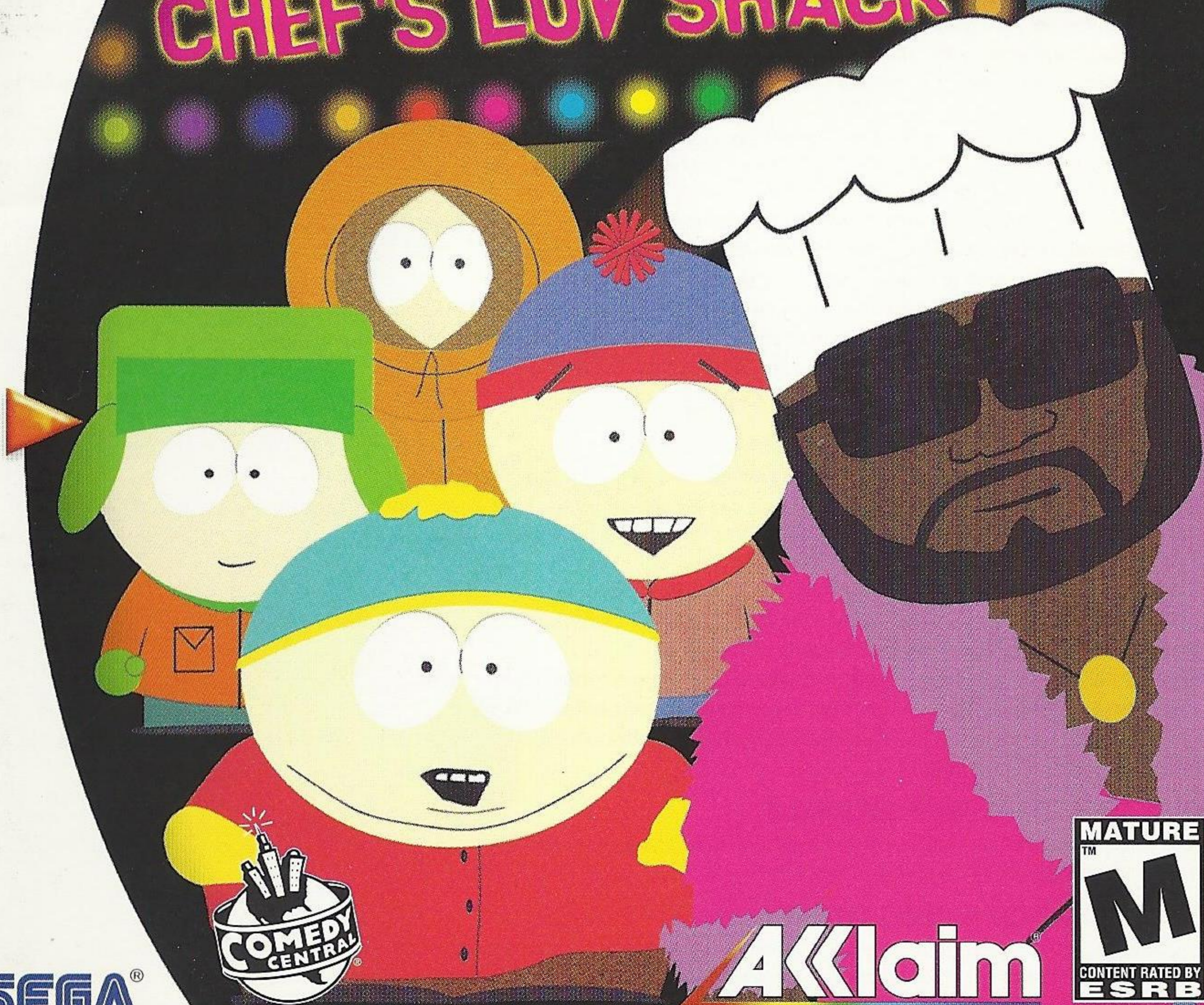


SOUTH PARK™ CHEF'S LUV SHACK™



SEGA®

AKKlaim®



T-8105N

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.

TABLE OF CONTENTS

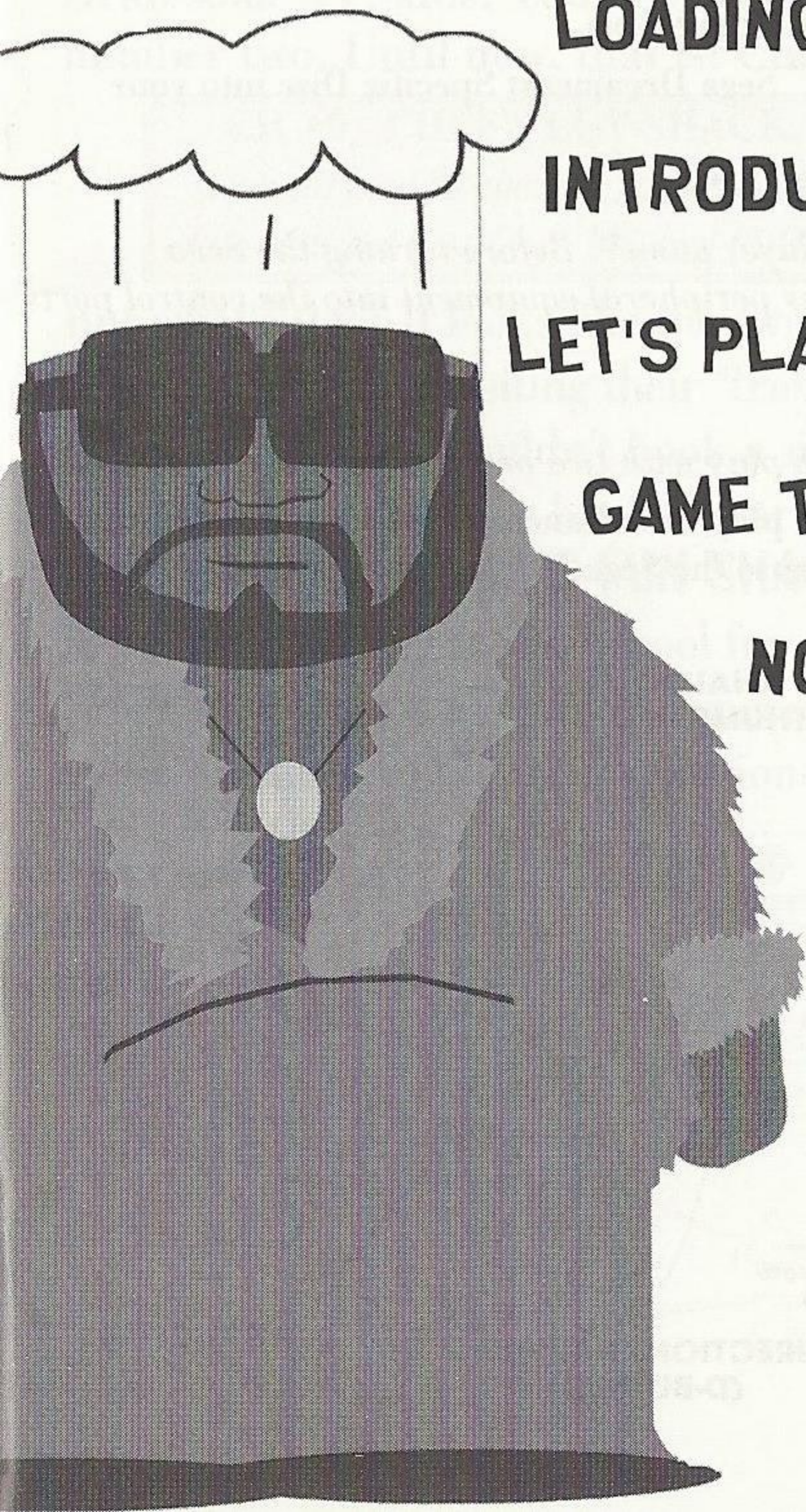
LOADING2

INTRODUCTION3

LET'S PLAY5

GAME TYPES8

NOTES19



LOADING

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.

1. Insert your **SOUTH PARK™ CHEF'S LUV SHACK™** Sega Dreamcast Specific Disc into your Sega Dreamcast console.

2. Plug your Sega Dreamcast Controller into Controller Port A.

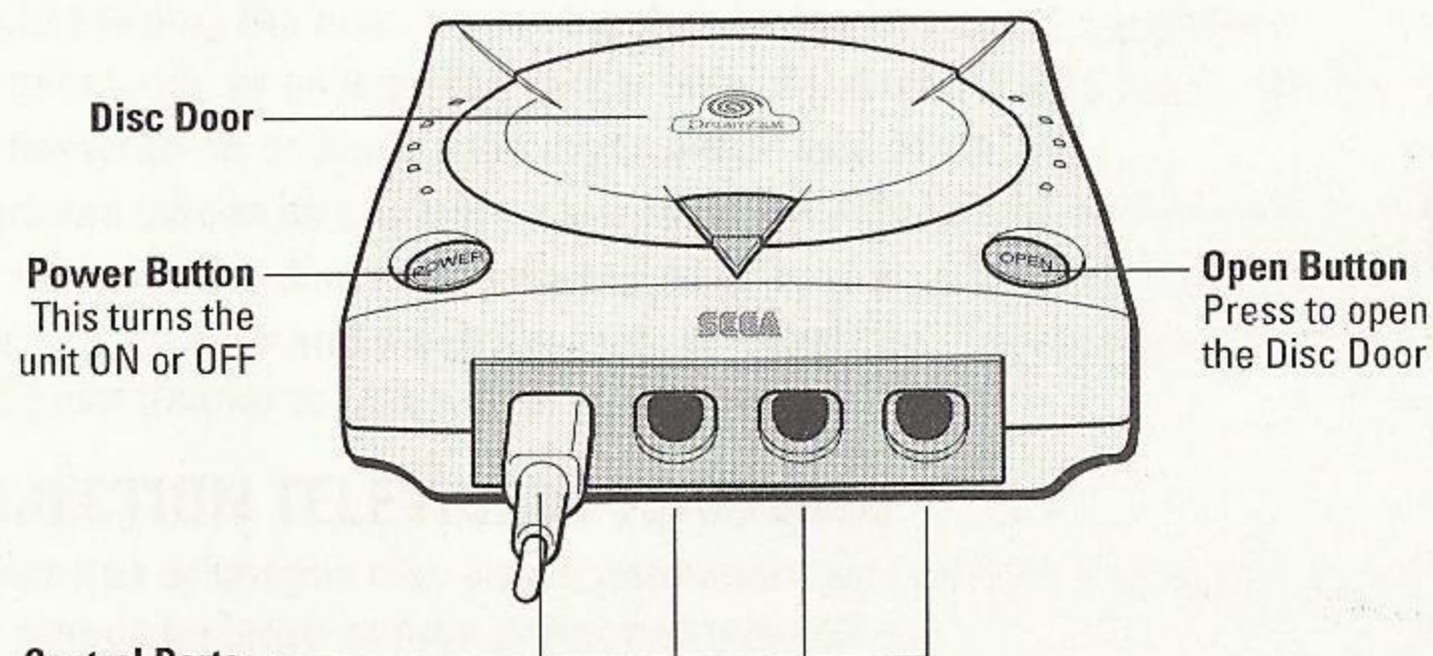
*Note: **SOUTH PARK CHEF'S LUV SHACK** is a 1-4 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.*

3. Switch on the power to your Sega Dreamcast Unit.

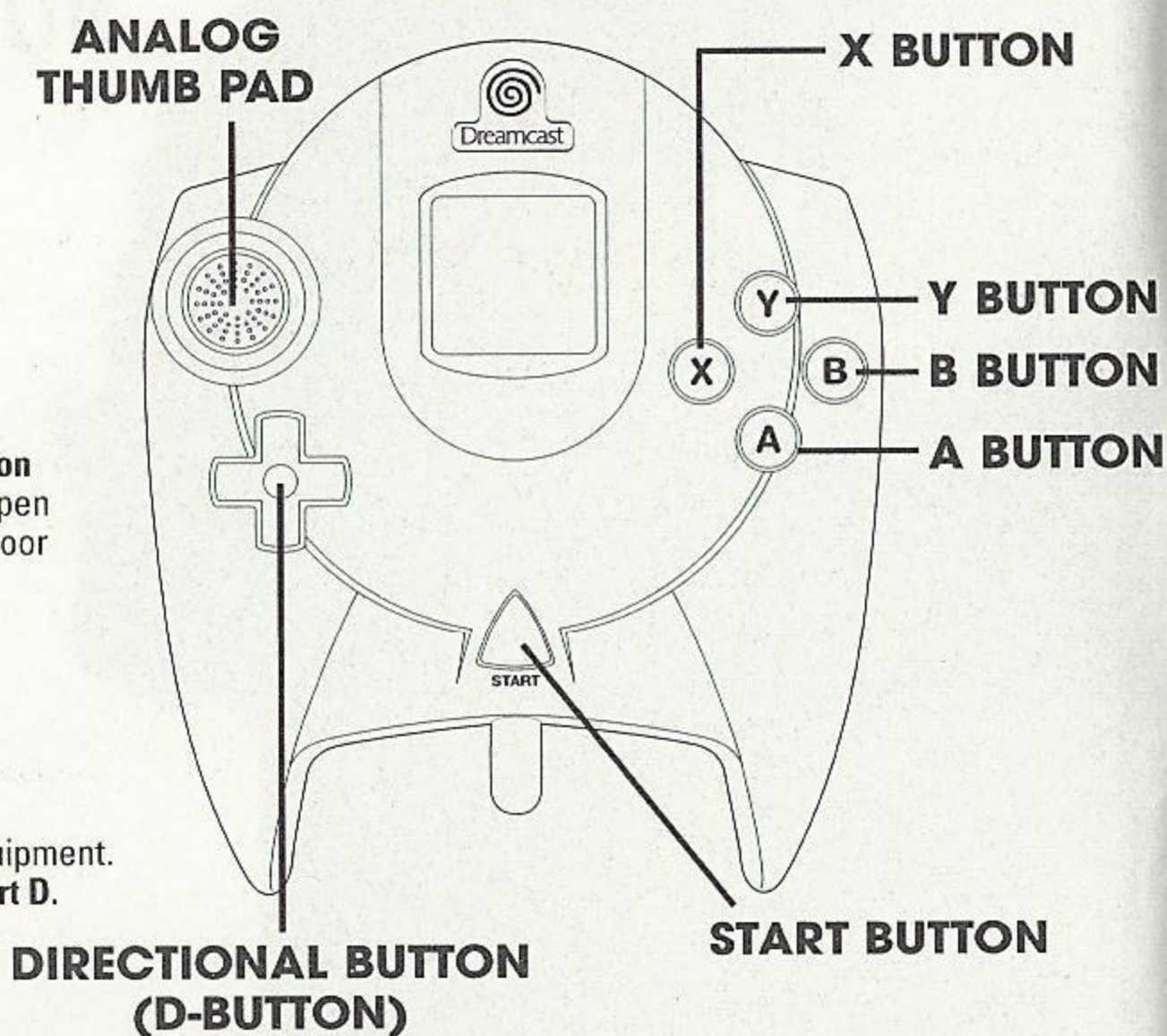
**Purchase additional controllers (sold separately) to play with two or more people.*

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.

SEGA DREAMCAST HARDWARE UNIT



Use these ports to connect the Sega 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**.

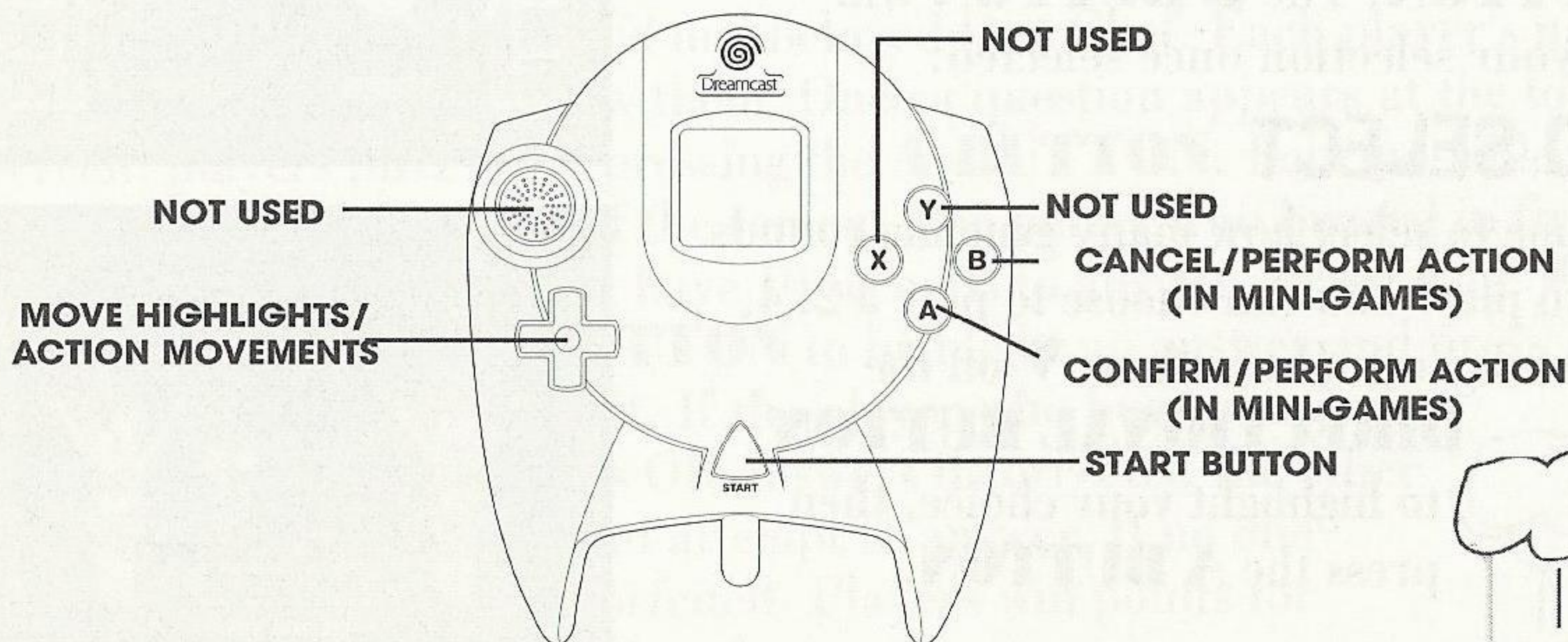
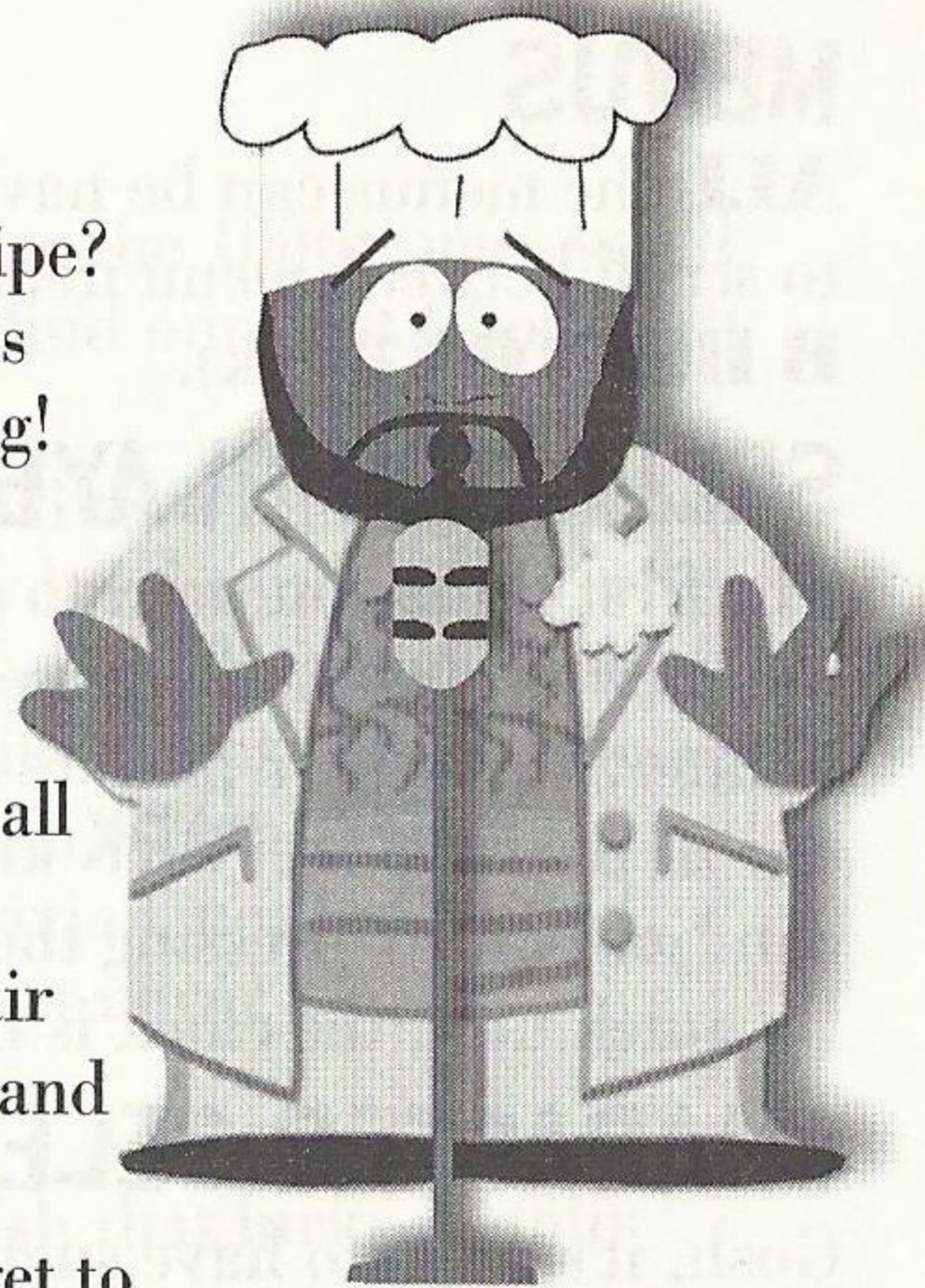


INTRODUCTION

LOCAL CABLE ACCESS: Birthright or butt wipe? Grab some TP, kids, 'cause it looks like the answer is number two. Until now, that is! Check out this listing!

CH. 69 - CHEF'S LUV SHACK. *Lovely swimsuit models compete to win a Weekend of Luv with hot host Chef. My, my! (2:00 SL, CM)*

But what's this? It looks like the swimsuit models are all in women's prison visiting their "friends," 'cause the talent coordinator couldn't book a single one before air time! Instead, the dope booked Cartman, Kyle, Stan and Kenny! Now it's "**CHEF'S FUN SHACK**," which really bites for Chef, but is really cool for you! 'Cause you get to compete as one of the little 2-dimensional miscreants! Have fun as you compete in endless rounds of pointless questions and action games—all to win \$12! Sweet!



MENUS

ALL the menus can be navigated using the **DIRECTIONAL BUTTON** to scroll between menu items and the **A BUTTON** (confirm) and **B BUTTON** (back).

SELECTING PLAYERS

The first thing you need to do is choose the number of players, because you can't jump in later. Up to four players can compete as one of the **SOUTH PARK** kids. Each player can "join in" by pressing the **A BUTTON**. Be quick now, the clock is ticking.

CHARACTER SELECT

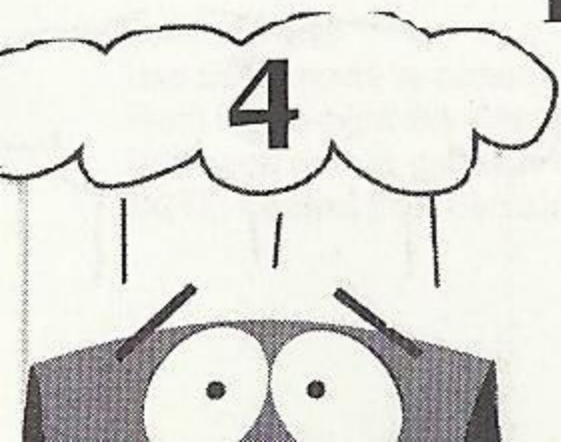
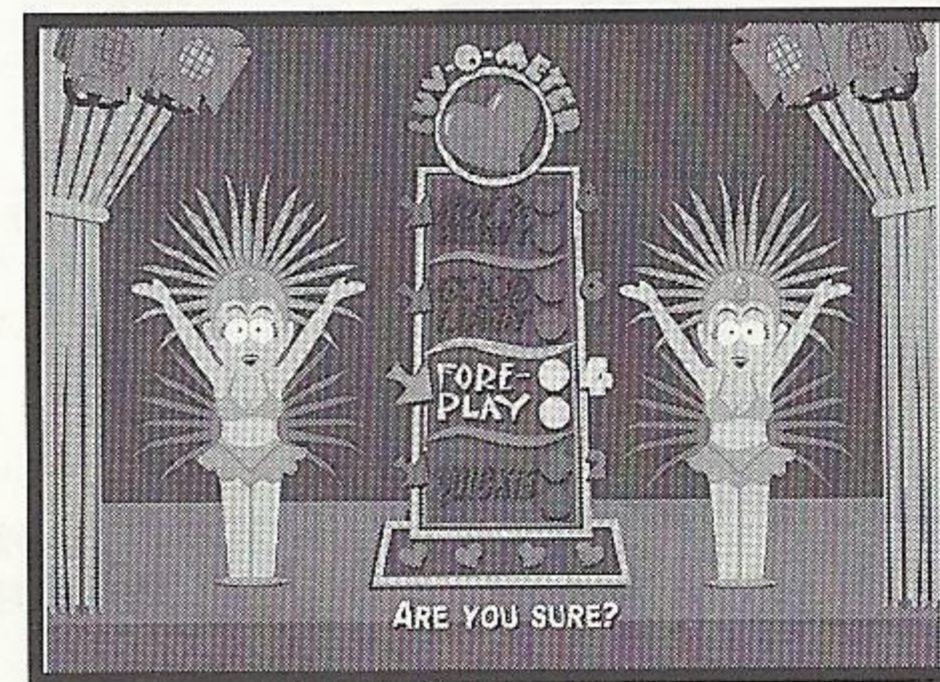
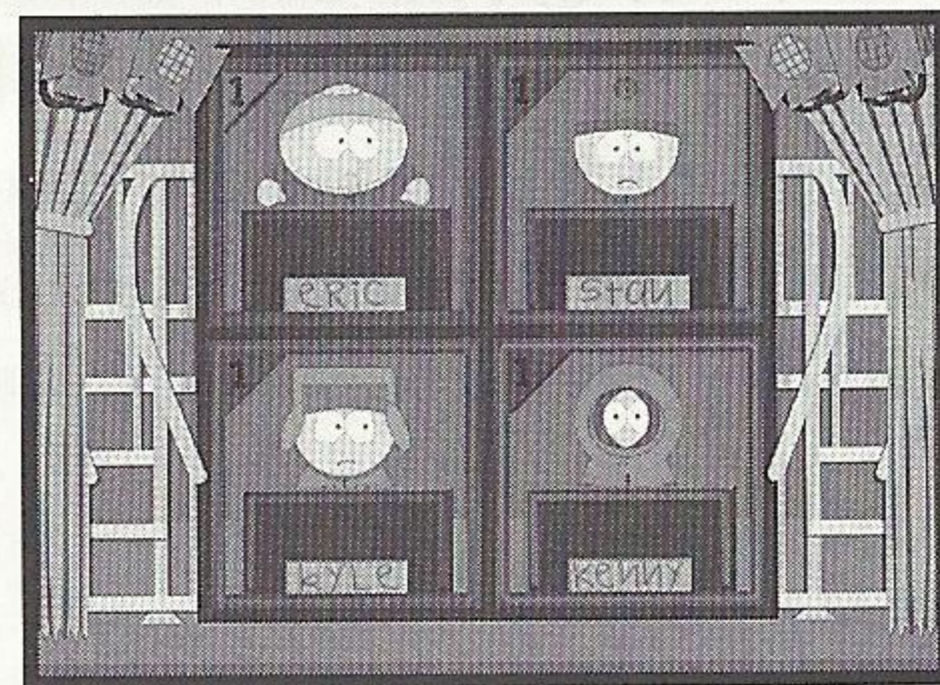
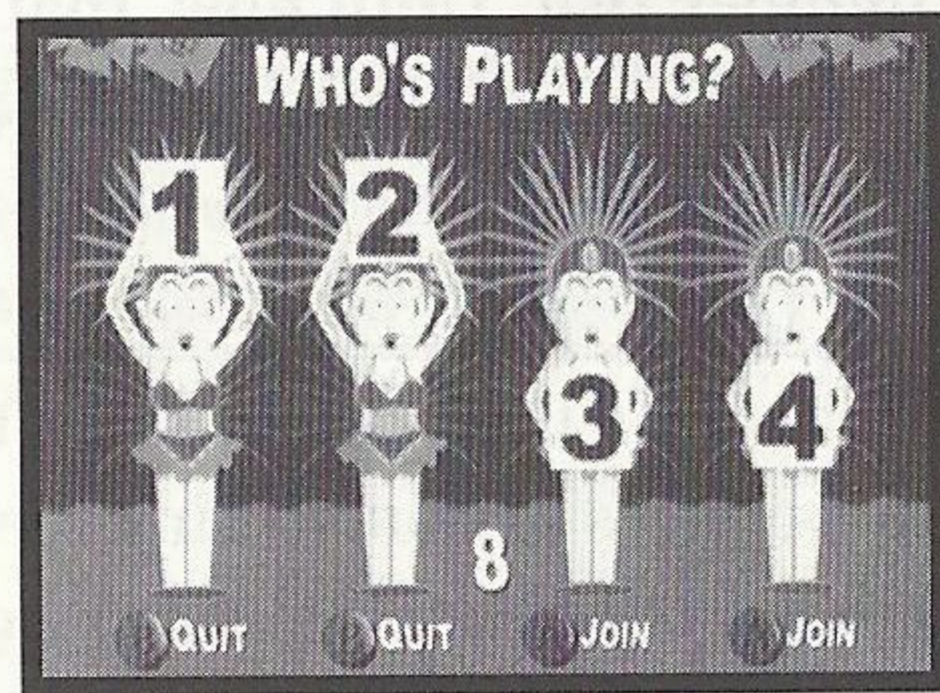
Gosh, it's great to have such a wonderful quartet to choose from! Move your cursor to the character you wish to play as and press the **A BUTTON**. The **B BUTTON** will de-select your selection once selected.

ROUND SELECT

Now it's time to select how many grueling rounds you wish to play. You can choose to play a 2, 4, 6, or 8 round game. Press ▲ or ▼ on the

DIRECTIONAL BUTTON

to highlight your choice, then press the **A BUTTON**.



LET'S PLAY!

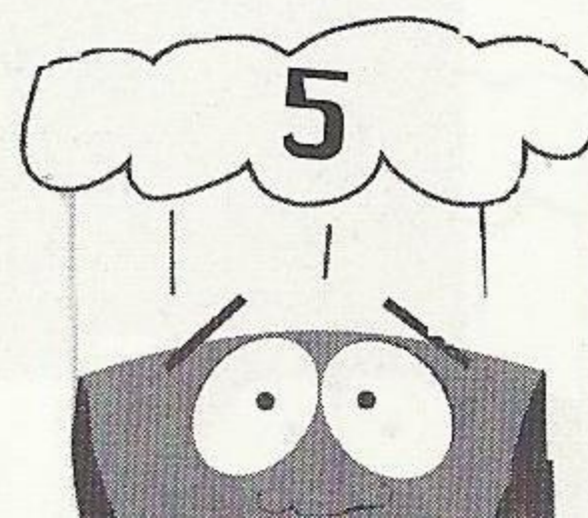
After a brief but enlightening start up sequence (after the 100th time, you'll want to press the **A BUTTON** to bypass it), you'll find our host Chef ready to start the challenge.

PICK A CATEGORY/ROUNDS – A round consists of 3 trivia questions. Players get to select one of three categories. Once a category has been selected, the question will be posted on screen, and a timer will begin. There are 4 possible answers to each question, and a player must "buzz in" to answer the question. The first player to buzz in gets to answer the question. Chance being what it is, hiding behind each category could be either a Trivia Question Round, Pressure Round or Wheel of Fortuitousness. You just never know.

TRIVIA QUESTION ROUNDS

What's trivia? It's that storehouse of useless gibberish that lurks in your pan, taking up space that would be better used to recall that business with the hypotenuse. At last, here's a chance to find some redeeming value in all that clutter....

You'll see the contestants and our beloved host Chef. Each player's name and current score appears below them. Once a question appears at the top of the screen, players buzz in by pressing the **A BUTTON**. Four possible answers will appear at the bottom of the screen. The player who buzzed in first gets the first shot at answering. You have 10 seconds to answer. Press ▲ or ▼ on the **DIRECTIONAL BUTTON** to highlight an answer and press the **A BUTTON** to select it. If the player who buzzed in fails to answer within 10 seconds OR answers incorrectly, the other players can then buzz in and attempt to answer. If no one buzzes in, the question is forfeited. Players win points for correct answers and lose points for wrong ones.



SHAFTING

At the beginning of the game, players are each given the opportunity to "Shaft" another player at any time in the game. Shafting means that a player can buzz in as if they were going to answer the question, and then shaft one of the other players by pressing the **B BUTTON**. After opting to "shaft" one of the other players, the player doing the shafting must select which player they want to shaft (highlight the victim with the **DIRECTIONAL BUTTON**, then press the **B BUTTON**). When a player is "given the Shaft," they **MUST*** answer the question on screen. If they get it right, they get double points. If they get it wrong, they lose double points.

**Of course, the person who got the shaft can always pass the shaft along to another player, except to the one who passed it to them.*

SPECIALS

Periodically when a player selects a category, they will instead face a Special Situation. These can be good or bad, can be questions related to the category selected, or something much stupider. For example:

THE WHEEL OF FORTUITOUSNESS

Fate is a many splendored thing. That being said, let's talk fun. When the lovely assistant brings out the WOF, you spin it by wildly tapping the **A BUTTON**. Watch the bar fill up with energy! Once you've spun the wheel, you'll have one of several more or less unappealing results to contend with, including a dreaded Pressure Round or delightful Gameplay Round. However,

you may also be pleased with 1000 bonus points, Free WOF Spin, our infamous Nothings or even a round in jail courtesy of Officer Barbrady!



PRESSURE ROUNDS

Boy, it doesn't get any worse. You're thrown into a 20 second trivia round of 10 true or false questions, where a few wrong answers can have really ugly consequences. Eric may get it in the end!

DOUBLE DOWN

It's double the points or double the disaster in this sadly compelling gambling round. Players wager on whether or not they'll answer the question correctly, up to the amount of money they have with a maximum cap of \$6,000. Press **▲** or **▼** on the **DIRECTIONAL BUTTON** to set the amount of your bet, then press the **A BUTTON** to enter it.

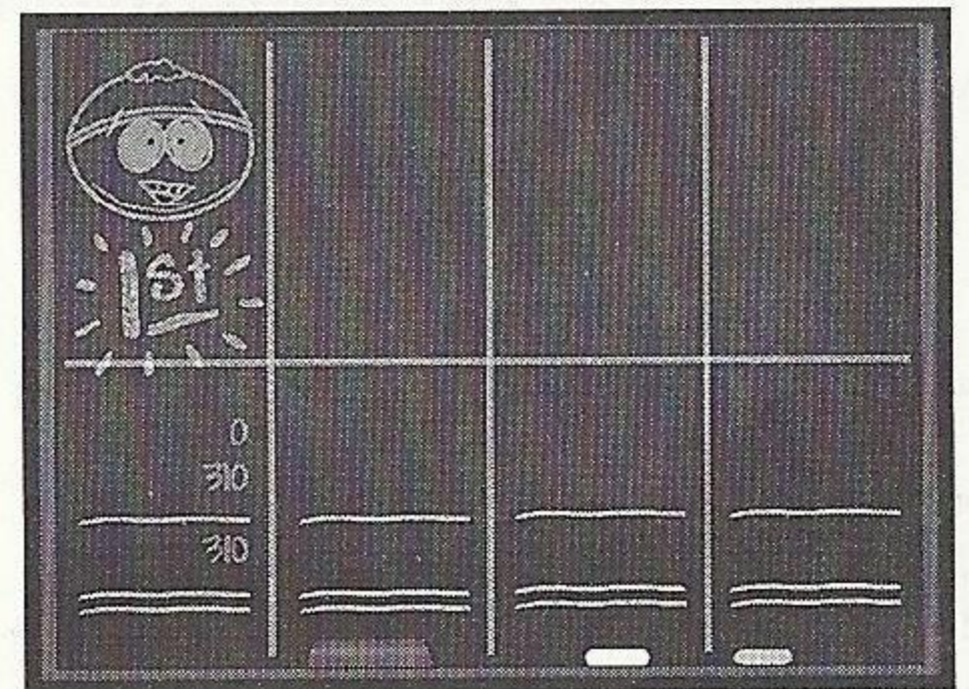
GAME TIME

If this comes up, take that silly stud out of your tongue and smile, 'cause it's time to get into one of the many, many mini-games. And ALL players can earn points in Game Time rounds!

You'll be told what the aim of the mini-game is, and brother you best listen good. No more answering stupid questions here! You have to move and shoot and generally get off your butt. I mean behind. You'll see controls right on screen, so don't expect me to write them out here. Select your character and get to getting!

TALLY

At the end of a game round, you'll see a tally screen that pretty much sums up who rules and who drools.

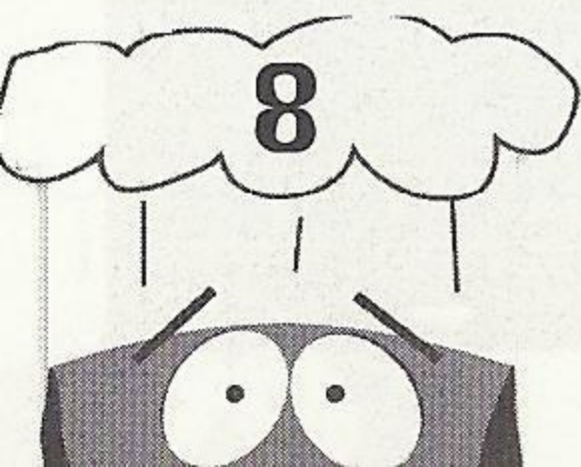
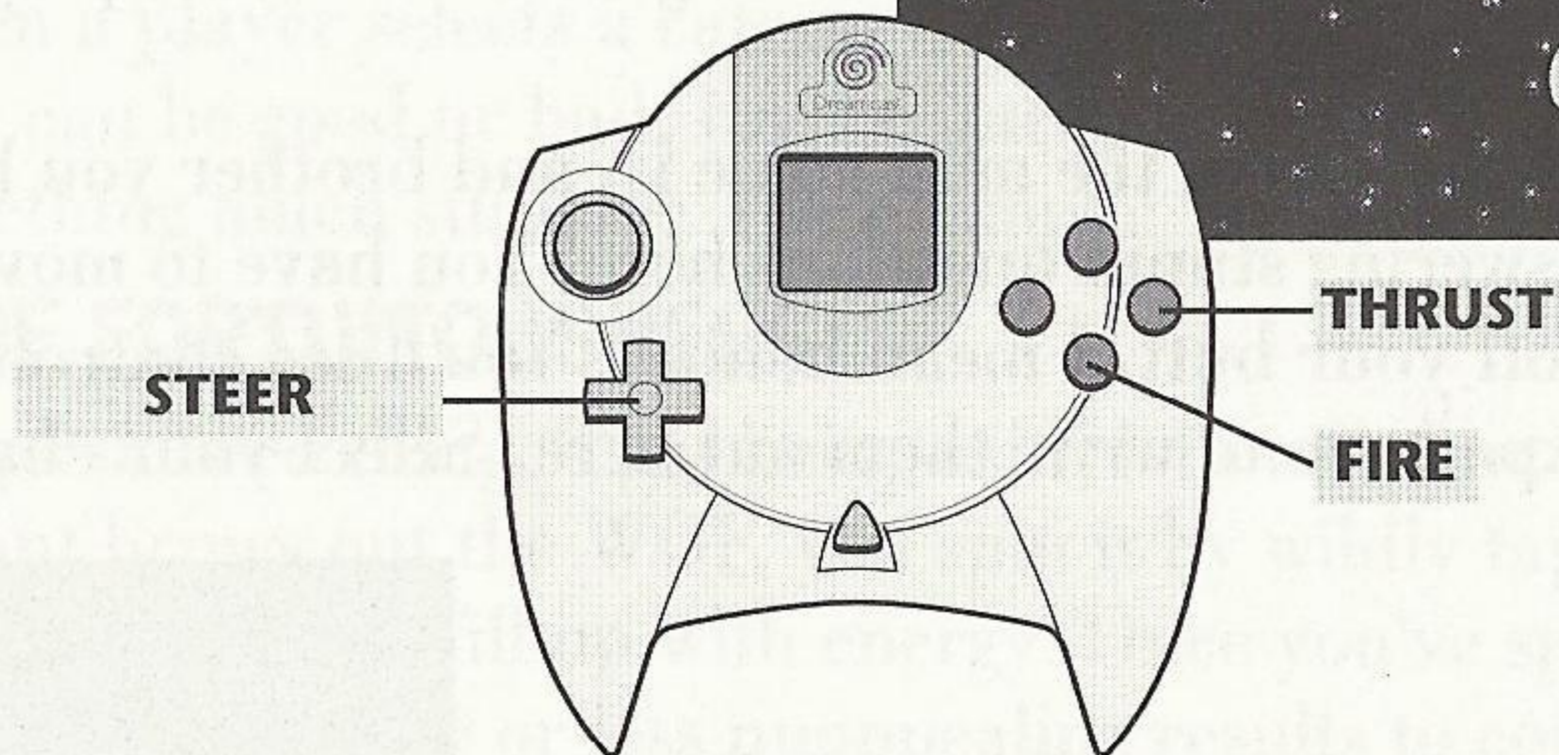
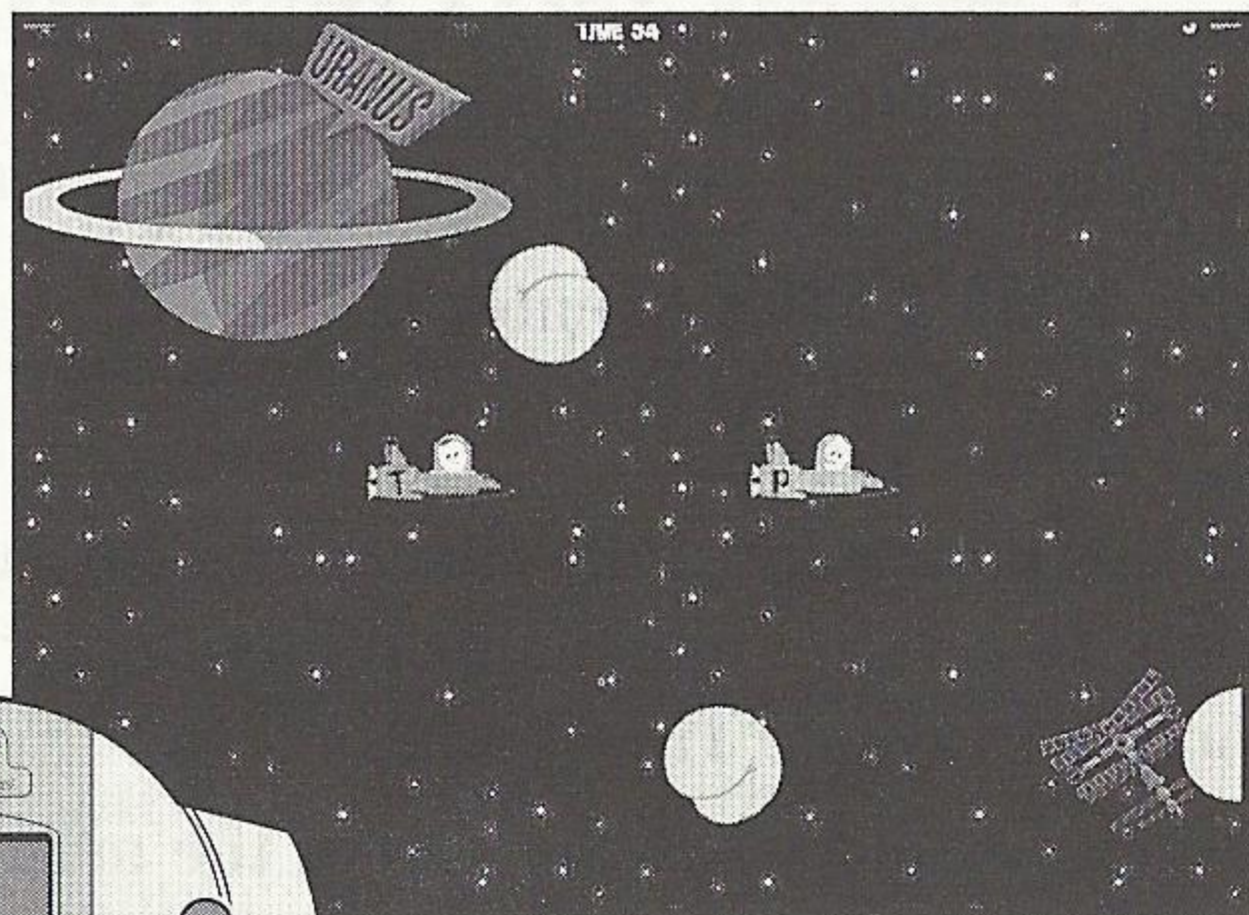


ALL THIS FOR YOU!

If I can speak plainly, there's a crapload of mini-games in **SOUTH PARK™** **CHEF'S LUV SHACK™**. And even if I can't, there's still a lot. Let's kill some trees explaining them, ok? Let's begin!

ASSES IN SPACE

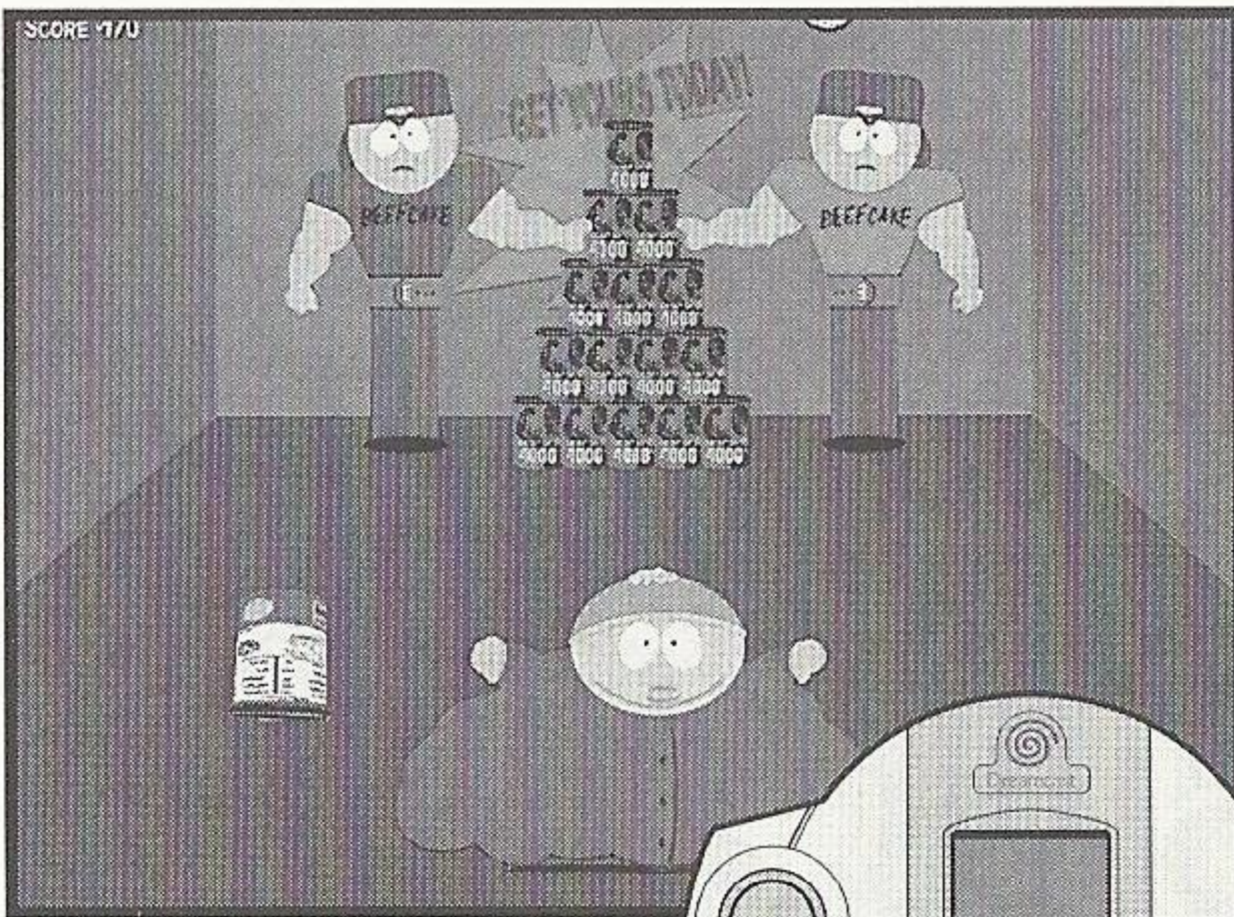
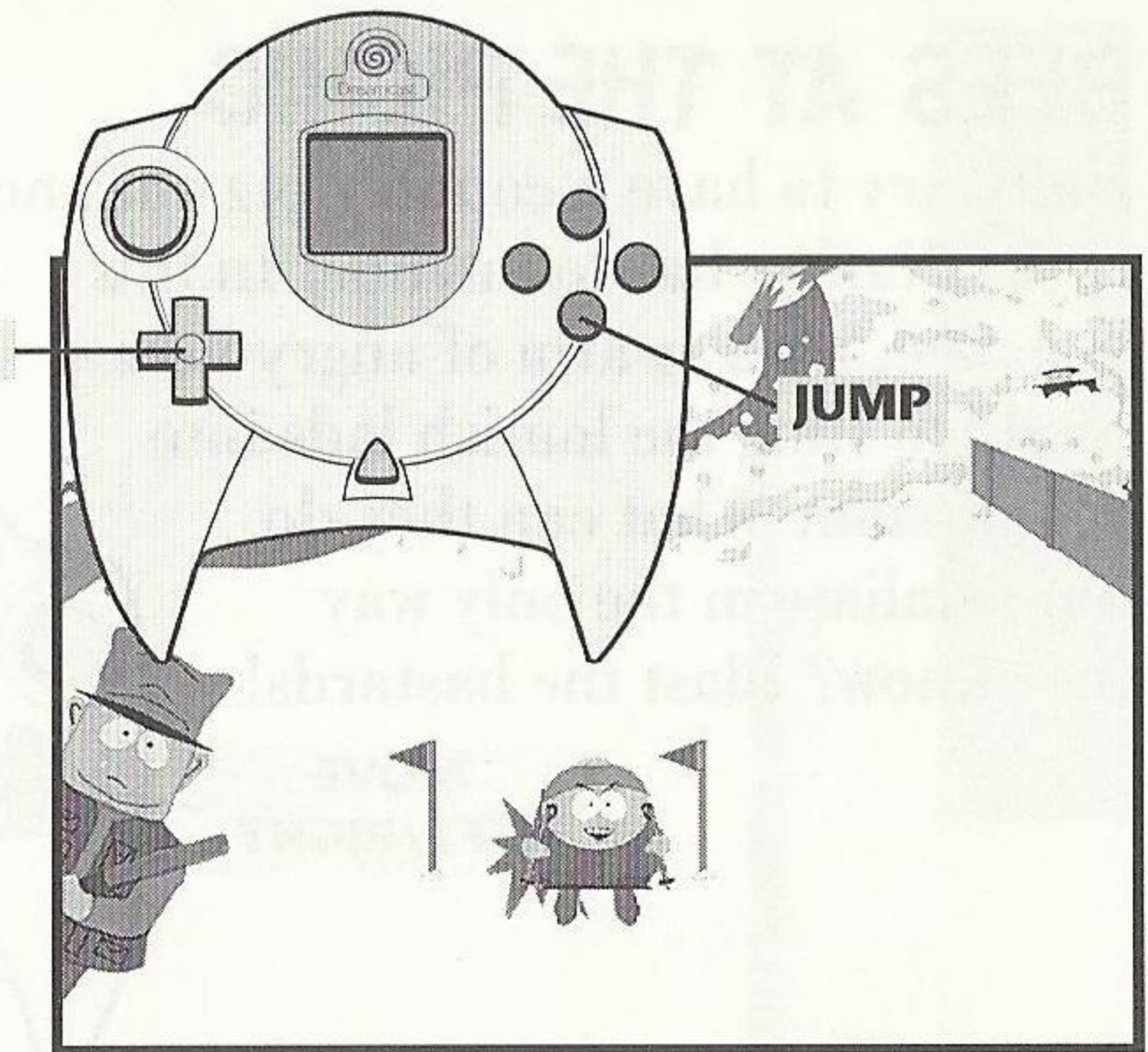
Much like the early video game it mocks so lovingly, Asses in Space features some stars on a dark background, an enemy craft trying to shoot you, and a limited time to see how many Ass-teroids you can shoot down.



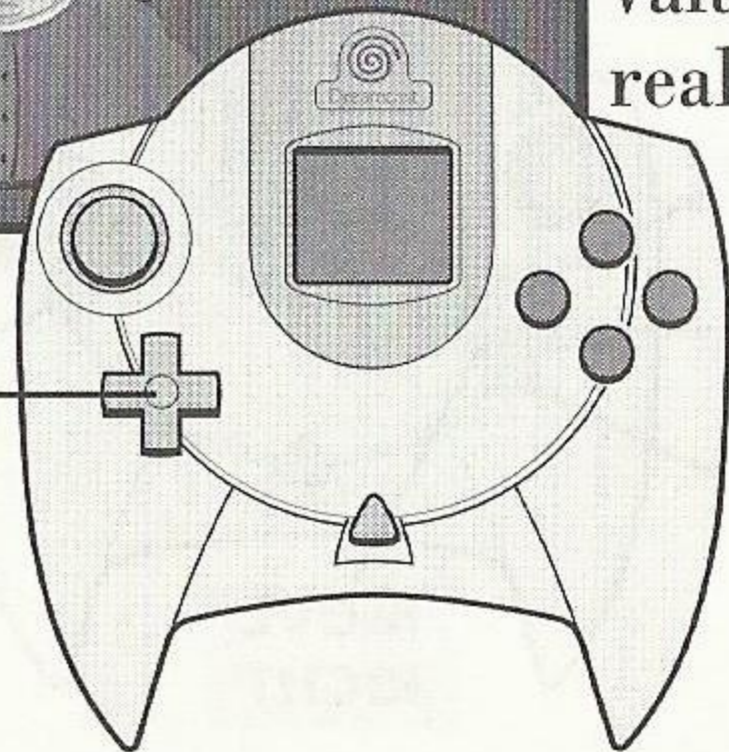
AVALANCHE

Just as the boys get ready for a fun slalom race, Jimbo "accidentally" fires his shotgun and starts an avalanche! The boys have to outrace the resulting avalanche as they compete to collect point pick ups in this thrilling race. Everyone gets to participate in this one!

STEER

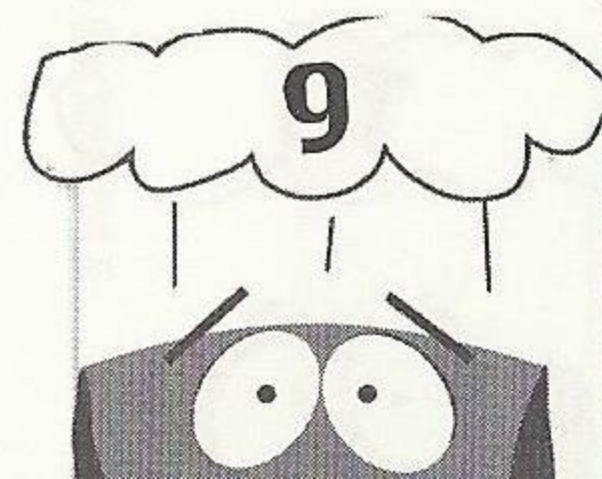


**MOVE
LEFT/RIGHT**



BEEFCAKE

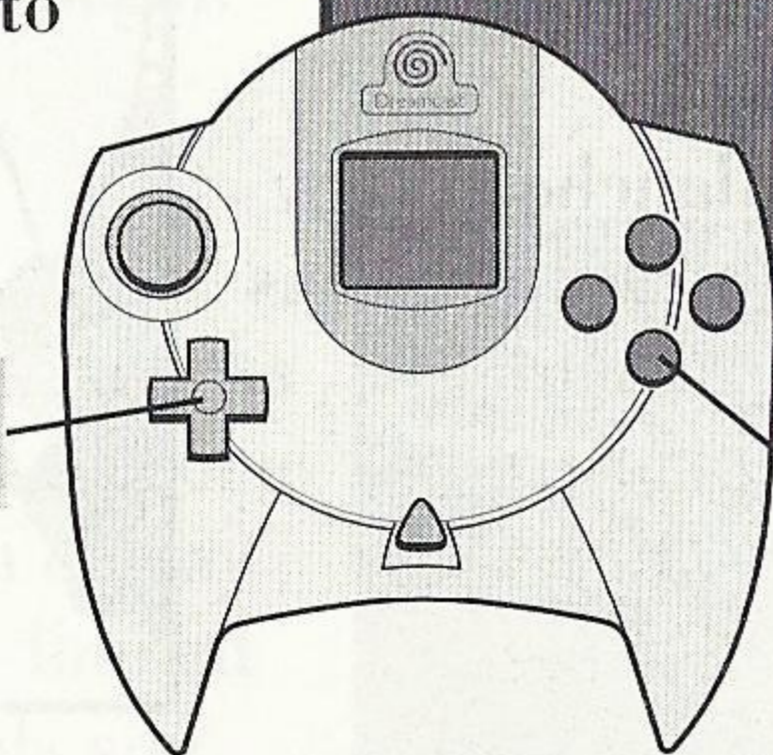
Catch cans of Weight Gain 4000, the delicious bulk-up beverage or catch a beating, you sissy! Earn extra points when you juggle cans off Cartman's bulging belly. Cans have different point values, and man, those red cans are really bad! Are you Beefcake?



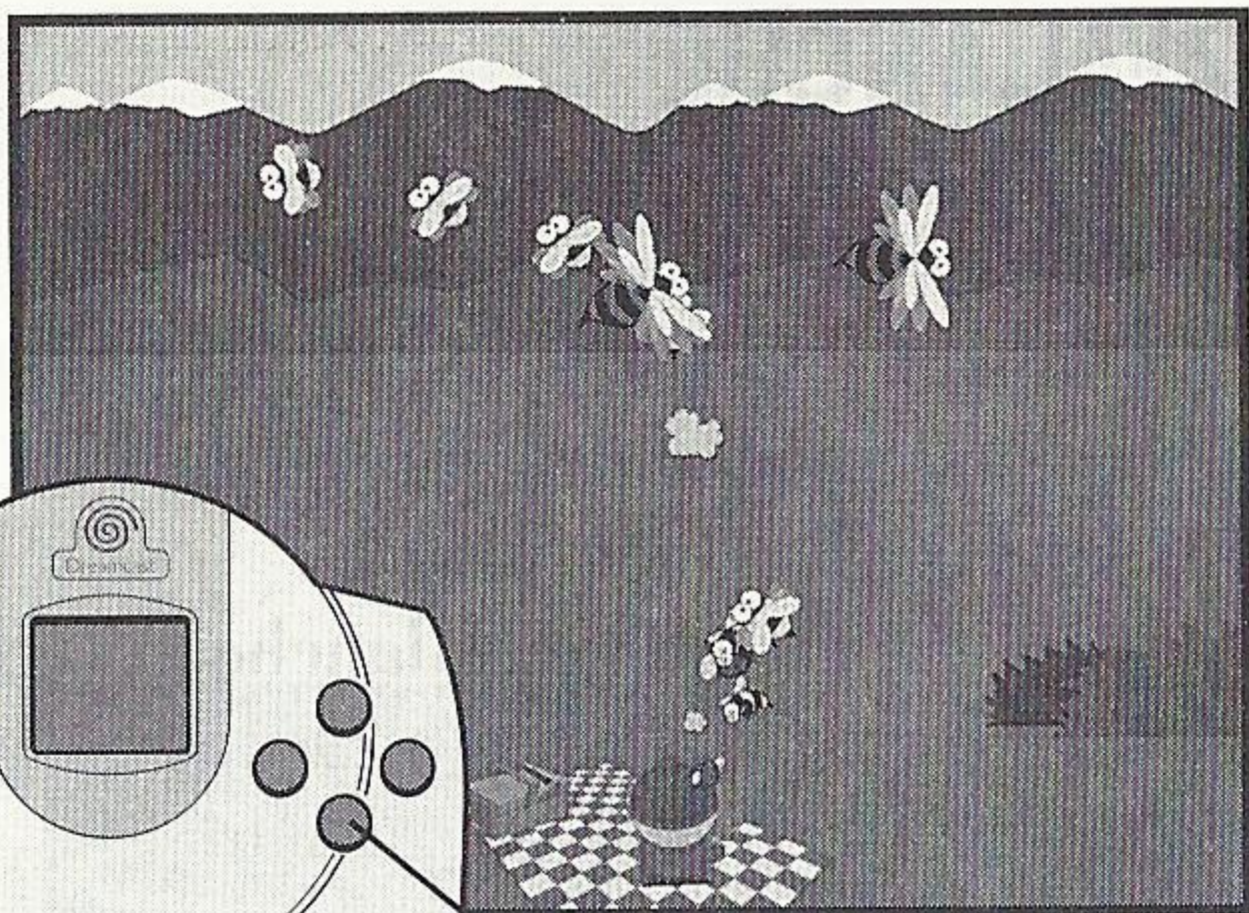
BEEES AT THE PICNIC

Golly, try to have a country pig out and pesky Nature has to intrude! In this instance, it's a swarm of angry bees ready to sting the loutish lads into submission. What can they do but retaliate in the only way they know? Blast the bastards!

**MOVE
LEFT/RIGHT**



SHOOT



BAD KITTY

Nothing gets between Cartman and his pot pies in this one player food fest! Nothing except a malignant kitty, that is. You control Kitty making its way up to Eric's beloved crustful of goodness, jumping over obstacles and picking up hot peppers to breathe hot fire which destroys bouncing balls.

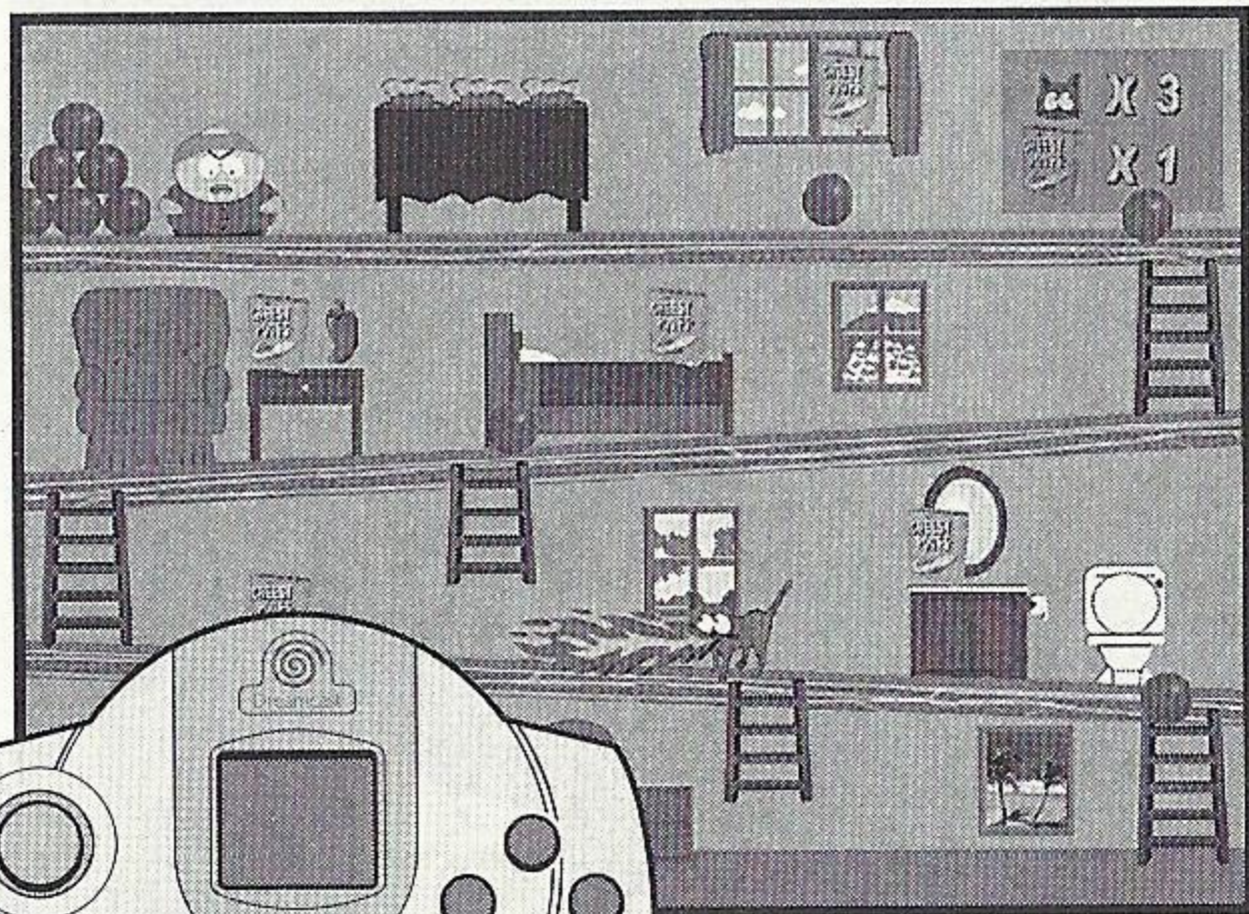
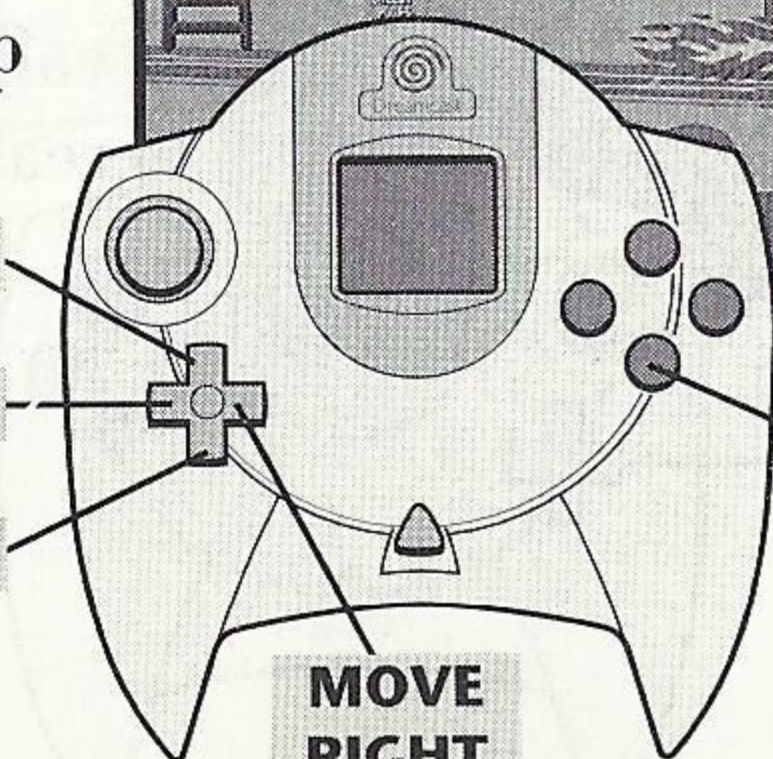
CLIMB UP

MOVE LEFT

CLIMB DOWN

**MOVE
RIGHT**

JUMP



10



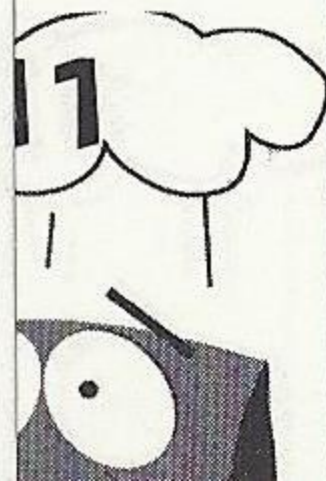
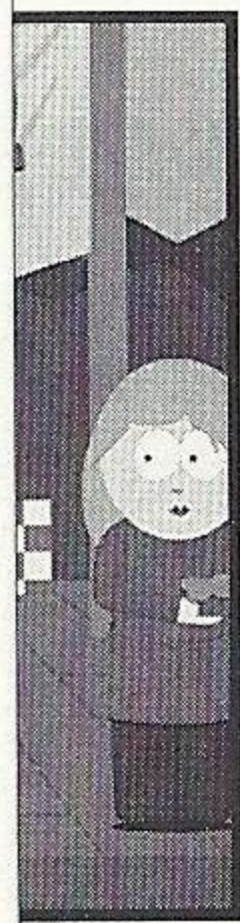
FIRST
CLASS
POSTAGE
HERE

**FILL OUT
AND WIN!**

see back for details



SOUTH PARK™ CHEESE JUV SHACK™ FOR SEGA DREAMCAST™ GAME CONSOLE



BEEES

Golly, t
pesky l
instanc
ready t
submis
but ret
they kr

From: _____



Check here if this is a new address.

BAD

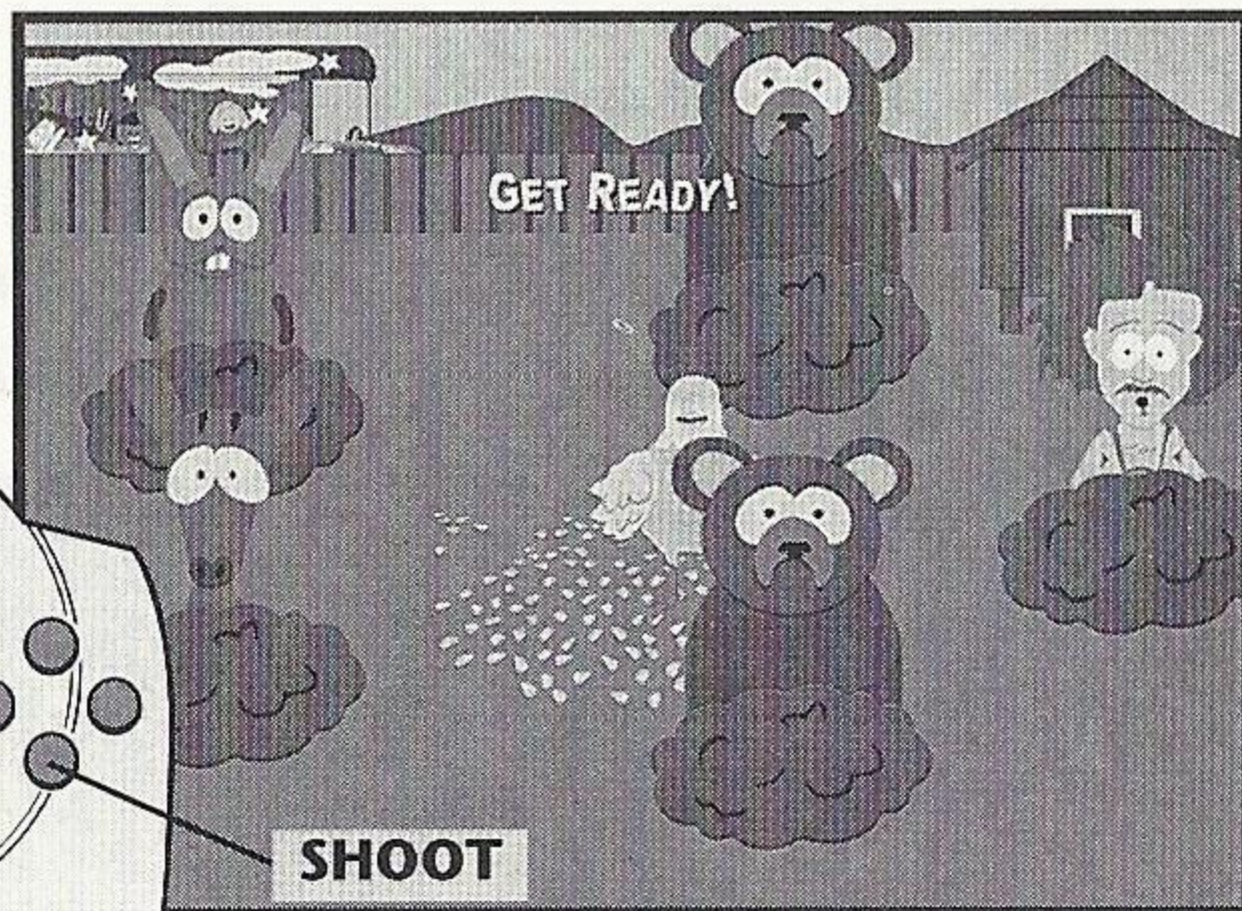
Nothin
pot pie
Nothin
You co
Eric's l
jumpin
hot pep
destroy

WARRANTY REGISTRATION
ACCLAIM ENTERTAINMENT INC
PO BOX 9007
GLEN COVE NY 11542-9007

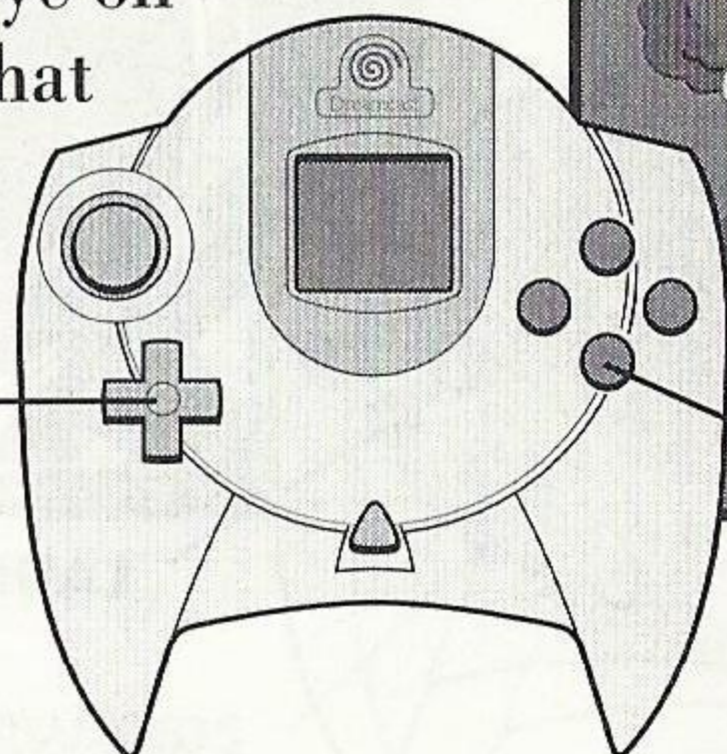


CHICKEN LOVER

Single player. There's a chicken lover hidden in yonder bushes somewhere. Keep your eye on his location, then blast that bush but good!

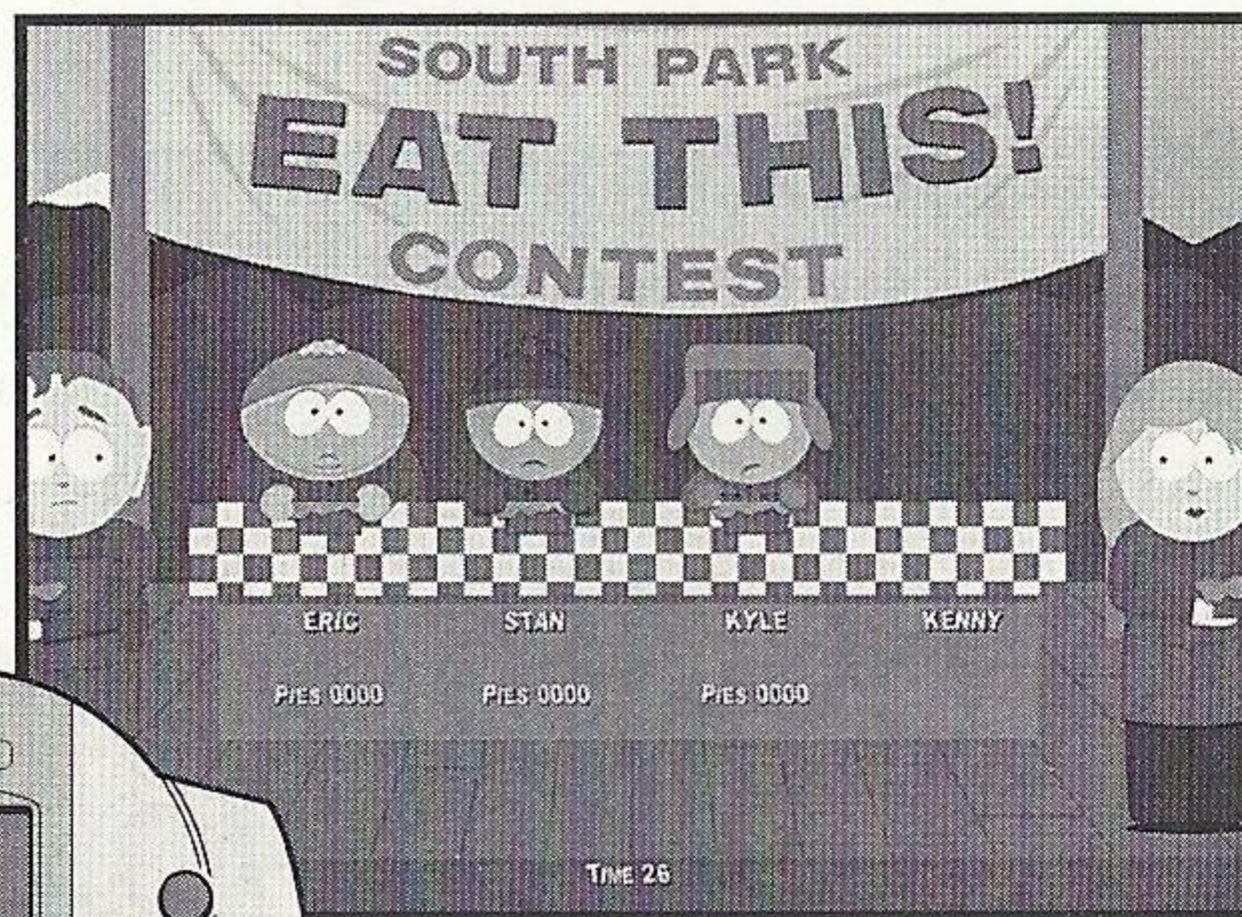


AIM THE CROSSHAIRS

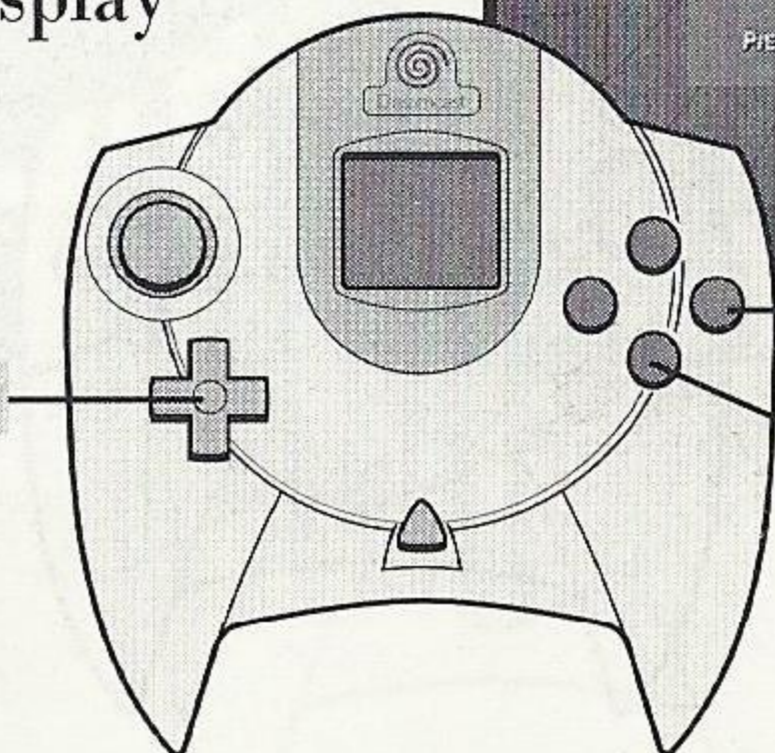


EAT THIS

We're stuffing our faces in South Park! It's a pie eating contest, and the faster you can cram crust in your craw, push away the plate and ask for more, the better your chances. Up to 4 players can compete in this shocking display of crass consumption.



PUSH PLATE AWAY



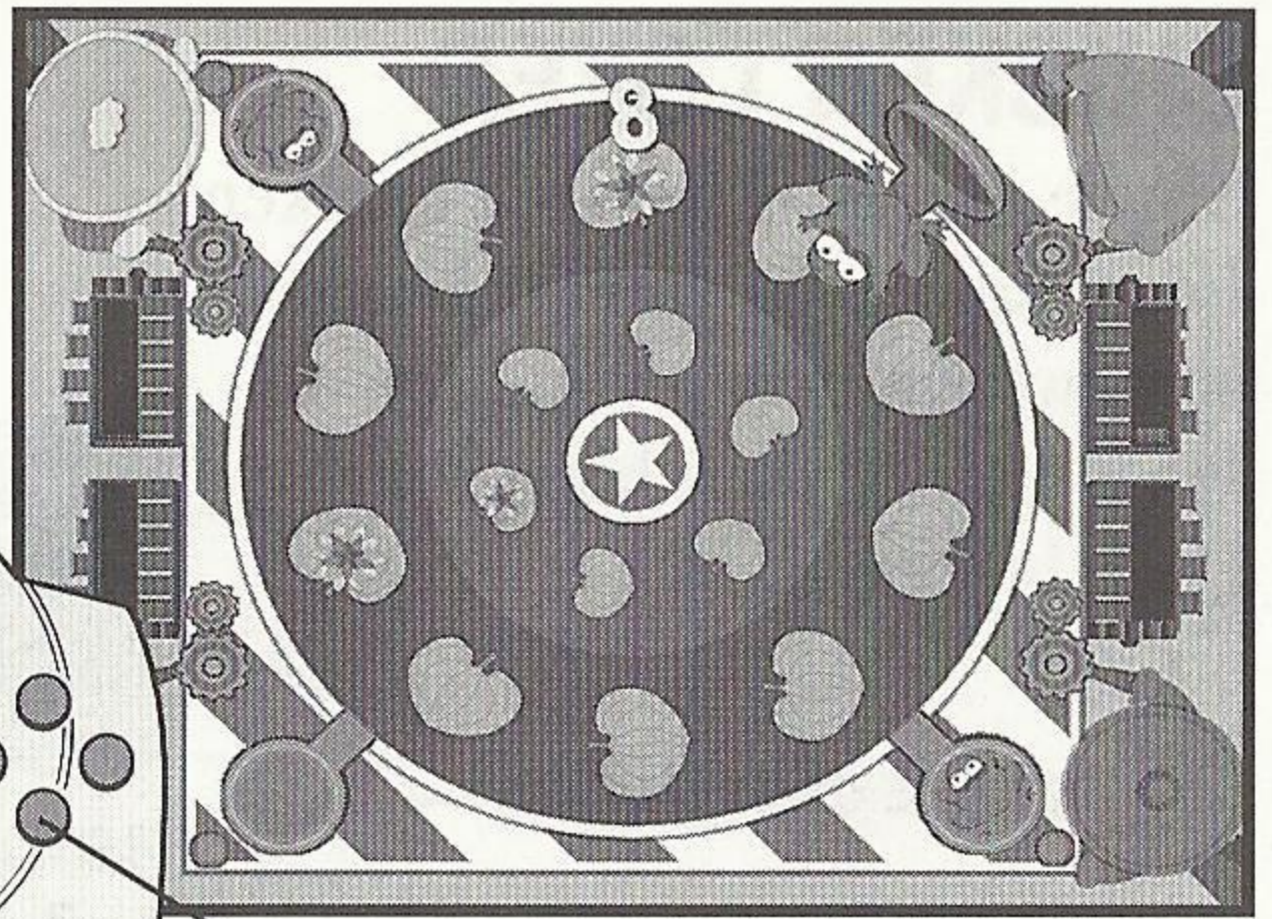
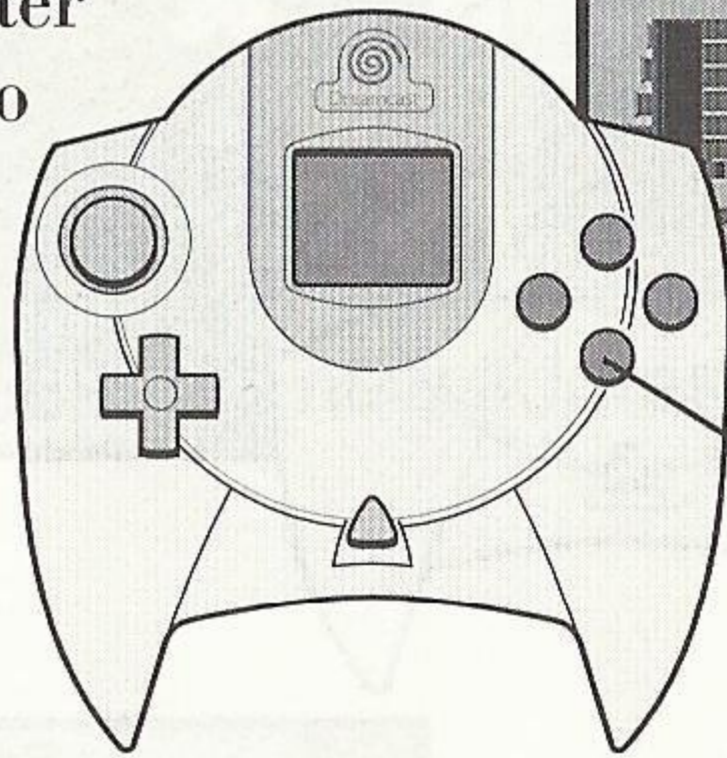
RIGHT HAND

LEFT HAND



FROG TOSS

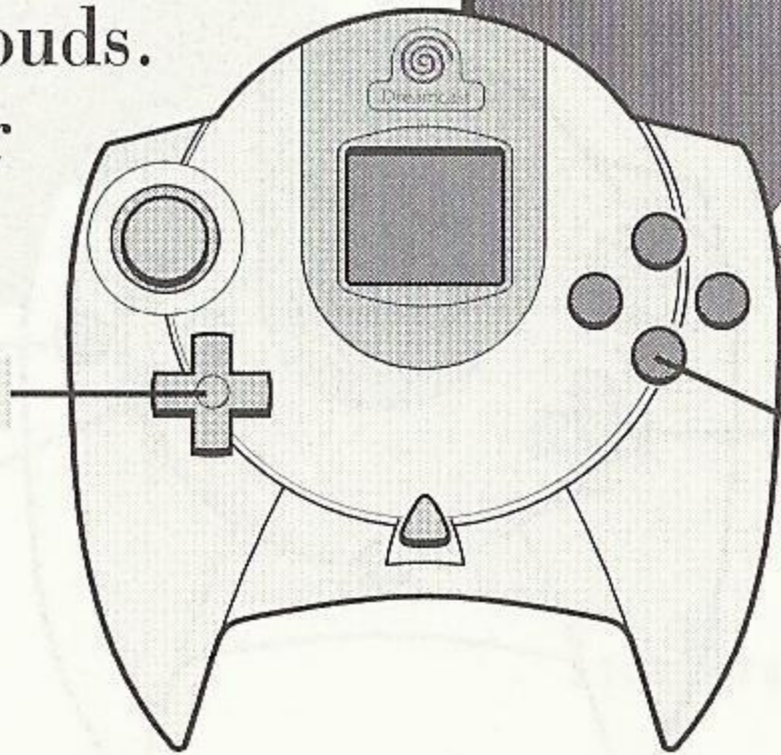
It's multiplayer at the carnival as you compete to land the frog on the lily pad with your catapult device. Earn bonus points by hitting the center island before it sinks into the drink.



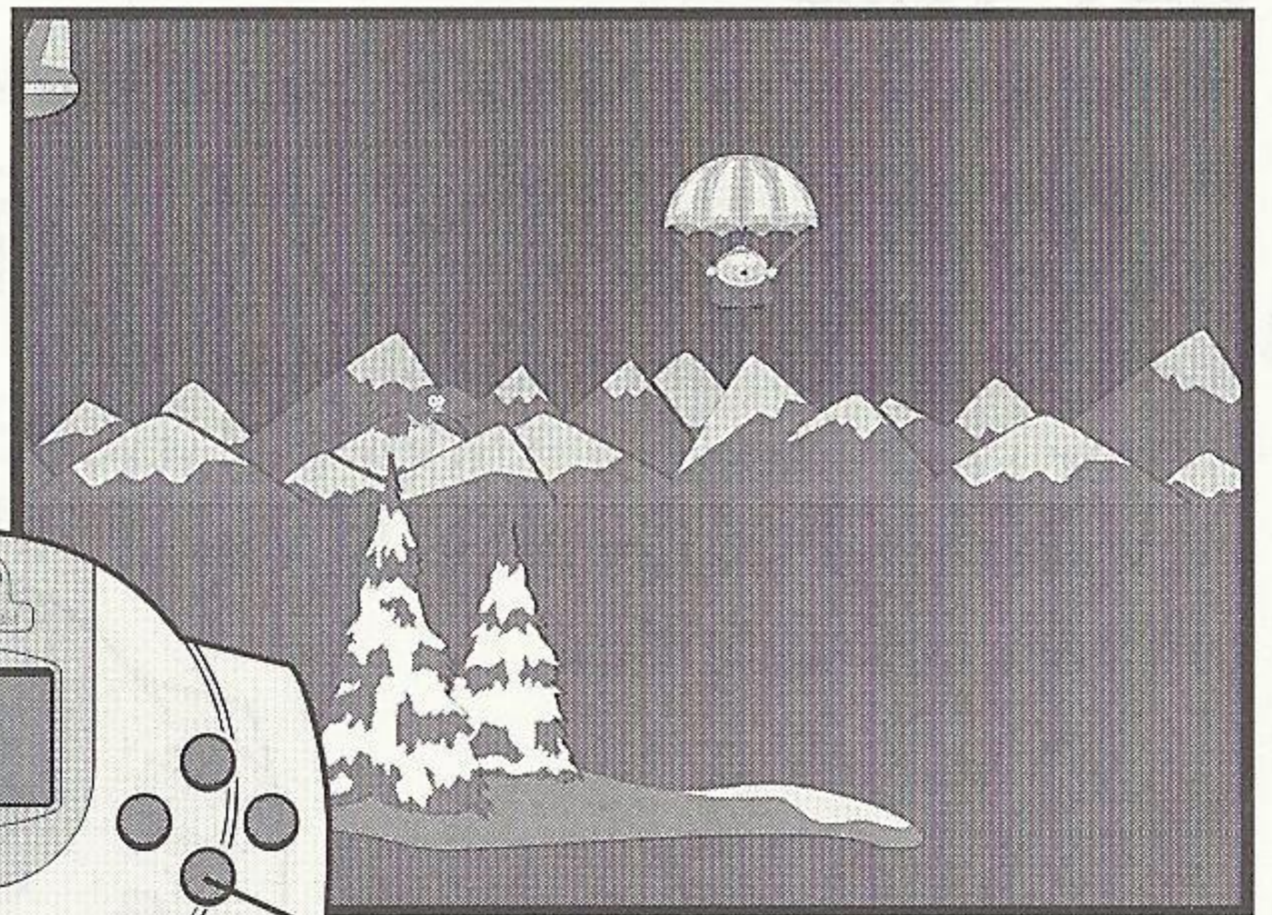
LAUNCH

PARACHUTE

Aiyeeeee! Mirth from above as the boys plummet from a high-flying plane. They have to puff up their parachutes to maintain altitude and steer to avoid birds, trees and ominous clouds. Try to land on the target for bonus points.



STEER



PUFF CHUTE

12

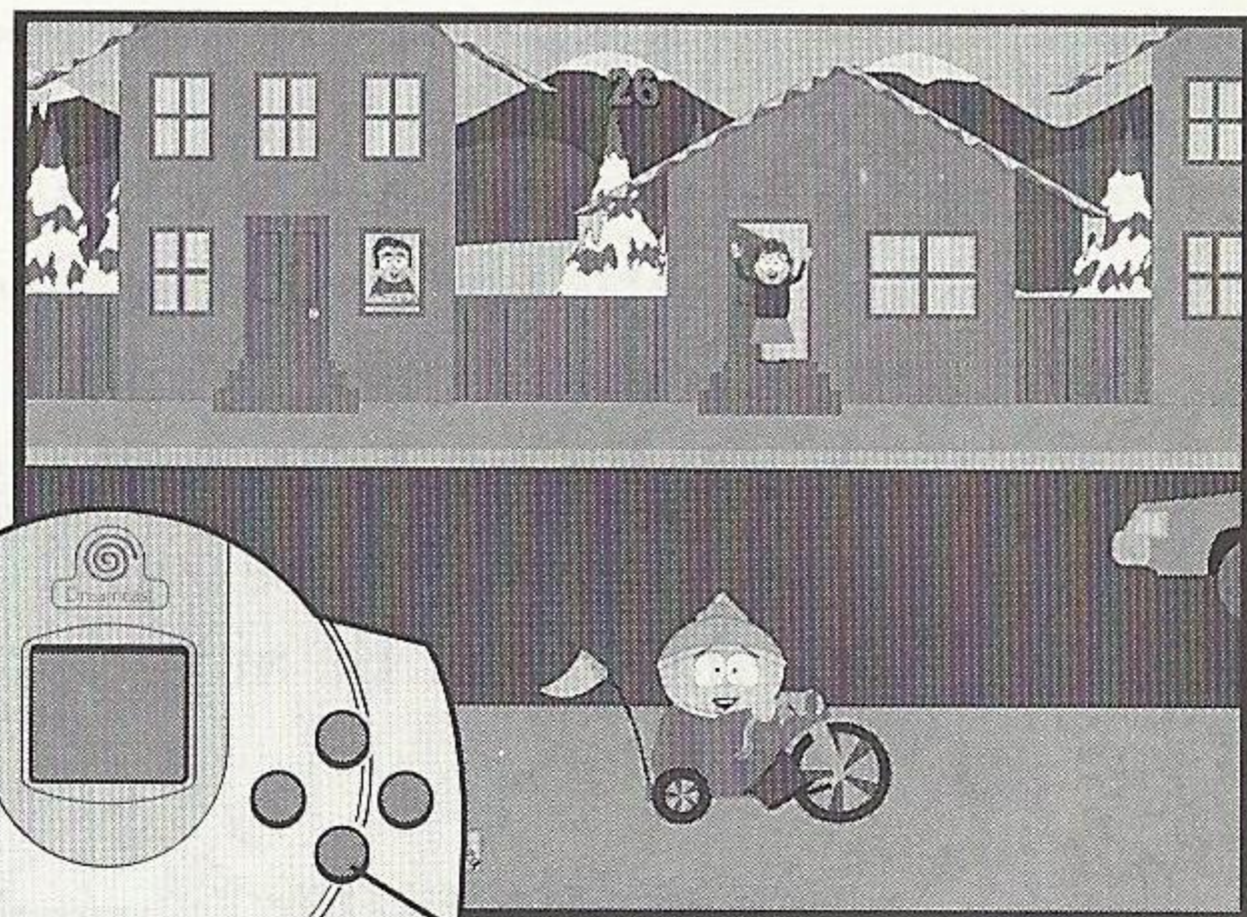
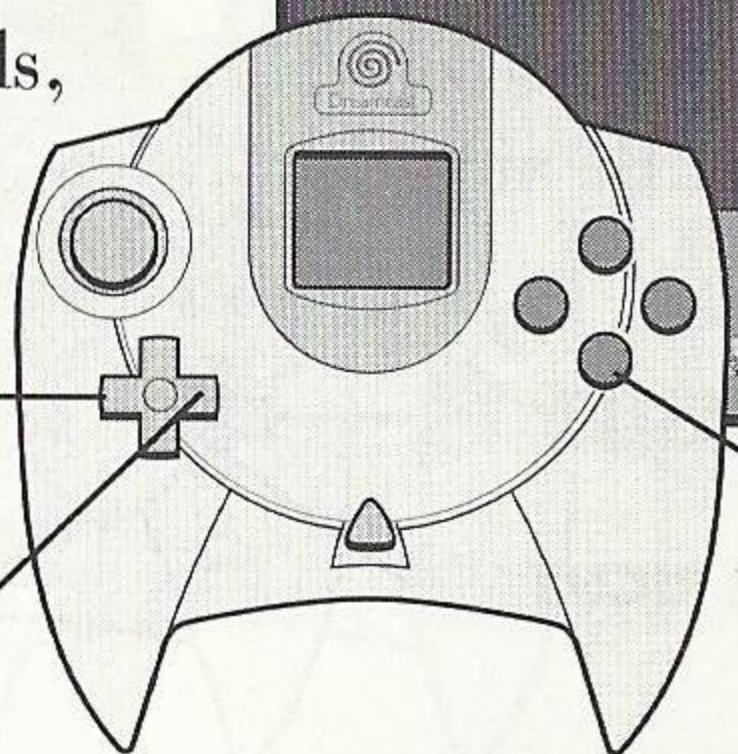


PIZZA PATROL

You can't trust the South Park brats to deliver a message without screwing up, let alone tasty pizza pies. Try to toss the pizzas to the eagerly waiting customers without hitting the walls, while avoiding Officer Barbrady on his beat.

MOVE BACKWARDS

MOVE FORWARDS

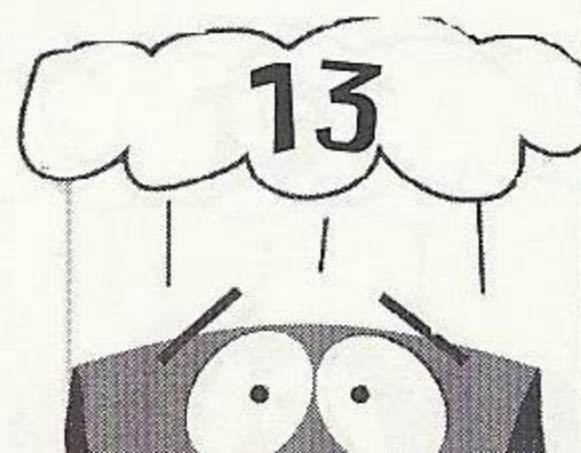
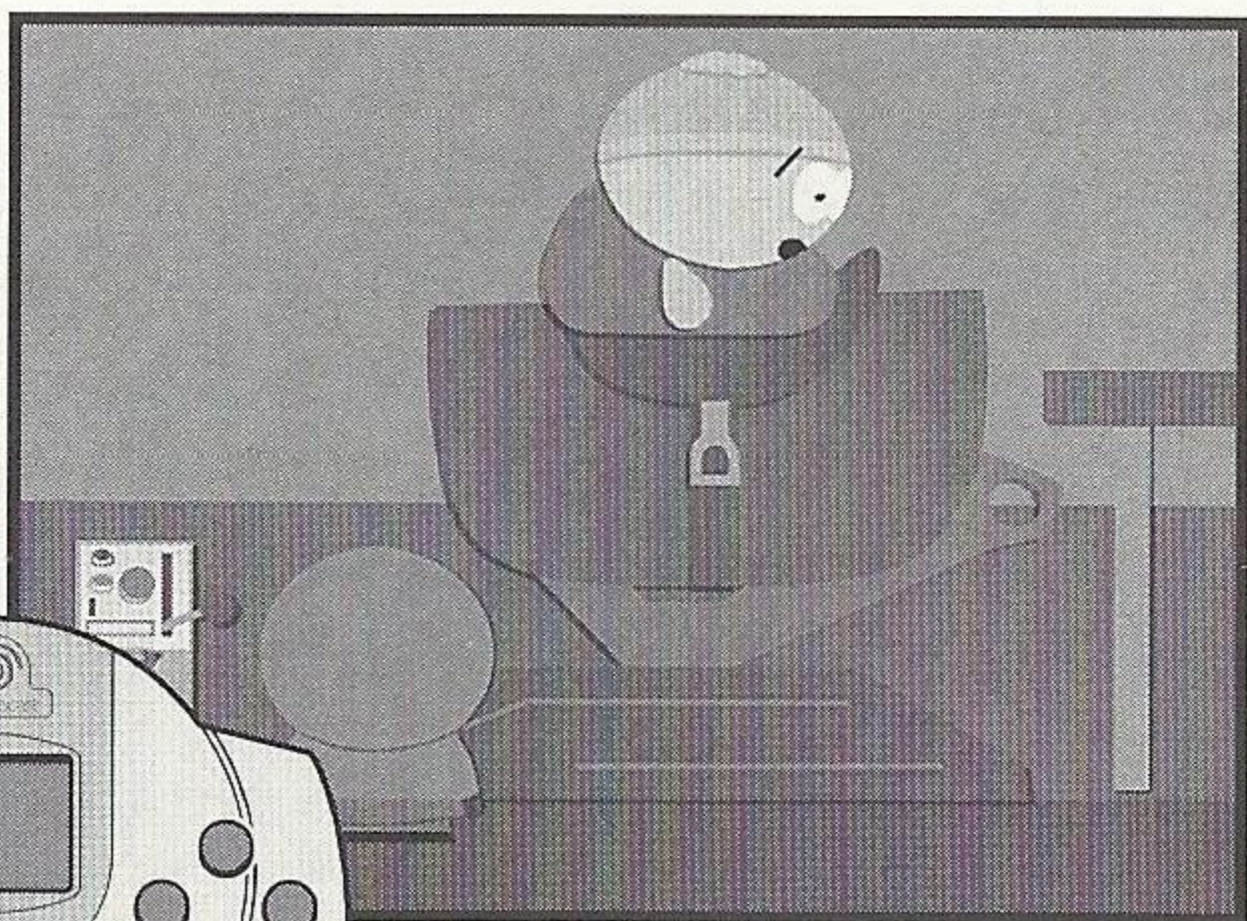
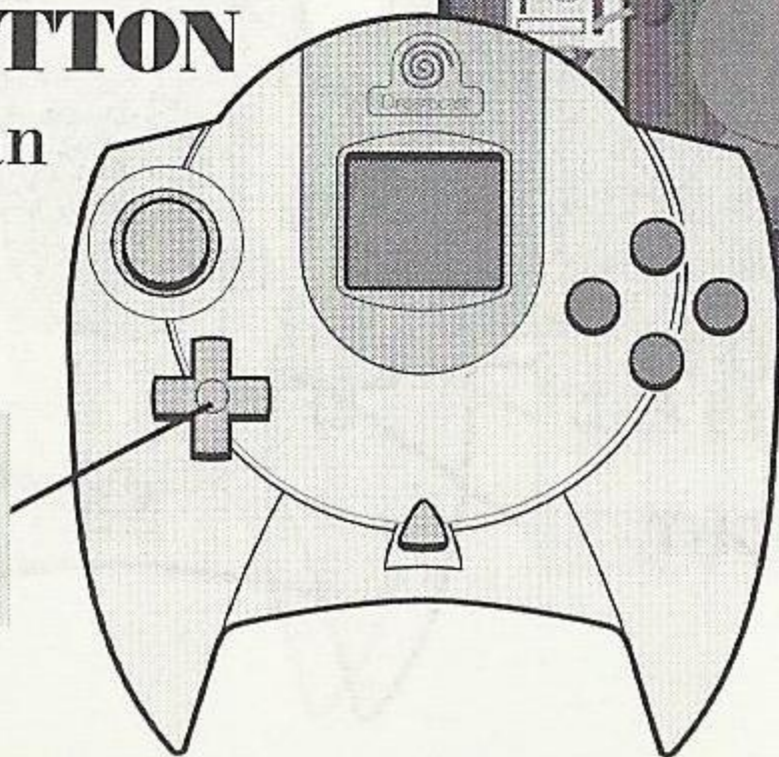


THROW PIZZA

RODEO

The trick here is for cowpoke Cartman to stay on the mechanical bull for the duration of the frantic churning and bucking. When a direction flashes on screen, press that **DIRECTIONAL BUTTON** as soon as you can. If you can keep up, you might make it to the bell.

**FOLLOW
FLASHING
DIRECTIONS**



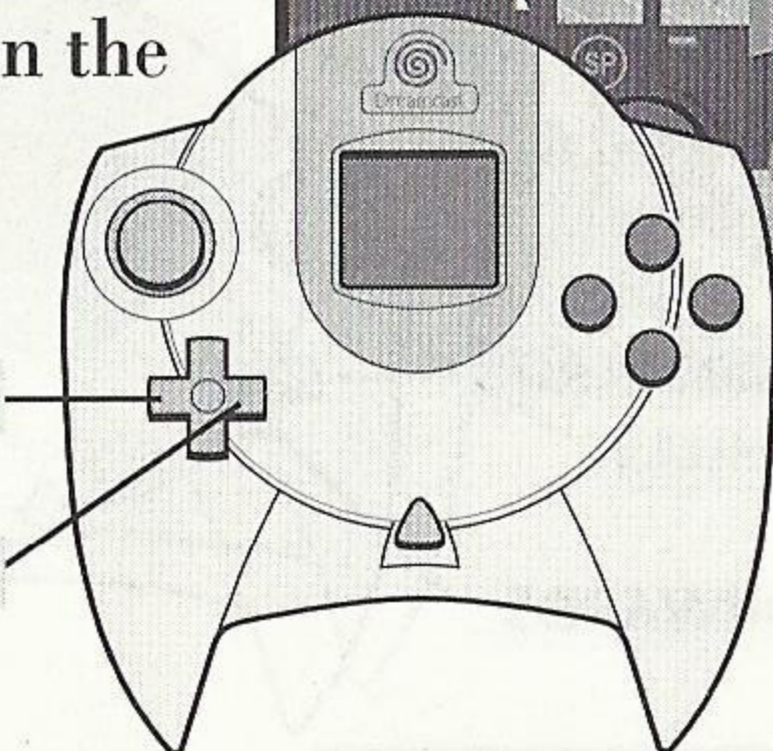
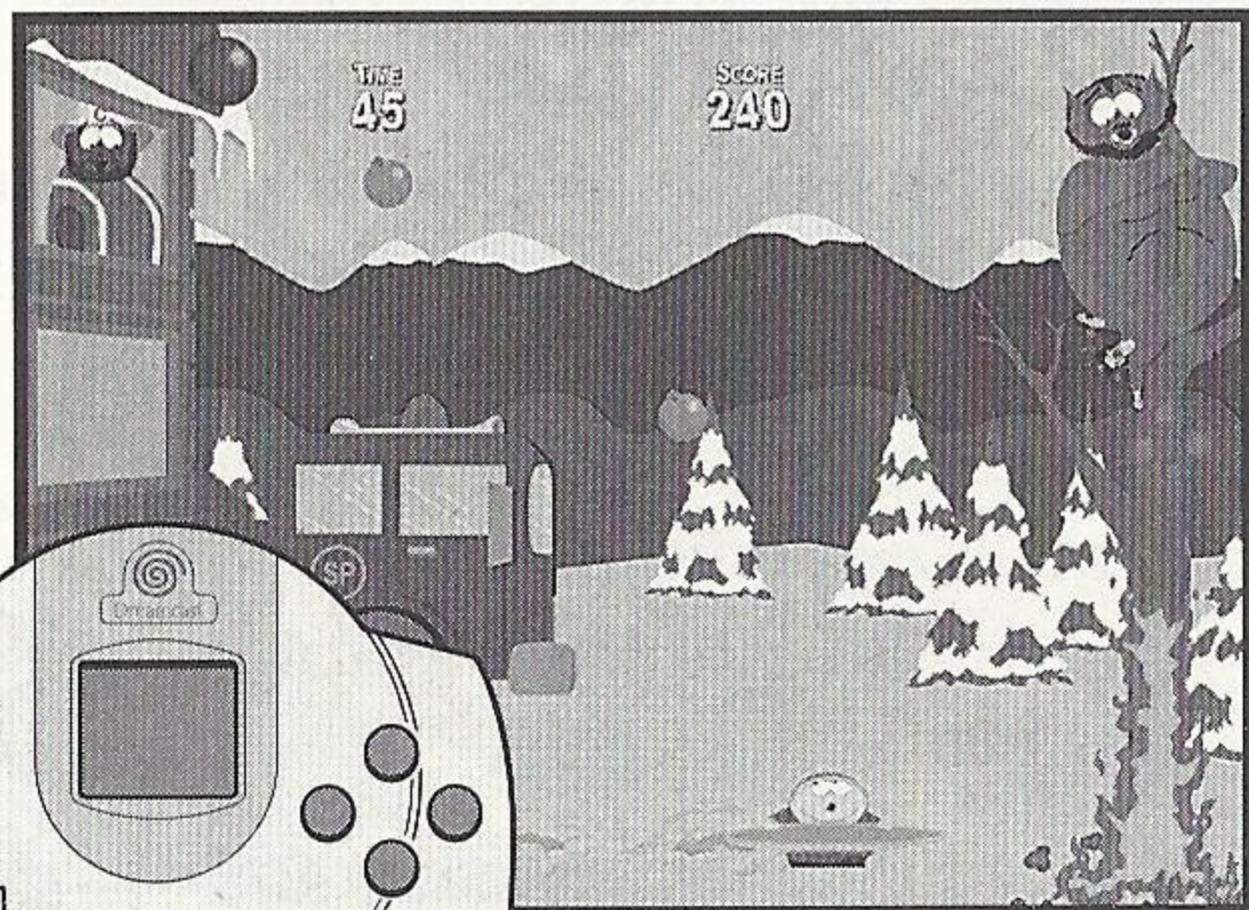
SCUZZLEBUTT

Scuzzlebutt has his sorry ass stuck up a tree. So what, right? The tree is on fire! Luckily, Chef is nearby with an ample supply of water balloons. Bounce them off the trampoline so they burst on the tree and douse the flame. Be nice if you got the fire, too.

Single player.

MOVE LEFT

MOVE RIGHT



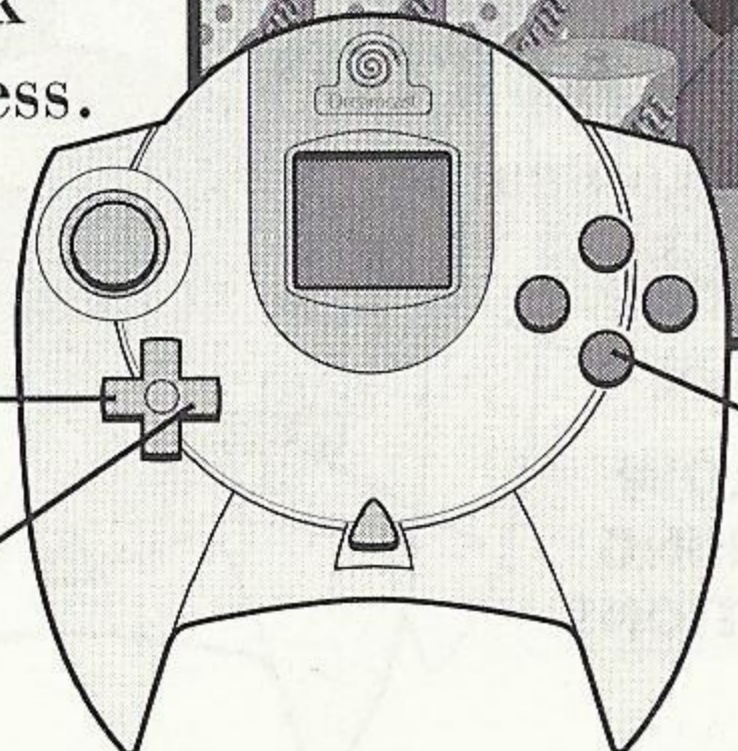
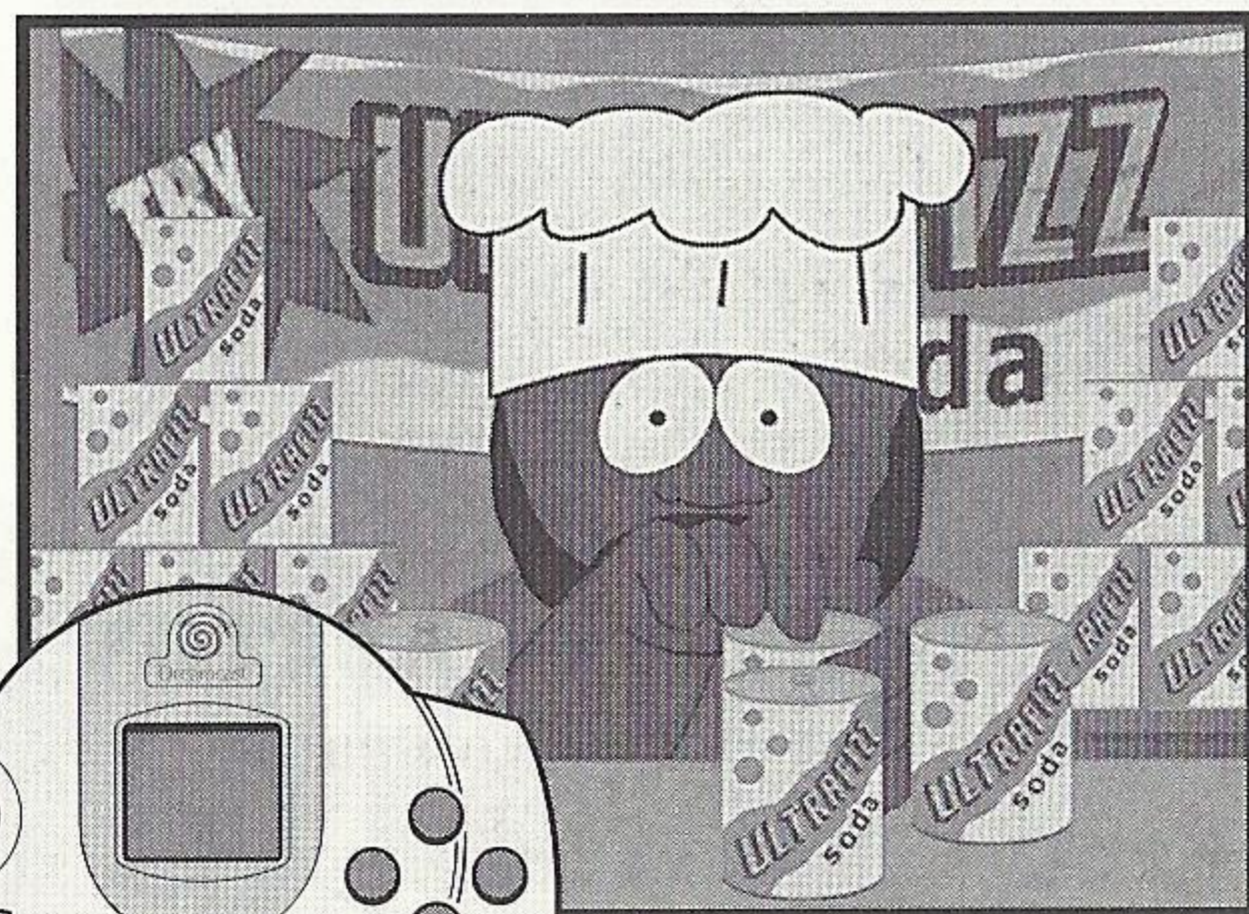
SODA SHAKE

How'd you like a faceful of hot, shaken up soda? It would bite, right? Oh well, you're gonna get it anyway. Watch as Chef shakes up a can and mixes it among three more cans of soda. Pick the shaken soda to get in a sticky mess.

MOVE LEFT

MOVE RIGHT

SELECT CAN

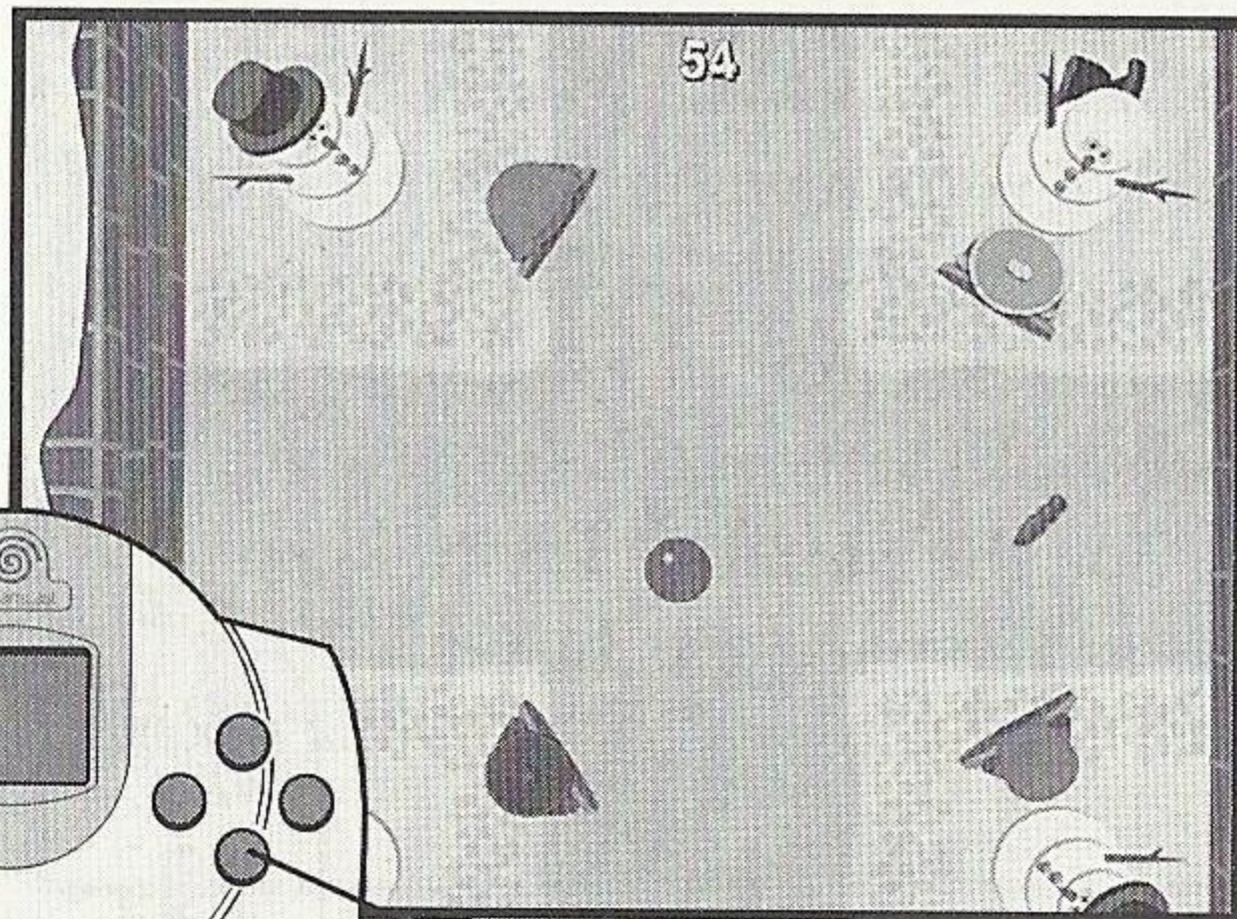
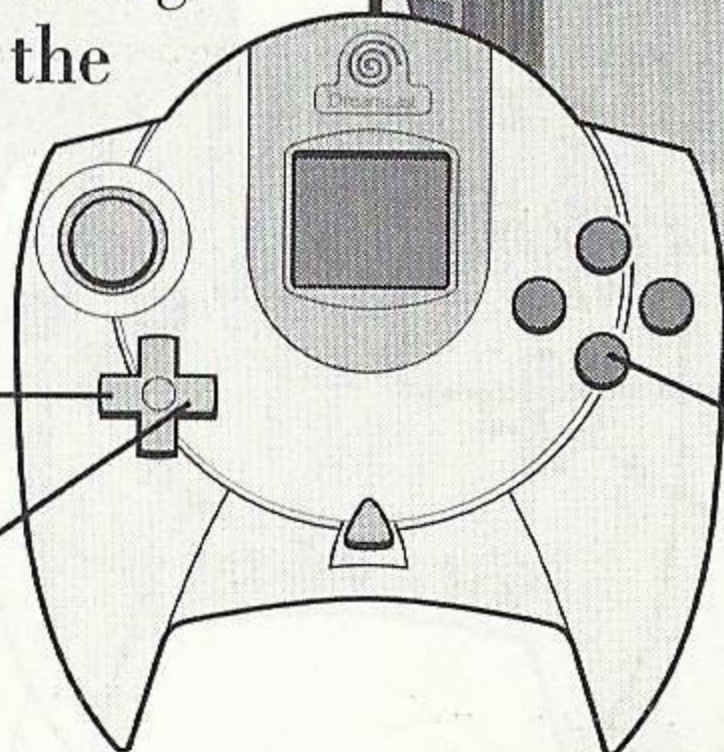


SNOW FORTS

The boys have each built themselves a glorious snowman, really a triumph of cold weather engineering and the art of snow packing. Now an evil bouncing dodgeball threatens to destroy the snowy statues. Five hits and it's over, so you've got to be on guard!

MOVE LEFT

MOVE RIGHT



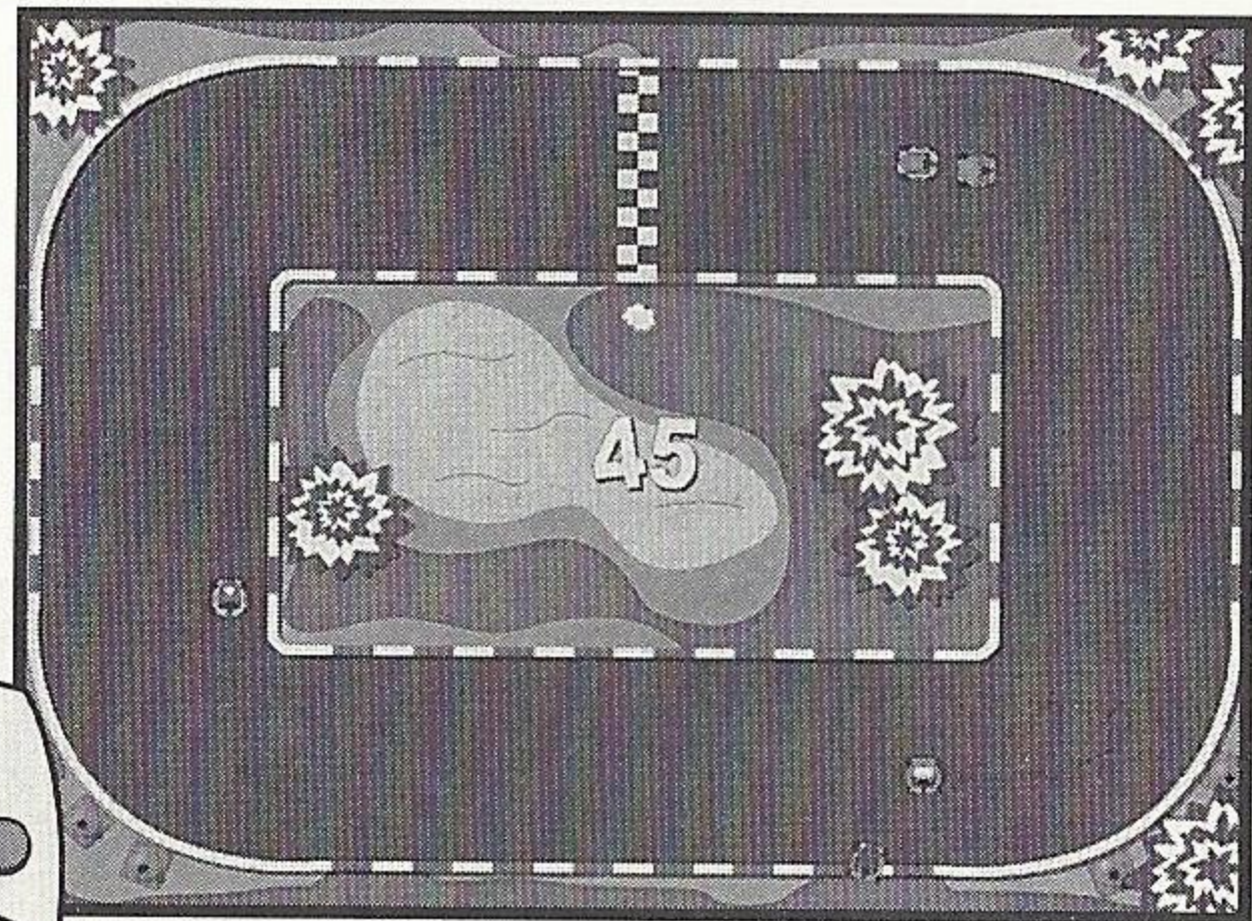
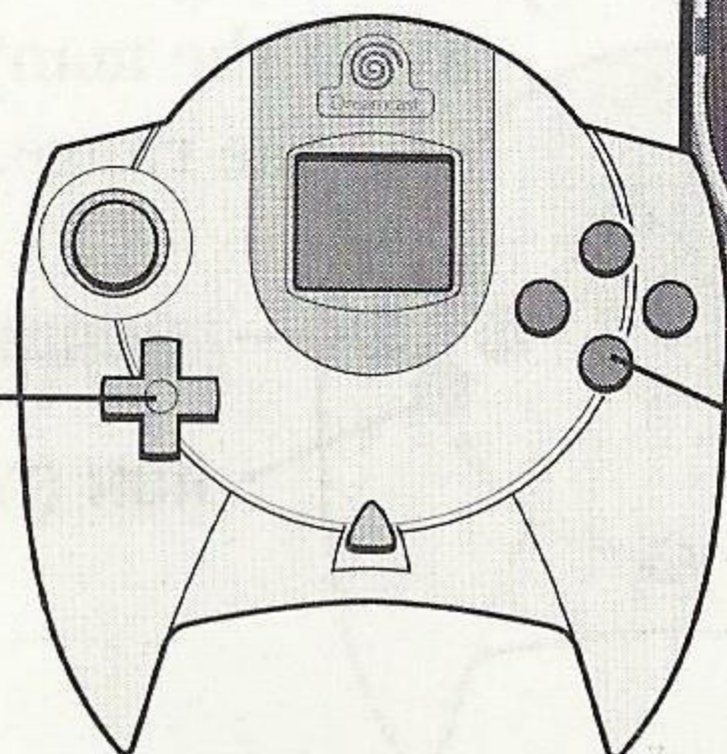
CATCH

GO KARTS

It's race time! Everyone gets to put the pedal to the metal. Bonus points awarded for 1st, 2nd and 3rd place finishes.

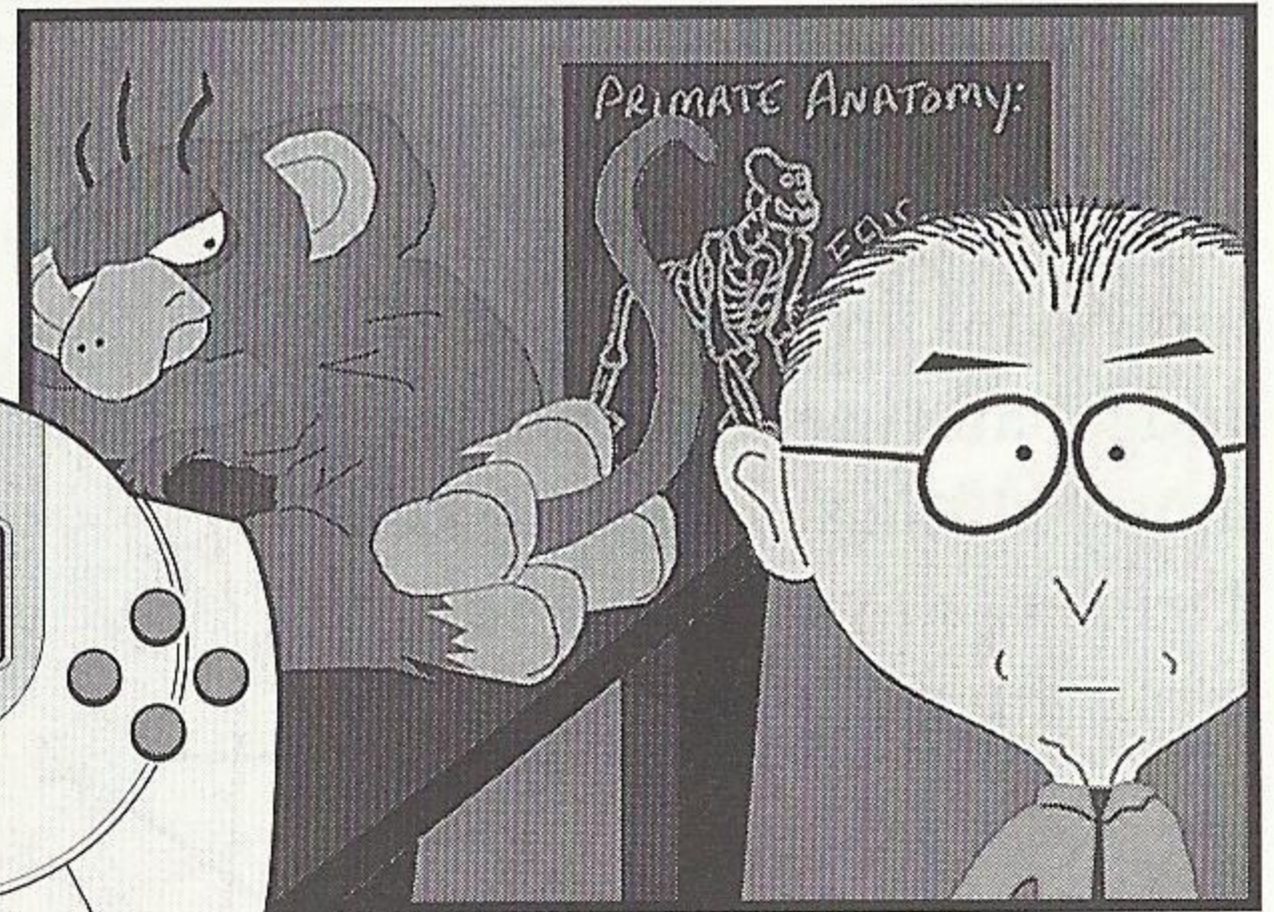
STEER

GAS PEDAL

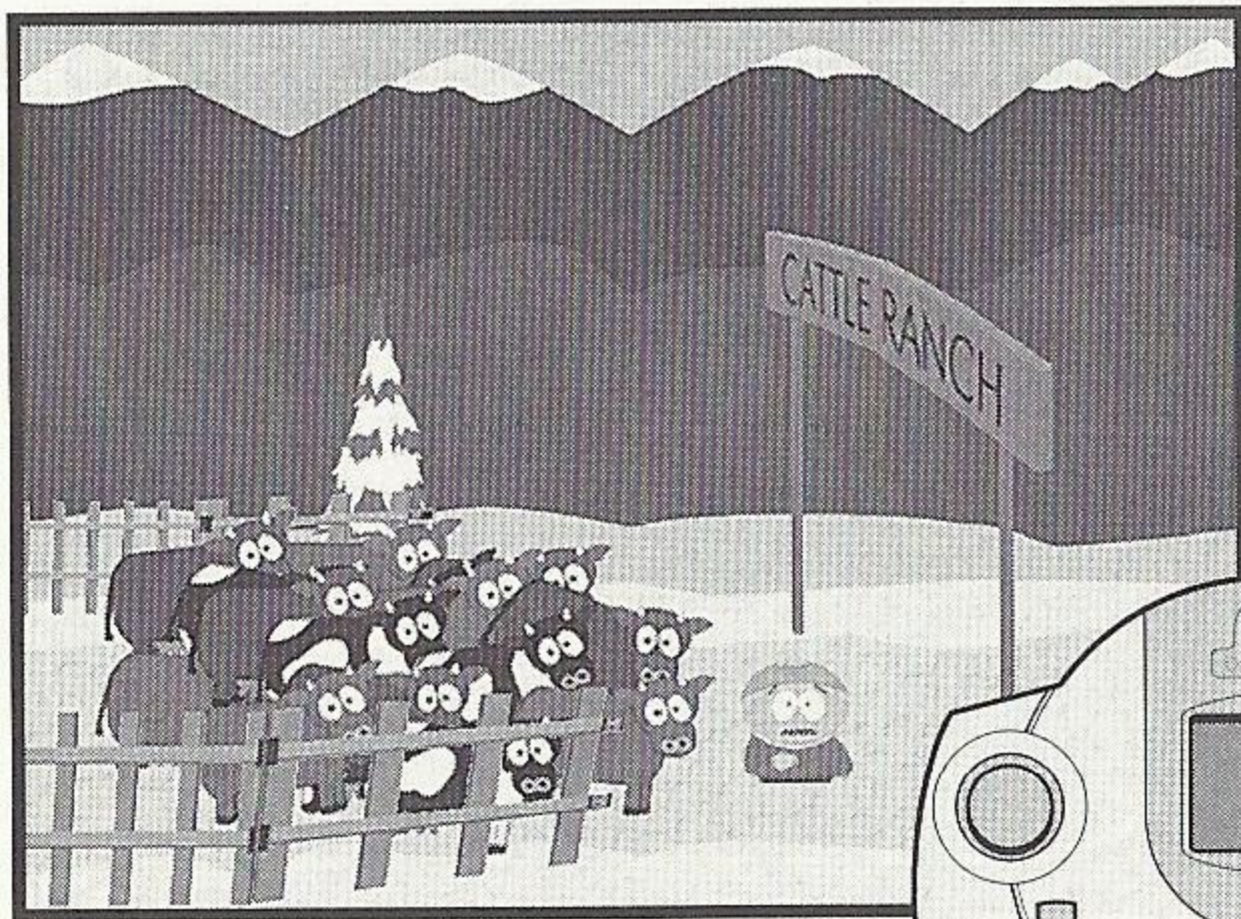
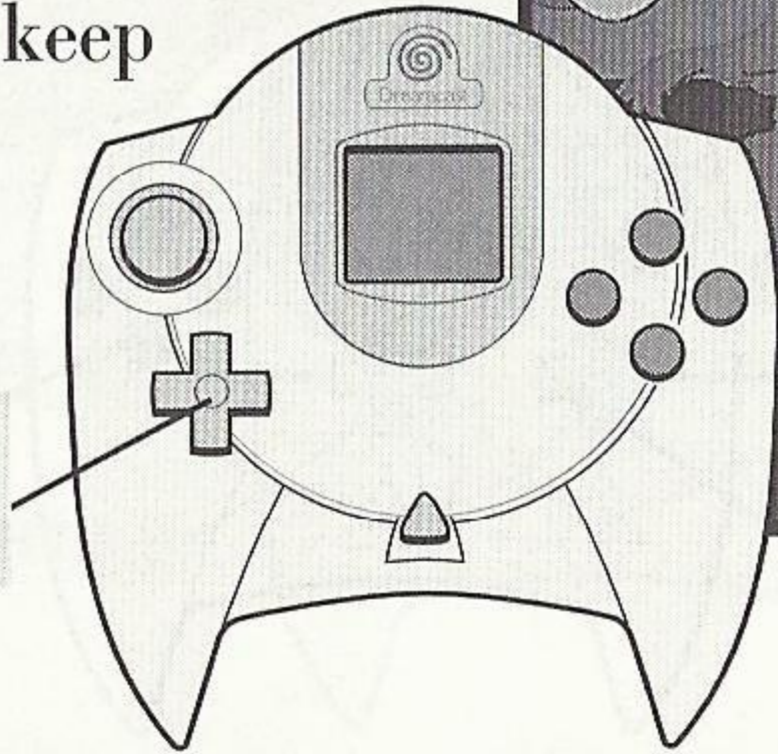


SPANK THE MONKEY WITH MR. MACKEY

How's your memory? Here's a good chance to test it. As Mr. Mackey smacks his four-assed monkey in different patterns, it's up to you to ape the pattern. Try to keep up as the pace gets faster!



**FOLLOW
PATTERN**

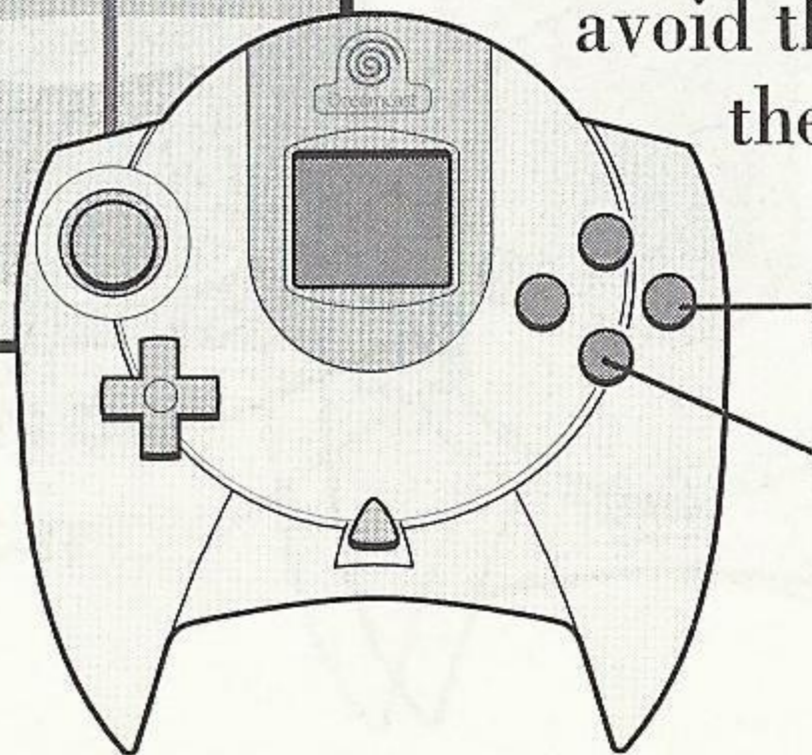


STAMPEDE

What's with Jimbo and that damn shotgun?! He has set off a stampede! Run for your life, or be crushed by a bevy of bolting bovines! Make sure you avoid the many obstacles out on the range.

HURDLE

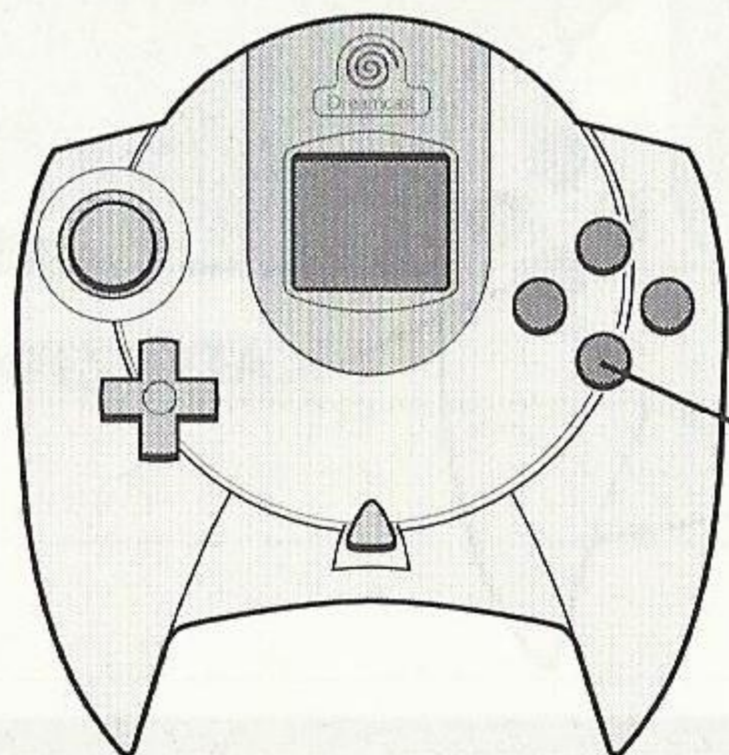
RUN (TAP RAPIDLY)



TUG OH WAR

Play Tug oh War. You'll be pulling for all you're worth to avoid getting hauled into the icy water that separates the two sides—and to pull your opponents into it!

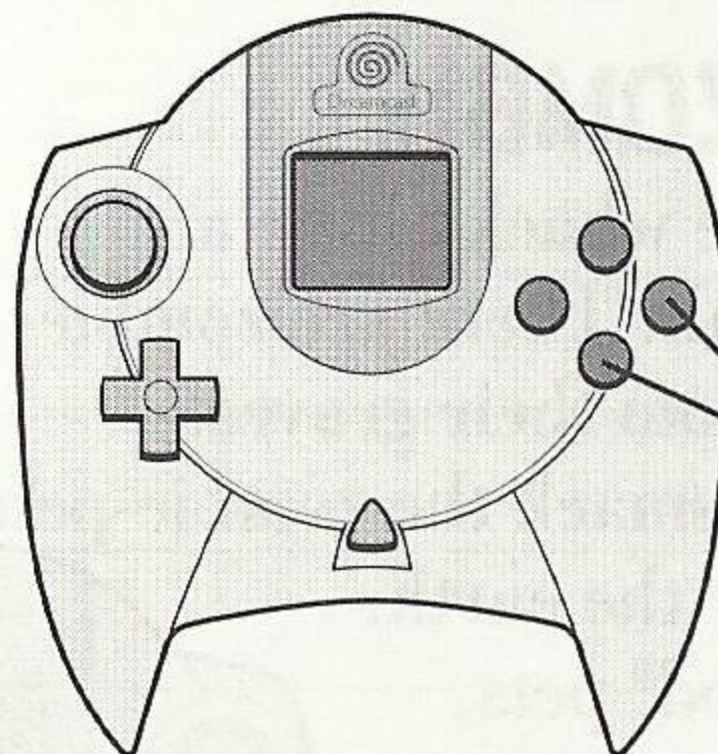
4 PLAYER



TAP TO PULL



2 PLAYER



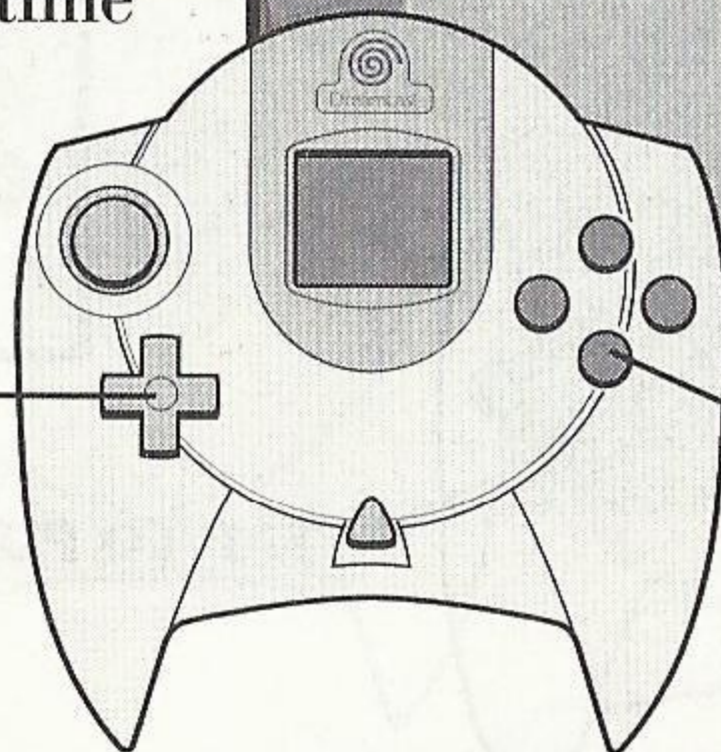
**ALTERNATELY
TAP TO PULL**



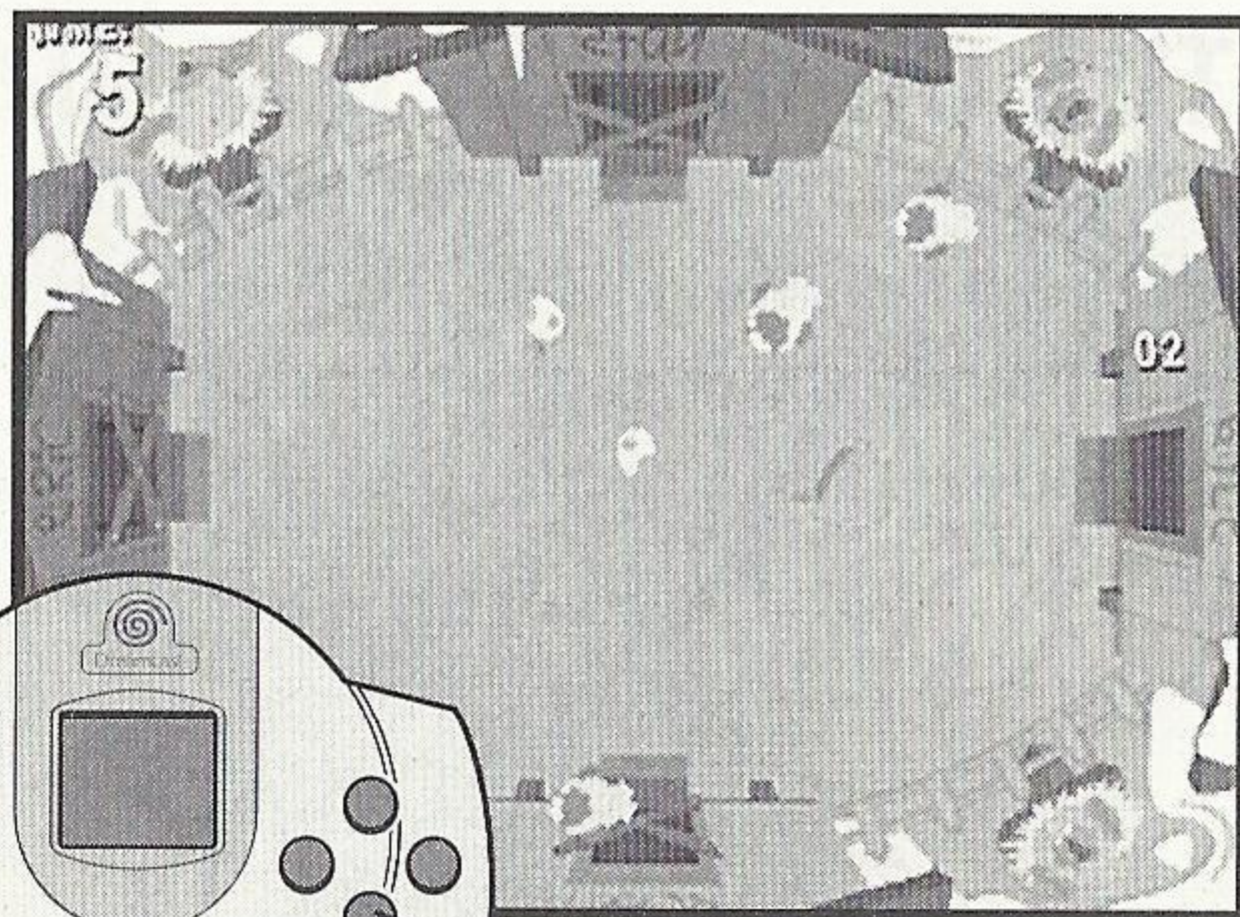
ROUND UP

Now's your chance to score with the chicks! So they happen to be real chickens, so what!? Grab the most eggs and chickens and throw them into your coop (or at the other guys) before time runs out.

**MOVE
LEFT/DOWN/
RIGHT/UP**



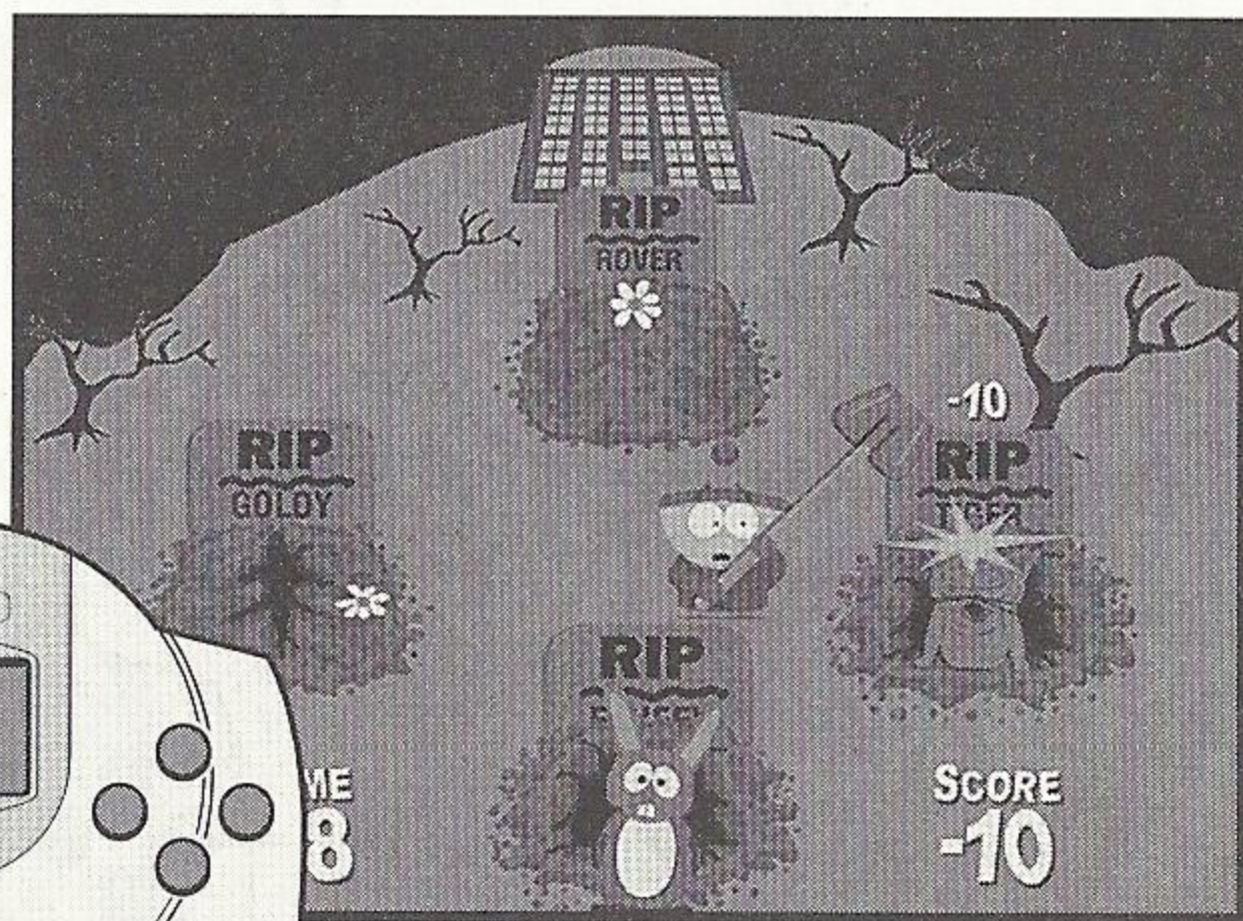
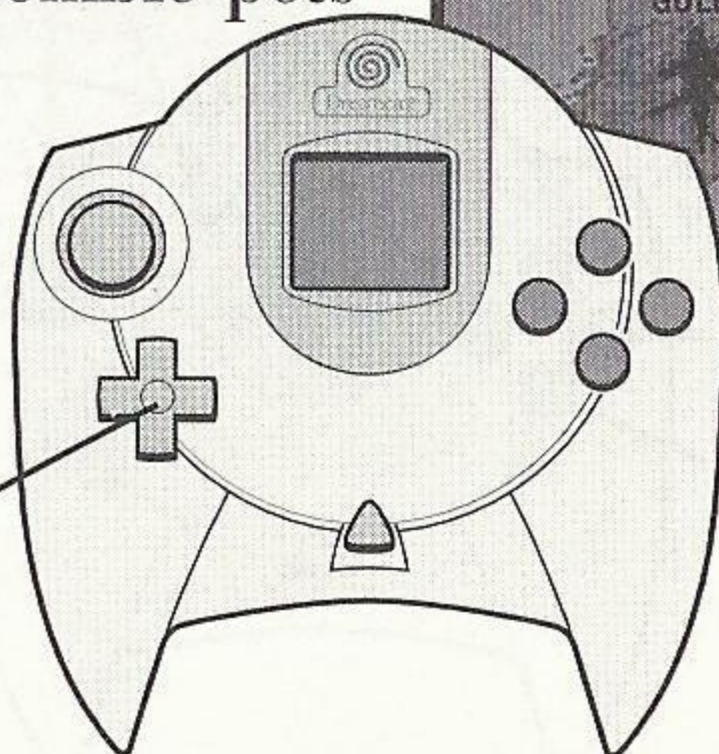
CATCH/TOSS



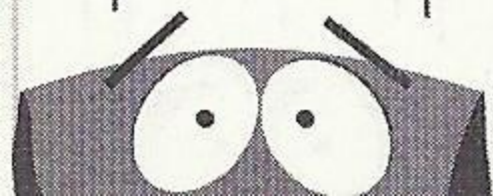
WHACK A ZOMBIE

Everything's gone whacky over at Dr. Mephesto's lab. There are zombie-pets raising up from their graves! The player must smack the zombie-pets back down under the earth. Avoid hitting "good" pets, they'll take points away.

**CHOOSE
WHACKING
DIRECTION**

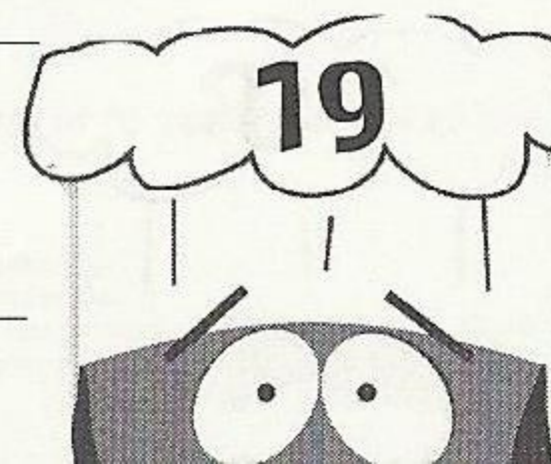


18

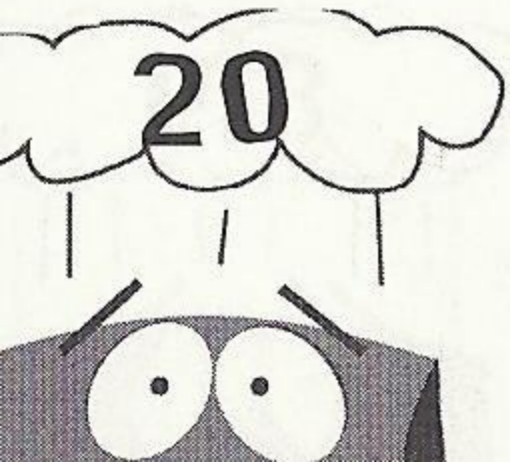


**AND THAT'S PRETTY MUCH IT. GOOD LUCK, AND REMEMBER:
CHEATERS NEVER PROSPER—AND SUCKERS NEVER LEARN.**

NOTES



NOTES



ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

South Park TM & © 1999 Comedy Central. All Rights Reserved. Acclaim® & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Chef's Luv Shack Developed by Acclaim Studios Austin. All Rights Reserved. South Park Rally Developed by Tantalus Interactive. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

ESRB RATING

www.acclaim.com

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, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. 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®

LOOK FOR

SOUTH PARK RALLY



RATING PENDING
RP
Visit www.esrb.org or call
1-800-771-3772 for more info.
CONTENT RATED BY
ESRB

www.acclaim.com

www.comedycentral.com



Acclaim

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. 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