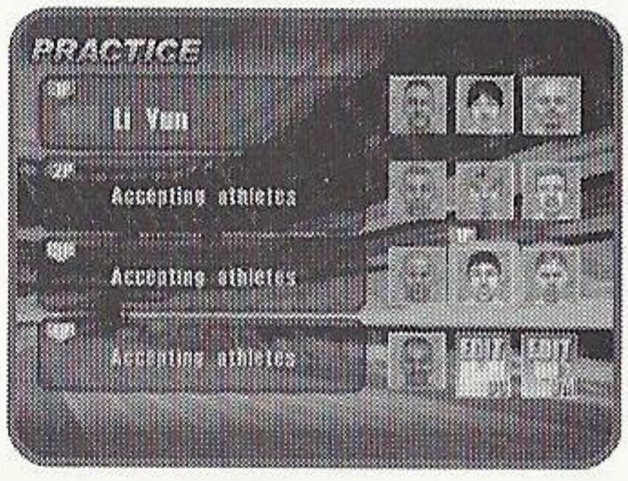
EXIT Return to the "PLAYER ENTRY" screen.

PRACTICE

Play one of the seven events without an opponent. If you break a world record when you are practicing, it will not be recorded.

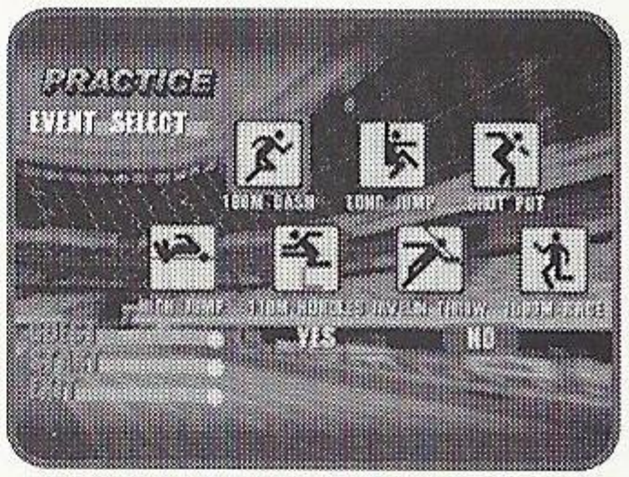
Press ⬆⬇⬅➡ to select an event that you would like to practice and press Ⓐ to enter.

PLAYER ENTRY



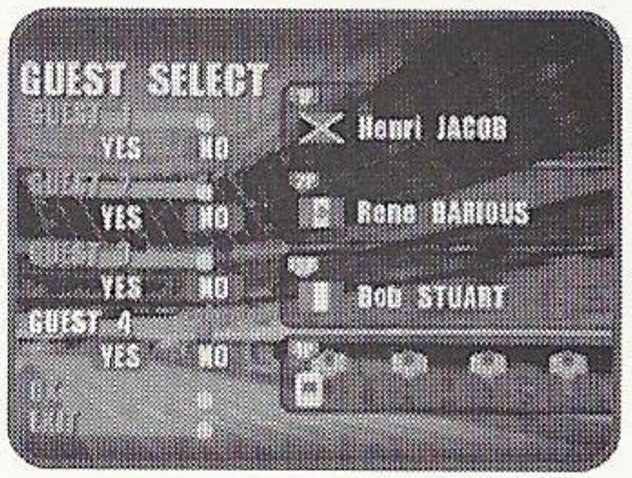
A timer will be displayed in the top right of the screen after a player has entered and selected an athlete. Any other player should enter before the counter reaches 0. There is no time limit to select an athlete.
Press the Start Button on the controller that you intend to use in the events. Next, select an athlete. Press ⬆⬇⬅➡ to select an athlete and press Ⓐ to enter your selection. Press Ⓑ to cancel.
To select an edited athlete, select and enter either “EDIT DC” or “EDIT VM” in the same way as described in “Edit Athlete Entry” on page 6.

EVENT SELECT



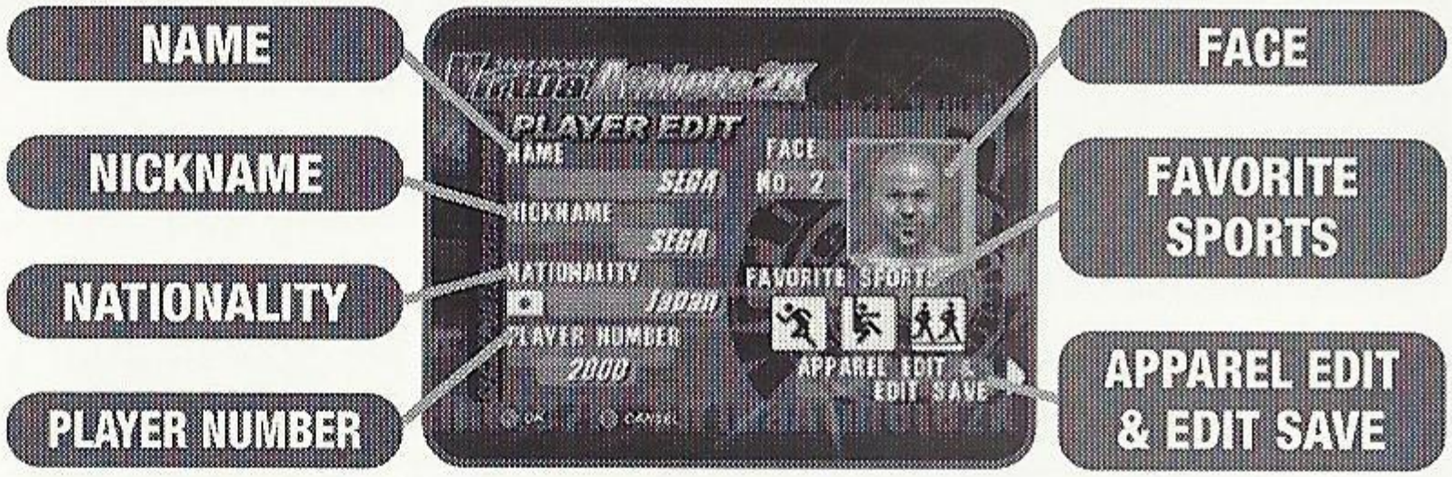
Press ⬅➡ to select an event and press Ⓐ to enter your selection. Press Ⓑ to return to the Player Entry Screen.

GUEST



Play with a downloaded athlete. See “GUEST” on page 8 for more details.
When you have finished, either select and enter “OK/EXIT” or press Ⓑ.

PLAYER EDIT



Select to display the Save Confirmation Screen. Insert a memory card at this time to display the Memory Card Selection Screen. Press ⬅➡ to select a memory card and ⬆⬇ to select and enter a save location. You can overwrite previously saved data if there is already a memory card with a saved location. Select "SAVE" from "APPAREL EDIT & EDIT SAVE" when you are finished and press Ⓐ to save your new settings and modifications. If you do not have a memory card, data will be temporarily saved to your Sega Dreamcast, but will be lost when you switch Sega Dreamcast OFF. Press Ⓐ to return to the Selection Screen.

There must be 17 blocks of available space per athlete data on your memory card. You can save athlete data until your memory card is full.

1 NAME

Enter a full name (up to 15 letters).

Select "NAME" to display the name input area on the right.

Input Press ⬆⬇⬅➡ to select a letter and press Ⓐ to enter. Select "shift" to type in lower case.

Delete Either press Ⓑ or select "BS" and press Ⓐ to delete one letter at a time.

Enter Your Name Select "Enter" when you have finished and press Ⓐ to enter your selection and display the Player Edit Screen. You can not select "Enter" if nothing has been entered in the name entry area, so make sure that you enter a name.

2 NICKNAME

Enter a nickname of 5 characters or less.

Select "NICKNAME" to display the screen on the right. There will already be a nickname in the nickname input area, so press Ⓑ to delete.

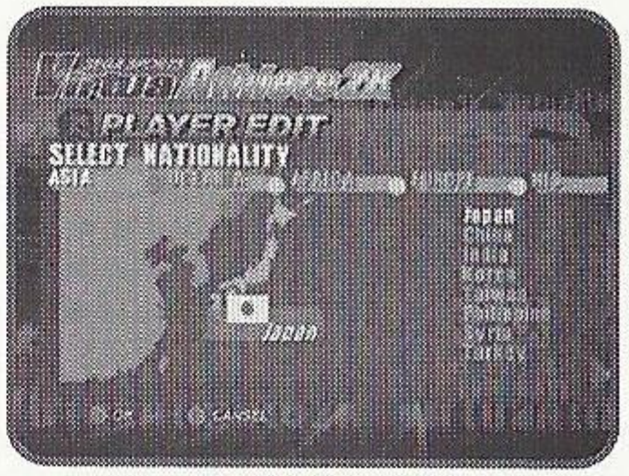
Input Press ↑↓←→ to select a letter and press Ⓐ to enter. Select "shift" to type in lower case.

Delete Either press Ⓑ or select "BS" to delete one letter at a time.

Enter Your Name Select "Enter" when you have finished and press Ⓐ to enter your selection and display the Player Edit Screen. You can not select "Enter" if nothing has been entered in the nickname entry area, so make sure that you enter a name.

3 NATIONALITY

Select "NATIONALITY" to display the screen on the right. Press ←→ to select a region and press Ⓐ to enter your selection. Next, press ↑↓ to select a country and press Ⓐ to enter. Press Ⓑ to cancel and return to the Player Edit Screen.

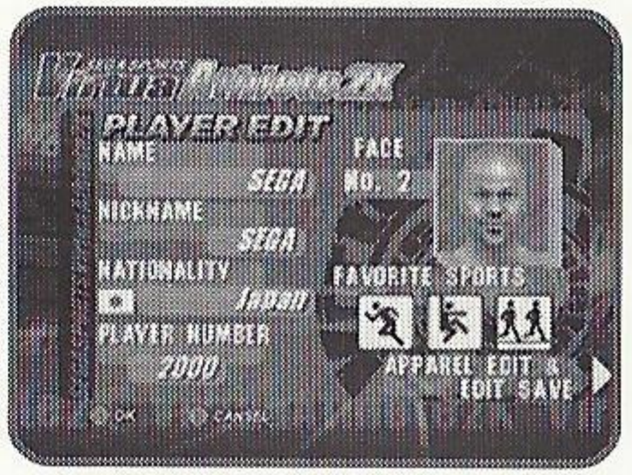


4 PLAYER NUMBER

Select "PLAYER NUMBER" to display the screen on the right. Press ↑↓←→ to select a number and press Ⓐ to enter. Either press Ⓑ or select "BS" to delete one letter at a time. Select "Enter" and press Ⓐ to return to the Player Edit Screen.

5 FACE

Select a face.



Press Ⓐ when "FACE" is highlighted to display several different faces. Press ⬆⬇ when you have selected a face. Press the D-Pad to select a face pattern and press Ⓐ to enter.

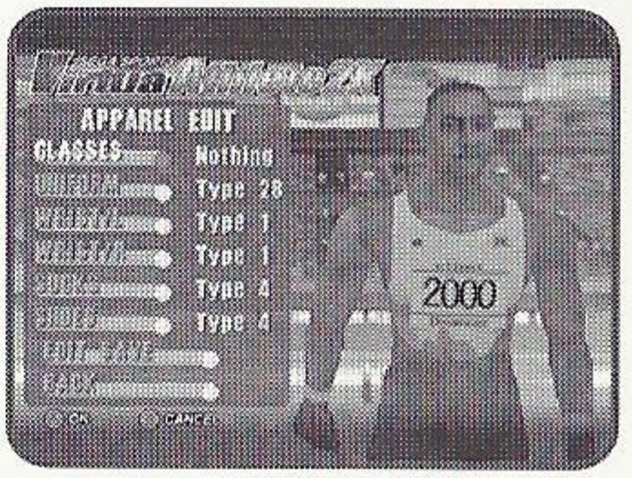
6 FAVORITE SPORTS

Select your athlete's favorite sports.

Select "FAVORITE SPORTS" to display the screen on the right. Press ⬅➡ to select a sport genre and press Ⓐ to enter. Then press ⬆⬇⬅➡ to select a sports icon and press Ⓐ to enter. You may select three identical icons if you choose. Select three icons to finish your favorite sports selection and return to the Player Edit Screen.

7 ACCESSORY EDIT & EDIT SAVE

Select this item to change your character's clothing and view his appearance.



Select "ACCESSORY EDIT" to display the screen on the right. Press ⬆⬇ to select an item and press ⬅➡ to make modifications. Select "SAVE" when you are finished and press Ⓐ. To return to the Player Edit Screen, either press Ⓑ or select "Back" and press Ⓐ.

- **GLASSES** Sunglasses selection and OFF
- **UNIFORM** Apparel selection
- **WRIST/L** Wrist band selection and OFF
- **WRIST/R** Wrist band selection and OFF
- **SOCKS** Sock selection
- **SHOES** Shoe selection

NETWORK RANKING

Connect to the Network and visit the Virtua Athlete 2000 homepage.
You can enter your rankings and download top player data at the VA2K homepage.

USER REGISTRATION

You cannot use the NETWORK feature unless you have registered as a user with SEGA. Before playing on the NETWORK, make sure that you register as a user, using the Sega Dreamcast Browser. Refer to the Sega Dreamcast Browser Guidebook for further help. You can obtain the updated Sega Dreamcast Browser from the Official Sega Dreamcast Magazine.

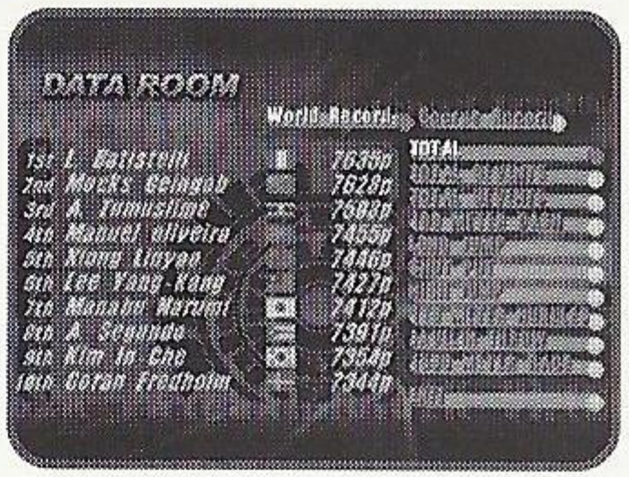
DATA ROOM

View the general scores and the records for every event.

Select “DATA ROOM” to display the screen on the right. Press ◀▶ to select a memory card with saved records and press Ⓐ to enter.

Next, press ◀▶ to select either “World Record” or “Course Record” and press ▲▼ to select the individual record that you would like to see.

Select “EXIT” and press Ⓐ to return to the Game Mode Select Screen.



OPTION

Modify the game settings. Press ⬆⬇ to select an item and press ⬅➡ to make a modification. When you have finished, select "EXIT" and press Ⓐ to enter.

How to Play — Select to put the instructions for every event ON or OFF.

AUDIO — Set the preferred output to either MONO or STEREO.

BGM — Listen to the background music (BGM). Press Ⓐ to start the music and Ⓑ to stop it.

SE — Listen to the sound effects (SE). Press Ⓐ to start and Ⓑ to stop.

VOICE — Listen to the spoken sound effects. Press Ⓐ to start and Ⓑ to stop.

VIBRATION PACK — Switch the separately sold Jump Pack ON or OFF.

EXIT — Return to the Game Mode Select Screen. Your new settings will automatically be saved.

THE EVENTS

Rules

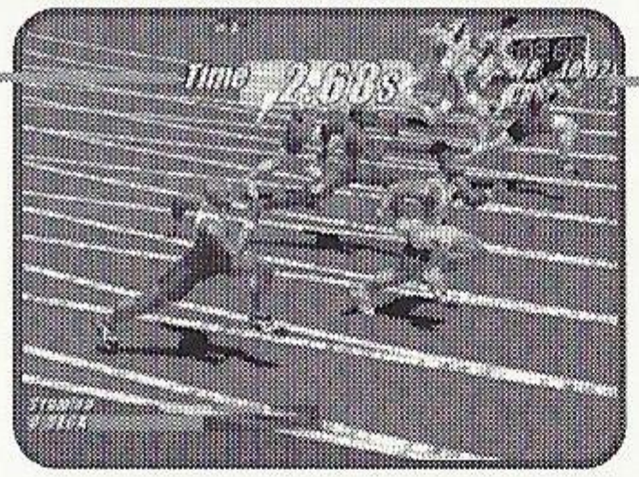
Running events: one attempt
Throwing/Jumping events: 3 attempts. Your result will be the best record of 3 attempts.

If you can not clear the default height in the High Jump on your first try, you will have to continue to attempt that same height until you clear it. Therefore, do not set the height too high before your first jump, as you may score 0 points.

Your attempt will be recorded as a fail if you can not complete a timed event before the stop-clock reaches 0.

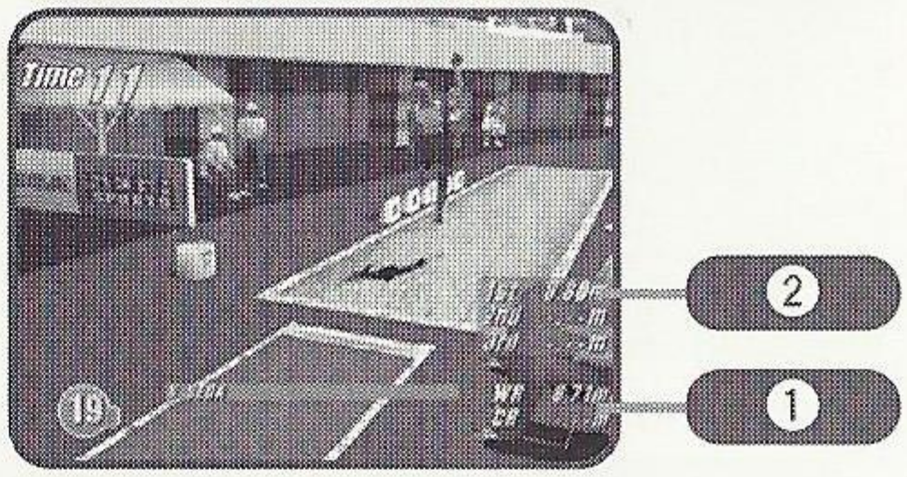
Game Screens and Controls

Running Events



❶ World Record

Throwing/Jumping Events



❷ Present Record

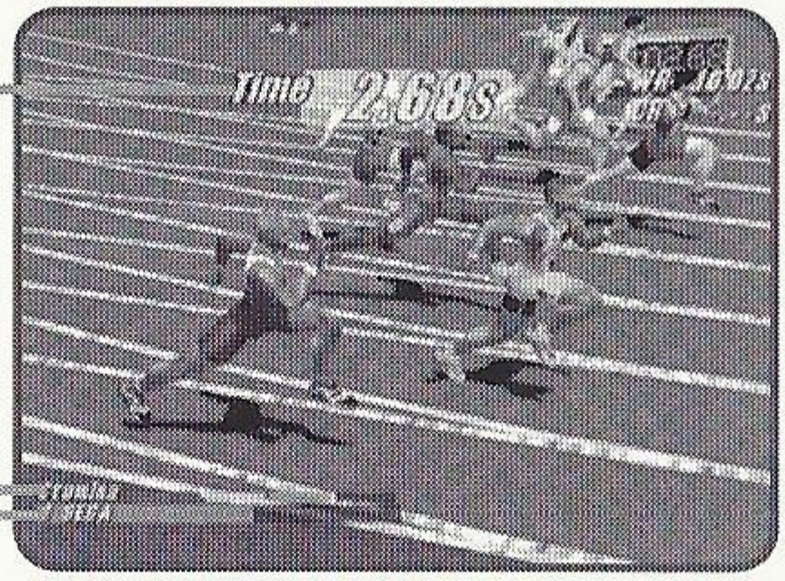
Controls

RUN Buttons : Ⓐ/Ⓧ
Press these two buttons to make your athlete run in running, jumping and throwing events.

ACTION Button : Ⓑ
Press this button to make your athlete jump in jumping events and the hurdles. Also press it to throw in throwing events.

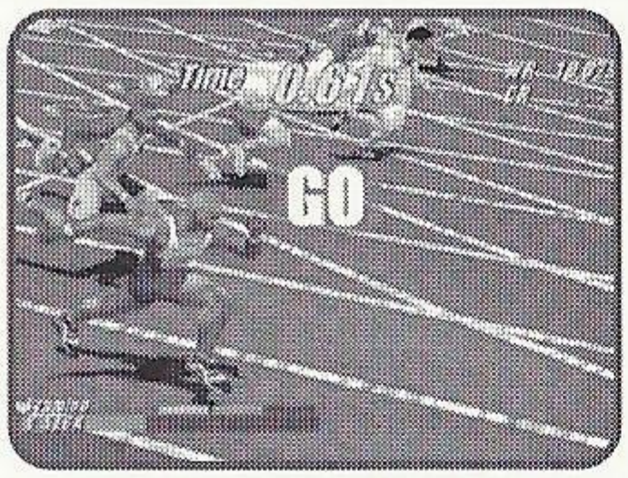
100m-Dash (Running Event)

Game Display

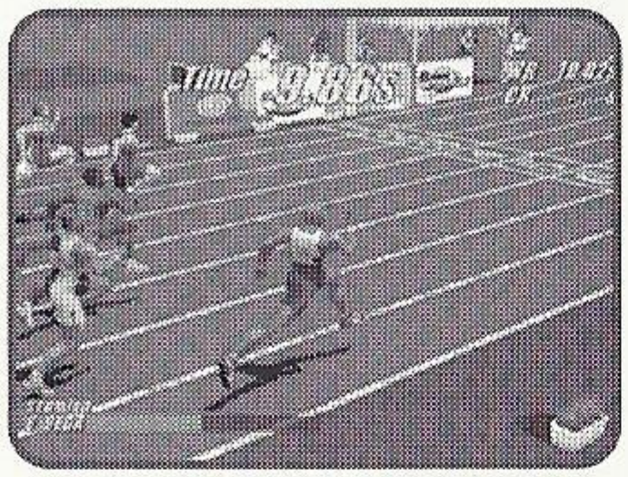


- Time
- Stamina Gauge
- Speed Gauge

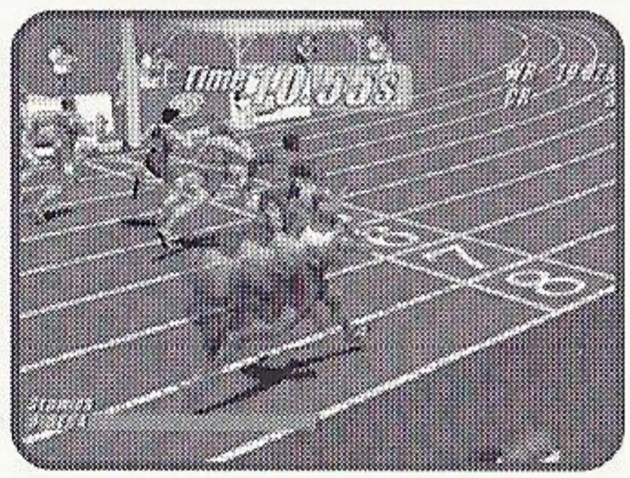
Methods and Tips



Start to press the RUN Buttons repeatedly as soon as you see the signal to "GO!" The faster you press the buttons, the faster your character will run.



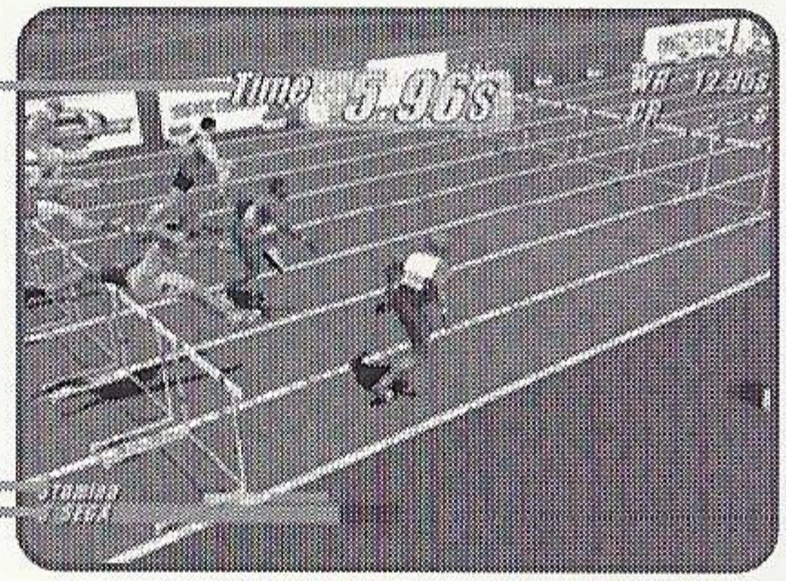
Your character will start to lose stamina once he is running at top speed. He will begin to slow down if he runs out of stamina.



Press the ACTION Button before your character crosses the finishing line to make him lunge. Do this in order to shave some precious split seconds off your time.

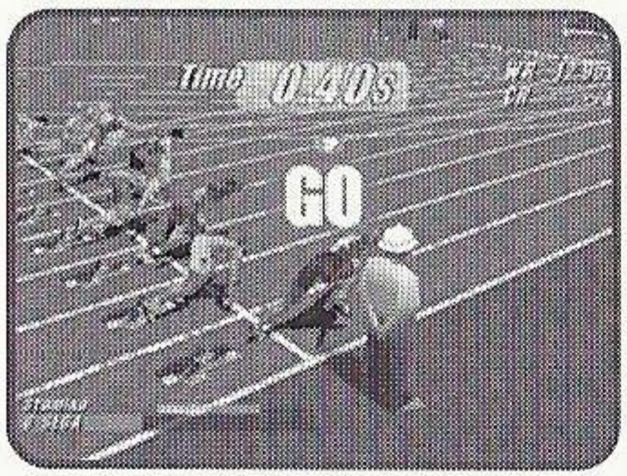
110m-Hurdles (Running Event)

Game Display

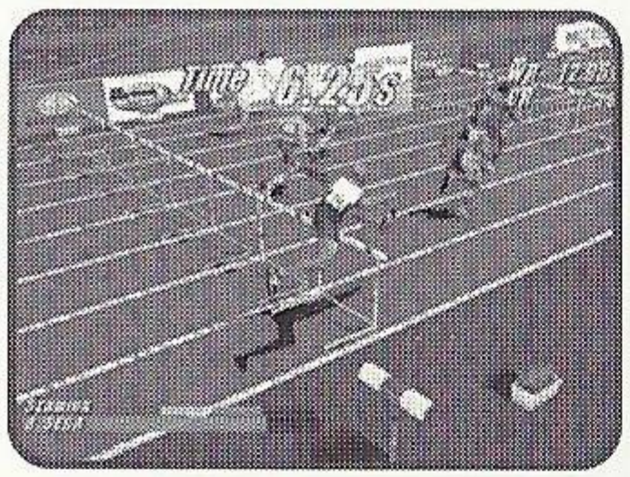


- Time
- Stamina Gauge
- Speed Gauge

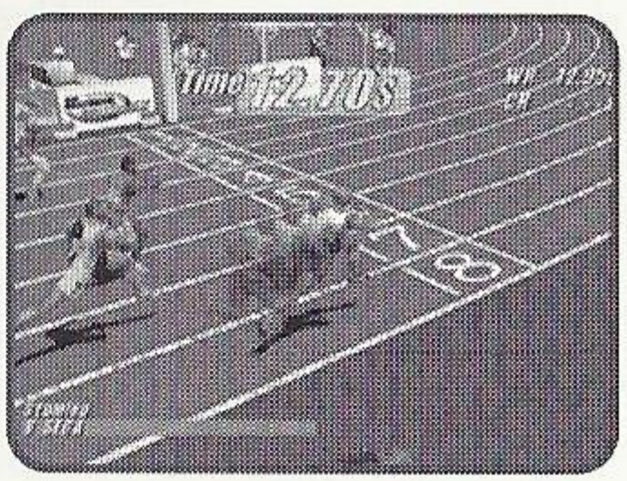
Methods and Tips



Start to press the RUN Buttons repeatedly as soon as you see the signal to "GO!" The faster you press the buttons, the faster your character will run.



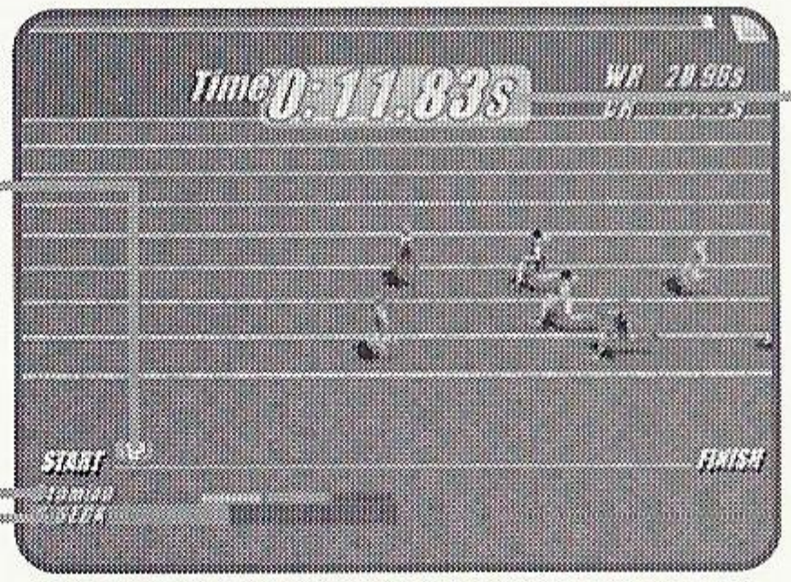
Press the ACTION Button to jump over the hurdles.



Press the ACTION Button before your character crosses the finishing line to make him lunge. Do this in order to shave some precious split seconds off your time.

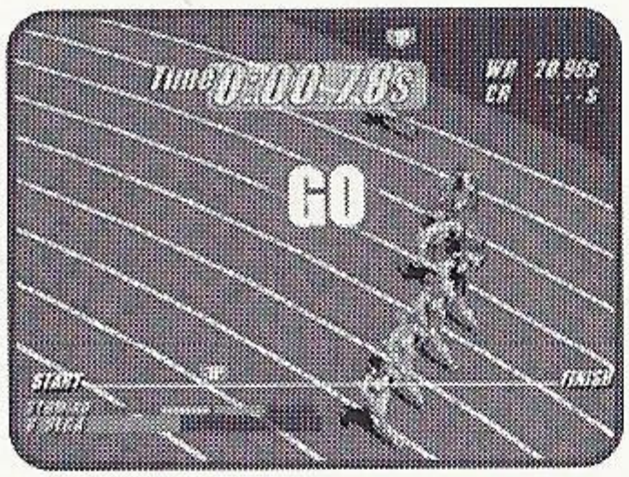
1500m-Race (Running Event)

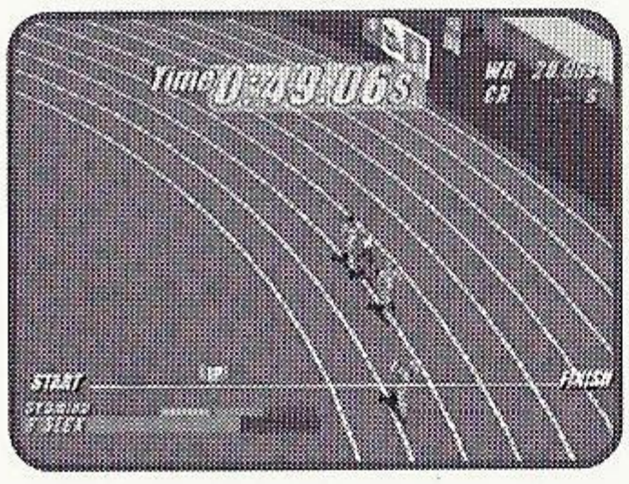
Game Display



- Time
- Present Position
- Stamina Gauge
- Speed Gauge

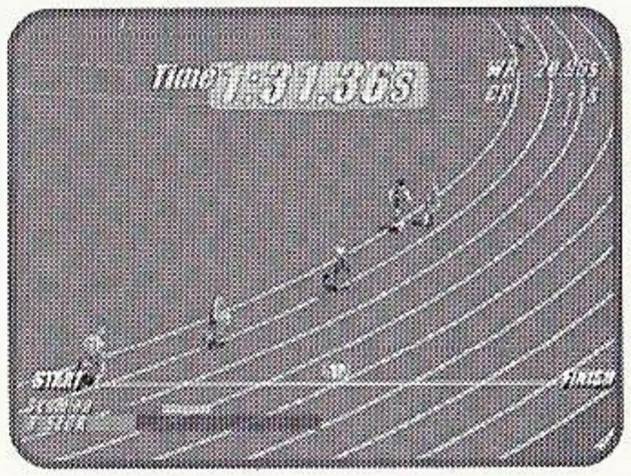
Methods and Tips





Start to press the RUN Buttons repeatedly as soon as you see the signal to "GO!" The faster you press the buttons, the faster your character will run. Your athlete will start to lose stamina when he is running at top speed and will start to slow down if you allow him to run out of stamina.

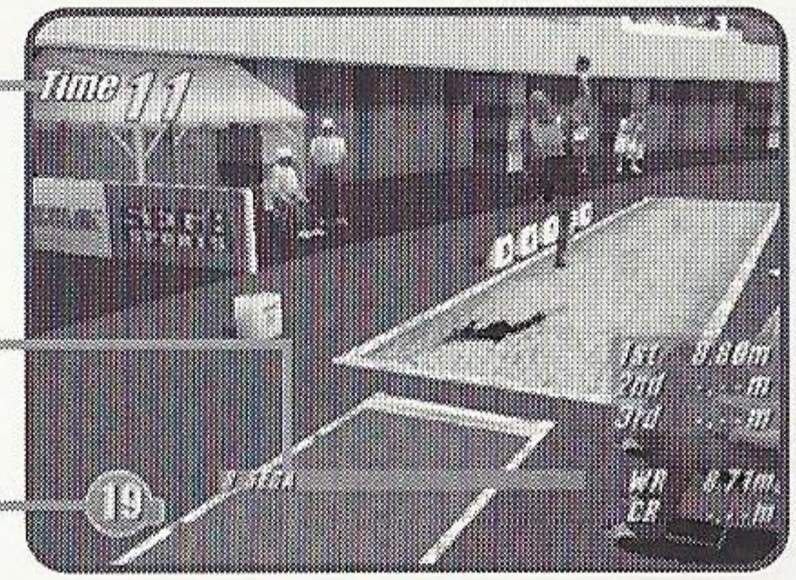
Press ⬅➡ to move your character from lane to lane and around slow runners.



Bear stamina in mind when repeatedly pressing the RUN Buttons. Stamina will recover when these buttons aren't being pressed.

Long Jump (Jumping Event)

Game Display

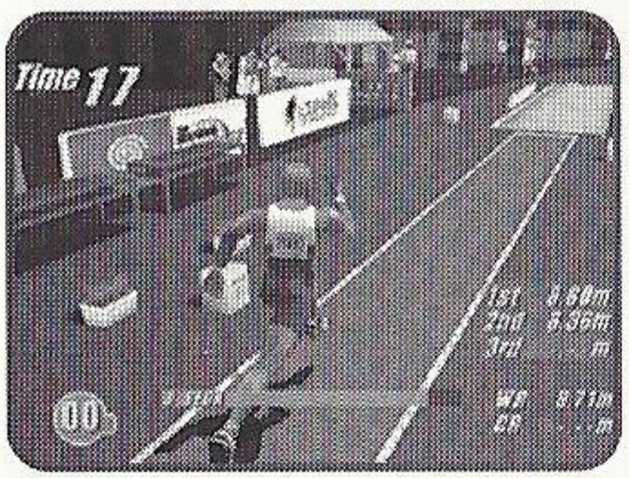


Remaining Time

Speed Gauge

Angle Gauge

Methods and Tips



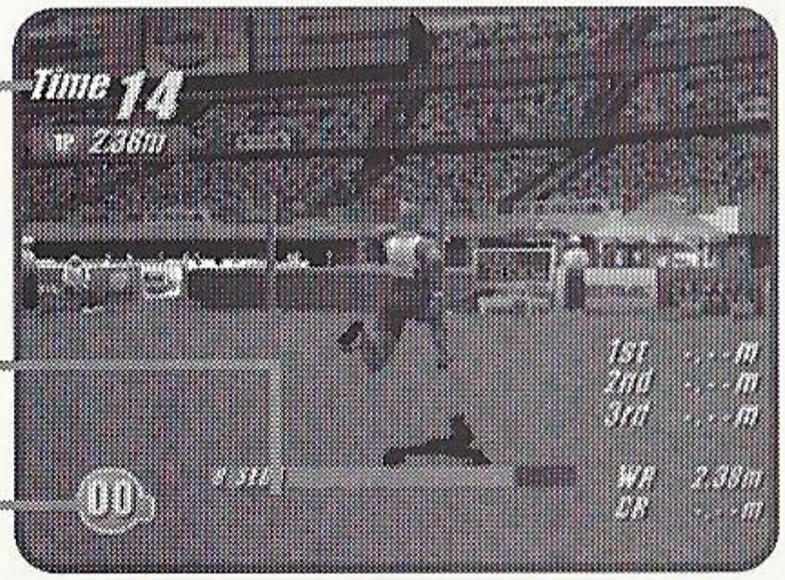
Press the RUN Buttons repeatedly to make your character run. The faster you press the buttons, the faster your character will run.

Press and hold the ACTION Button when your character reaches the board to make the Angle Gauge rise. Release the ACTION Button at the desired angle.

Release the ACTION Button to select a launch angle. (The ideal angle is 25 degrees.) Press the ACTION Button again mid-jump to make your character stretch his legs before landing.

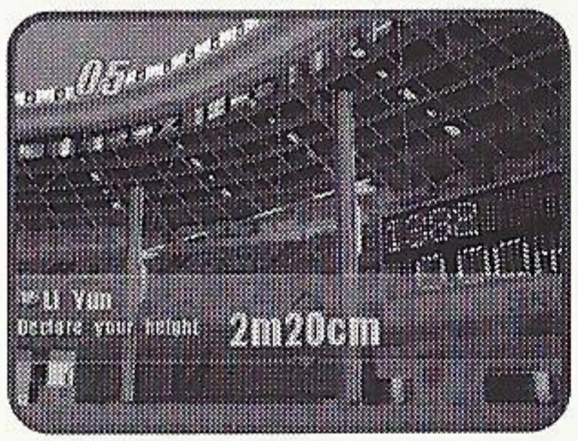
High Jump (Jumping Event)

Game Display

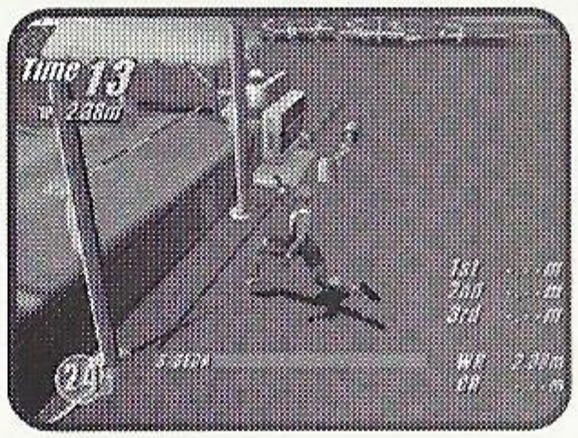


- Remaining Time
- Speed Gauge
- Angle Gauge

Methods and Tips

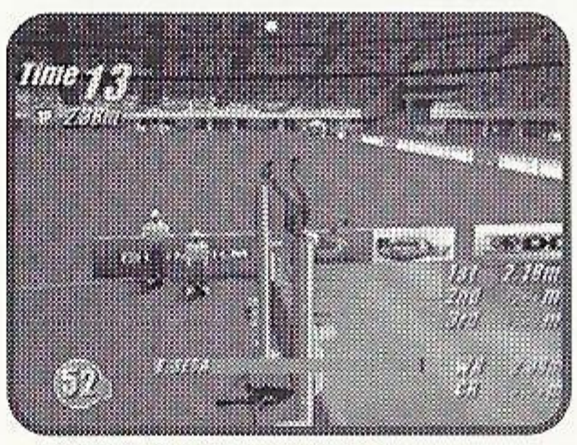


Press ⬆⬇ to select the height of the jump, then press the RUN Button to enter your selection. Next, press ⬅➡ to select a starting position.



Press the RUN Buttons repeatedly to make your character run. When your character approaches the bar, press the ACTION Button to jump.

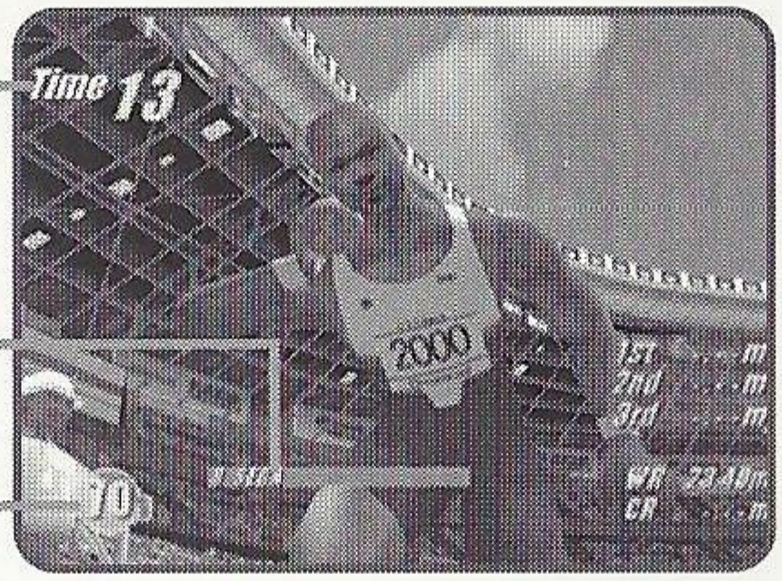
Hold down the ACTION Button to make the Angle Gauge rise. Release the ACTION Button to select an angle and jump. (The ideal angle is 45 degrees.)



As your character is arching over the bar, press ⬇ to make his legs flick away from the bar. Your timing must be perfect.

Shot-put (Throwing Event)

Game Display

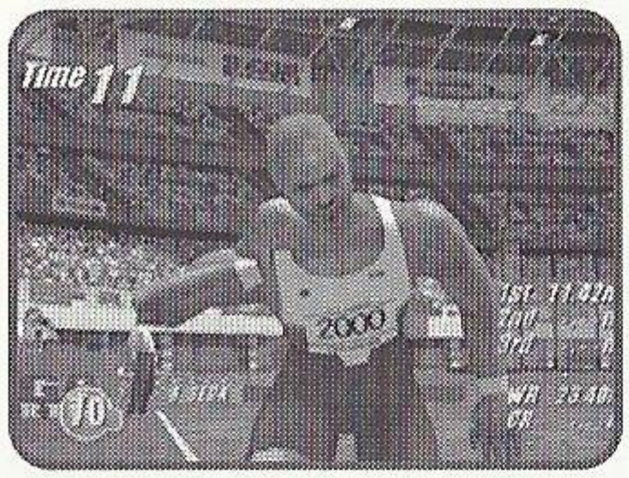


Remaining Time

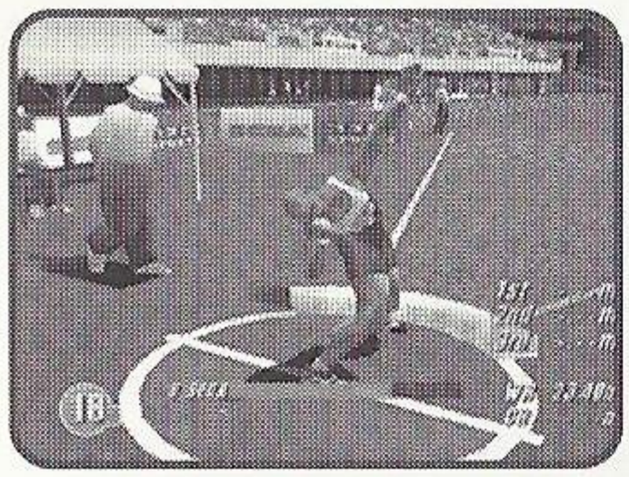
Power Gauge

Angle Gauge

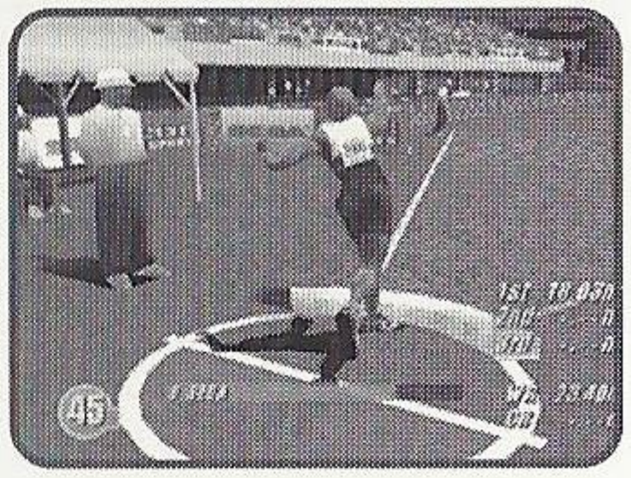
Methods and Tips



Throwing strength is displayed through a Power Gauge that moves from left to right. (Maximum power is when the gauge is full.)



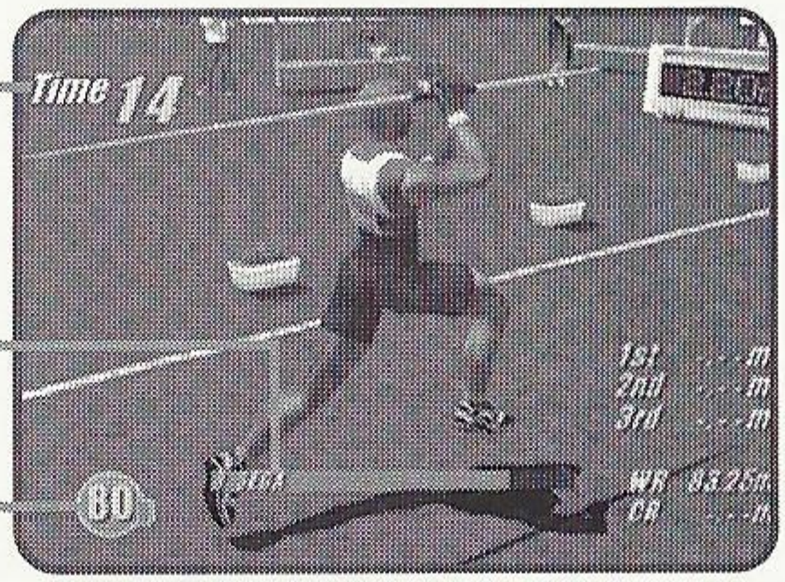
Press the ACTION Button or the D-Pad to stop the Power Gauge. Hold down the ACTION Button and the Angle Gauge will begin to lower.



Release the ACTION Button to select a launch angle and put the shot. (The ideal angle is 45 degrees.)

Javelin (Throwing Event)

Game Display

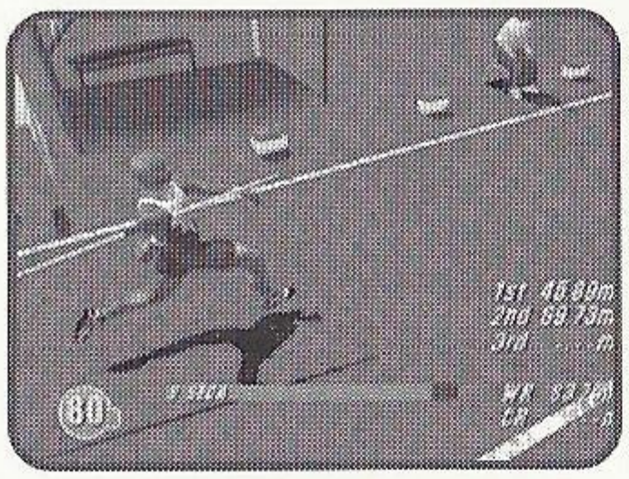


Remaining Time

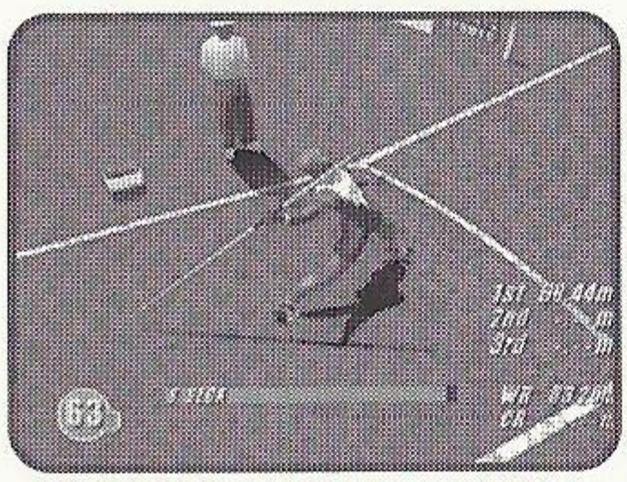
Power Gauge

Angle Gauge

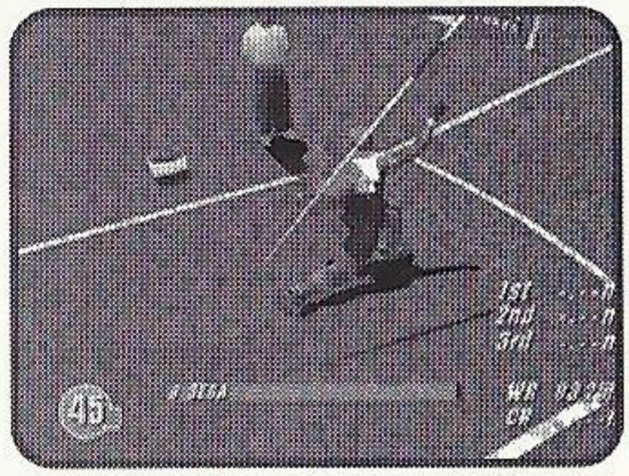
Methods and Tips



Press the RUN Buttons repeatedly to make your character run.



Press and hold the ACTION Button before your character reaches the foul line and the Angle Gauge will begin to rise.



Release the ACTION Button to select a launch angle and throw the javelin (The ideal angle is 45 degrees.)

NOTES

NOTES

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