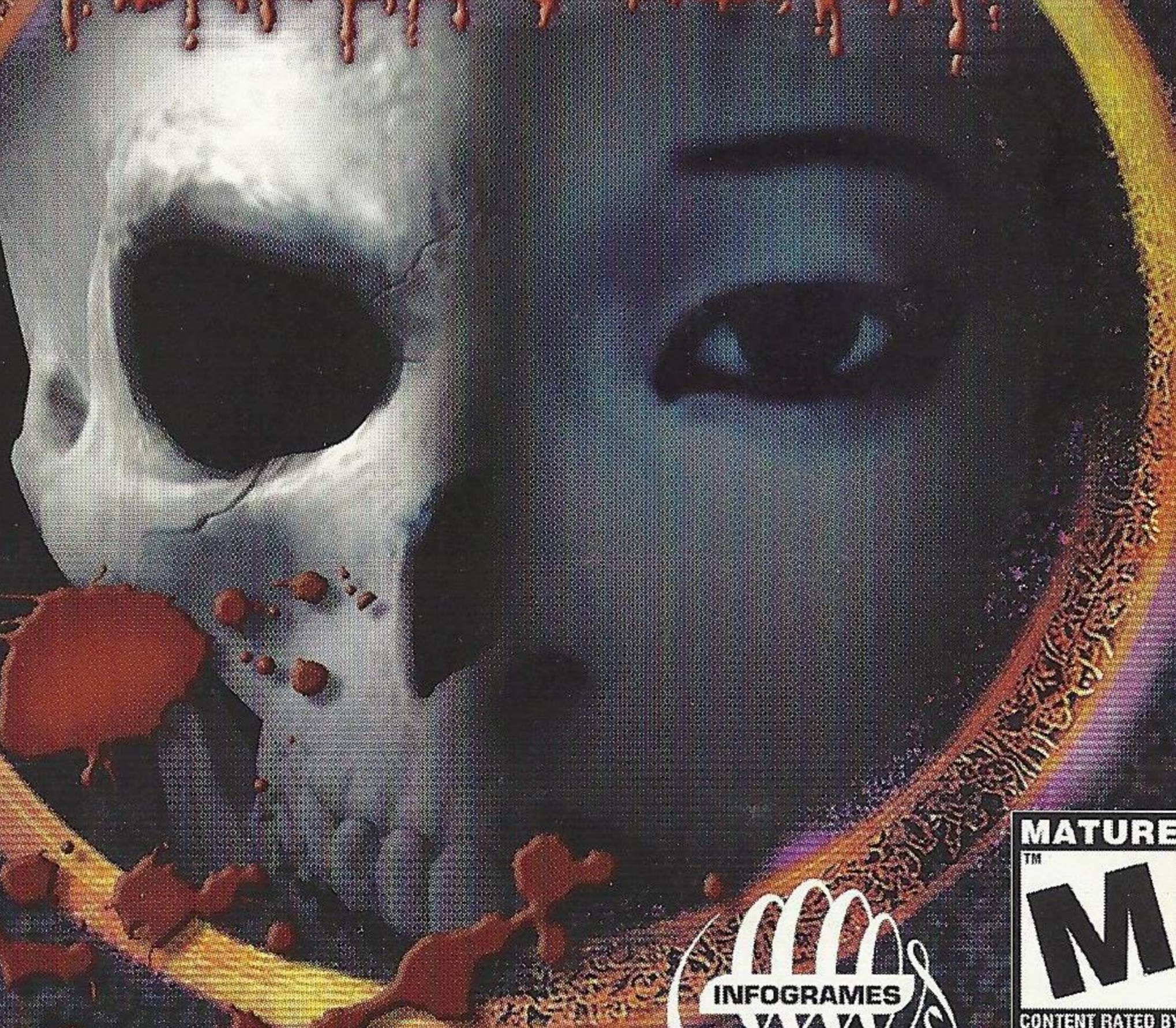


the RING

TERROR'S REALM!



INFOGRAMES

MATURE
TM
M
CONTENT RATED BY
ESRB

SEGA®

T-15122N

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.

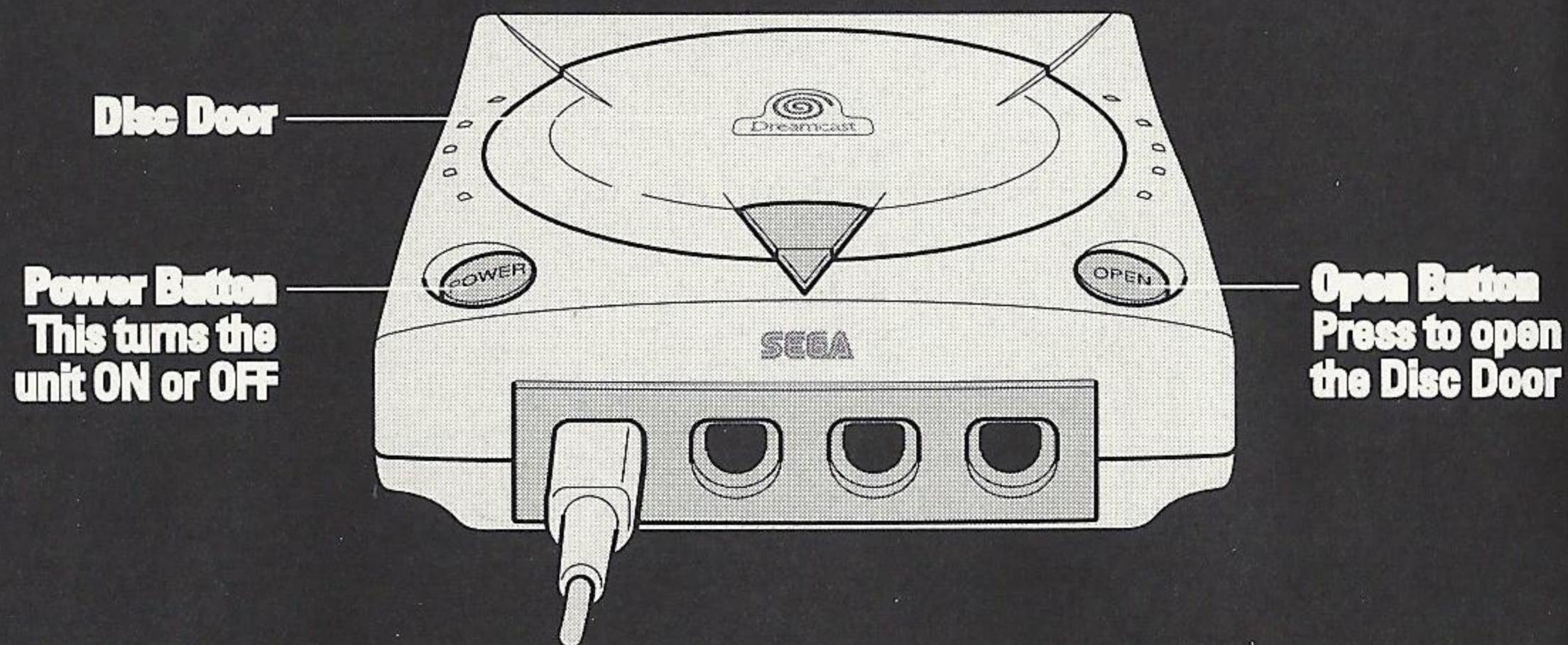
SEGA DREAMCAST VIDEO GAME USE

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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Power Up!



Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

Open the Disc Door by pressing the Open Button and insert your **the Ring: Terror's Realm** Sega Dreamcast Specific Disc. Shut the Disc Door.

Press the Power Button to start your Sega Dreamcast.

Follow the on-screen instructions.

The Ring is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, 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.

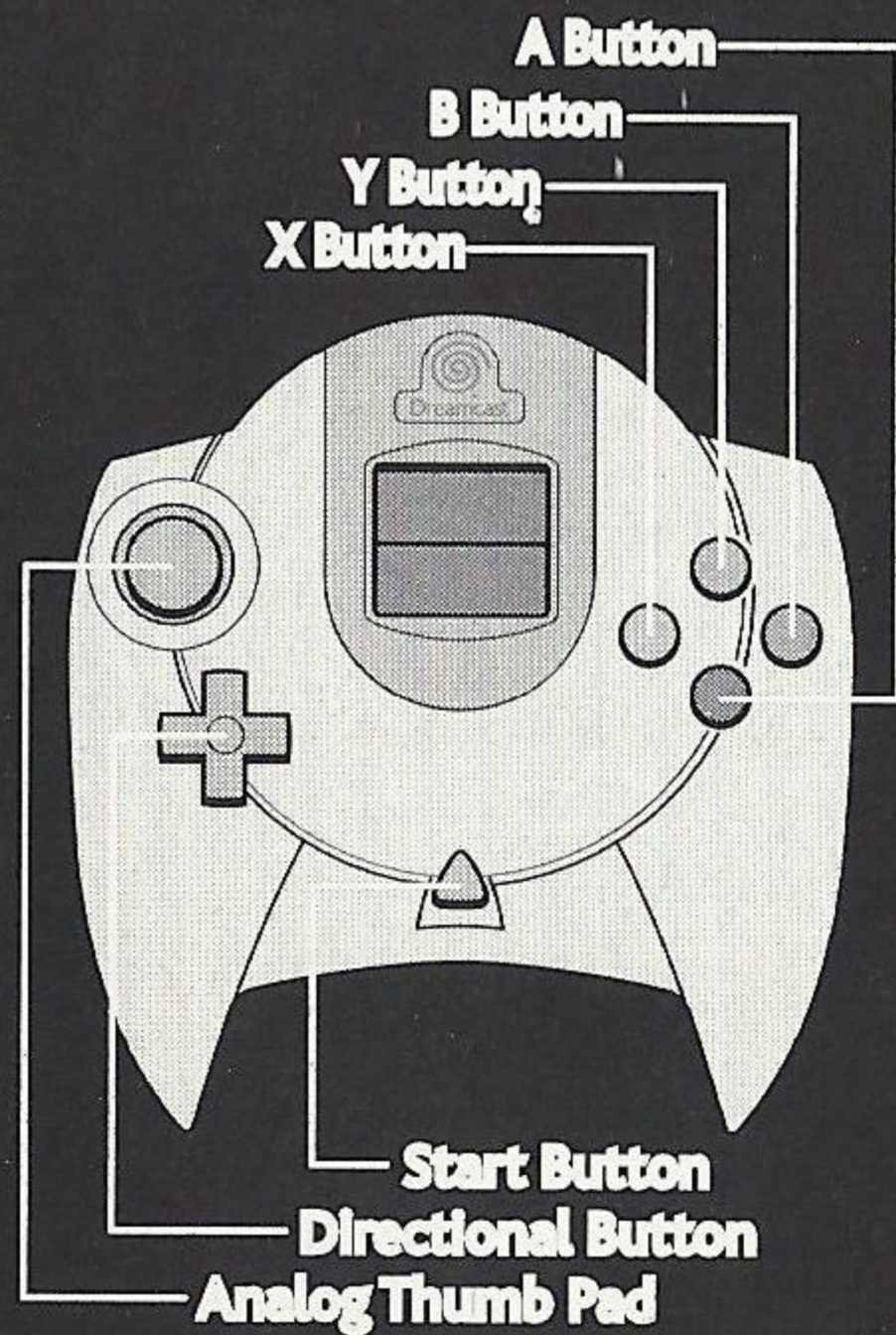
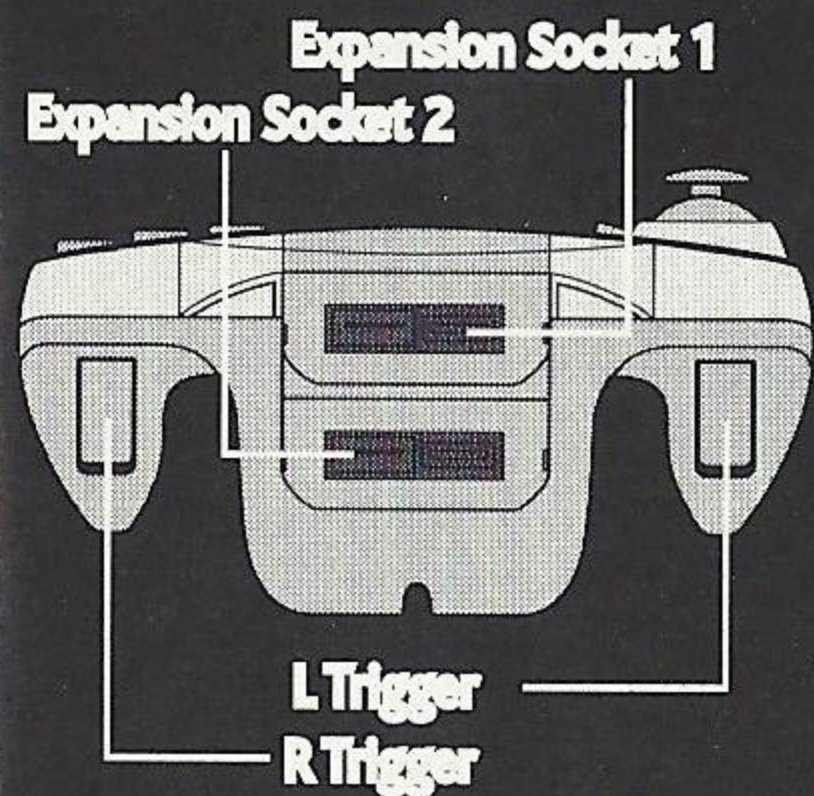
For more information on the Sega Dreamcast controller, see page 12.

Sega Dreamcast Controller

The controller configuration is described on page 12.

Note: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON.

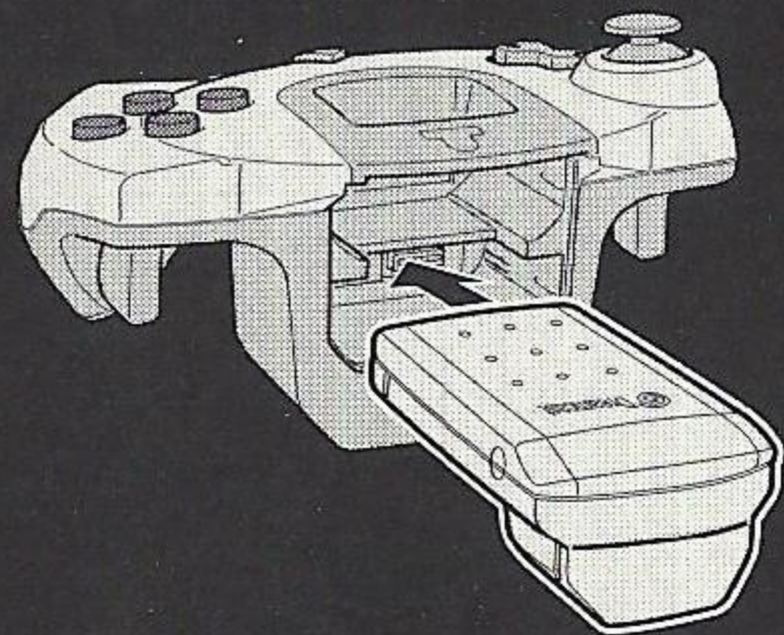
Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.



Jump Pack

Make sure to insert Sega Dreamcast Jump Pack into Expansion Slot 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out or otherwise inhibit game operation.

Note: 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.

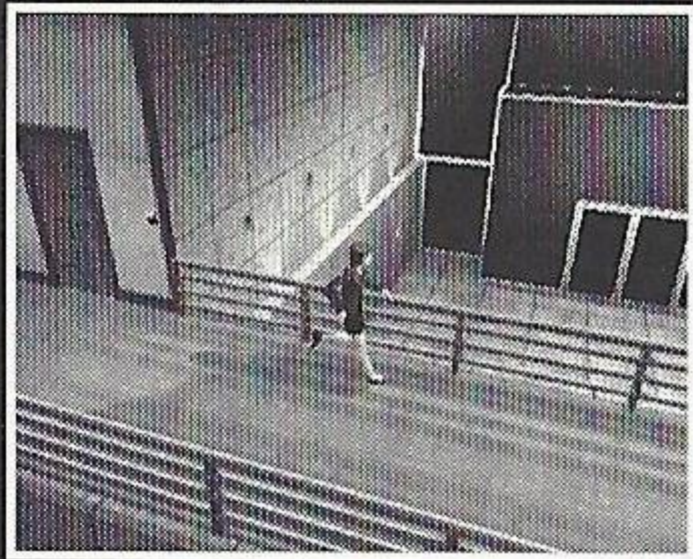


DEADLY GAMES

When Robert, a scientist at a private virus research facility, suddenly and mysteriously dies, newly hired researcher, Meg Rainman, begins to investigate her boyfriend's death. Aided by an ex-boyfriend, Jack Nikson, Meg discovers that three other staff members died under mysterious circumstances on the same day as Robert. All four of the lab workers died while playing "the Ring," a new computer game.

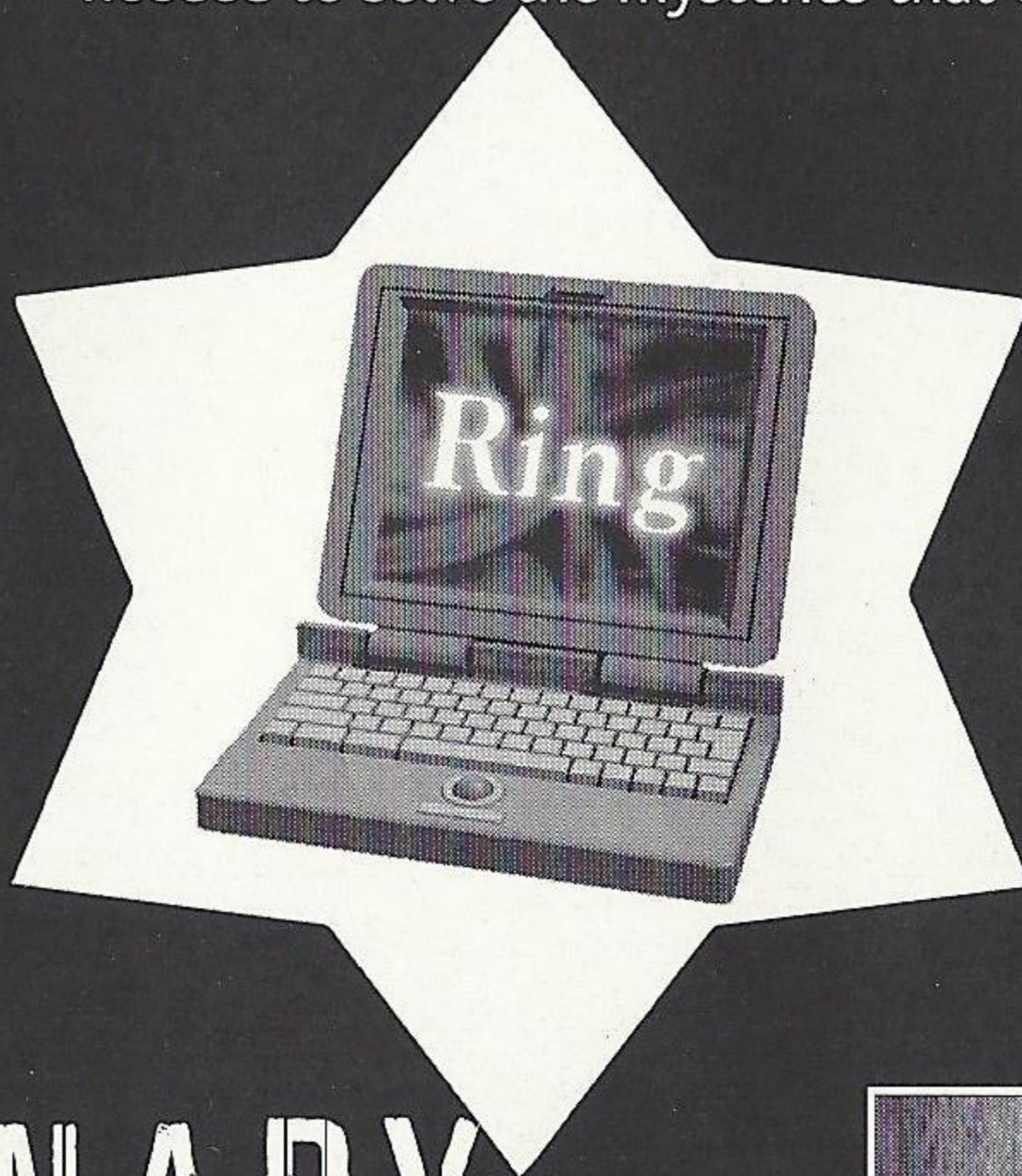
Meg, determined to get to the bottom of this mystery, installs and begins to play "the Ring." She is thrown into the mystery and horror, and must travel back and forth between the worlds of Reality and the Imaginary to find a cure and stop the dreadful, mysterious virus from spreading!

You must help Meg solve this mystery!



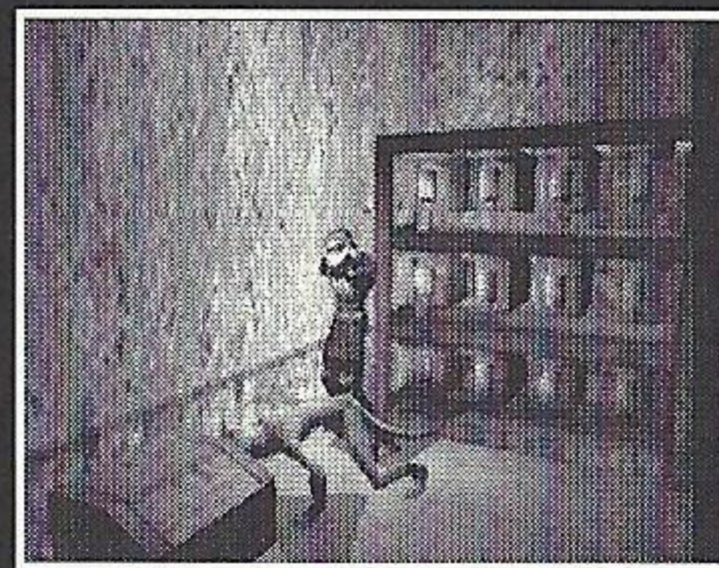
REALITY

Meg can search the lab and find certain items that will give her access to new areas. At the same time, she can contact Jack and John and try to gather the information needed to solve the mysteries that confound them.



IMAGINARY

In the world of the Imaginary, mysterious and deadly monsters appear. Meg will need to get some weapons in order to defend herself. Once she is equipped, she can travel around the Imaginary world to gather information, find clues, and do what she needs to do to solve the mystery.



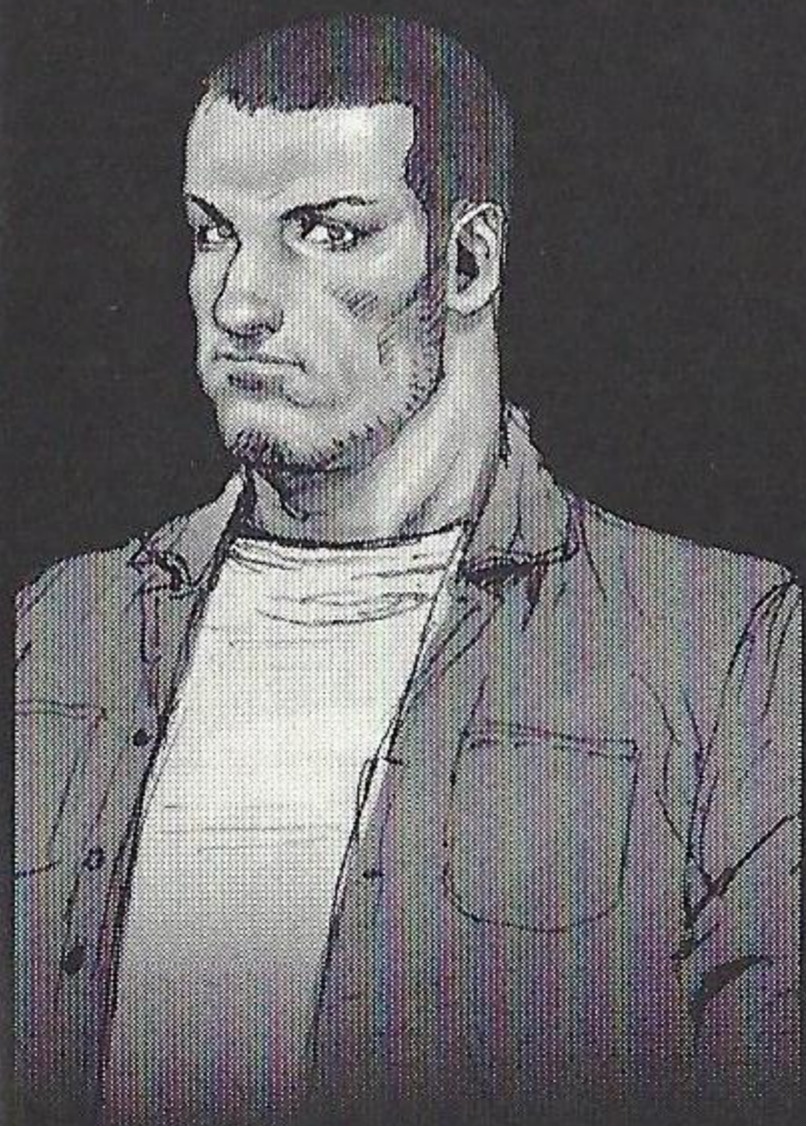
CHARACTERS



MEG RAINMAN

Meg's boyfriend, Robert, died suddenly on the same day she started working at the research facility. Driven to solve the mystery behind his death, she began to play the strange computer game, "the Ring," and began to travel between the two worlds of Reality and the Imaginary.





ROBERT DANIEL

Researcher and Meg's boyfriend.

Robert was responsible for having Meg hired to work there. He died under mysterious circumstances before her first day, after starting to play "the Ring."



JOHN BRAD

Chief of the Lab.

John believes that it may be a virus that is killing off his researchers, and is secretly investigating the cause of their deaths. He would be a good source for the confidential information Meg needs to solve this mystery.



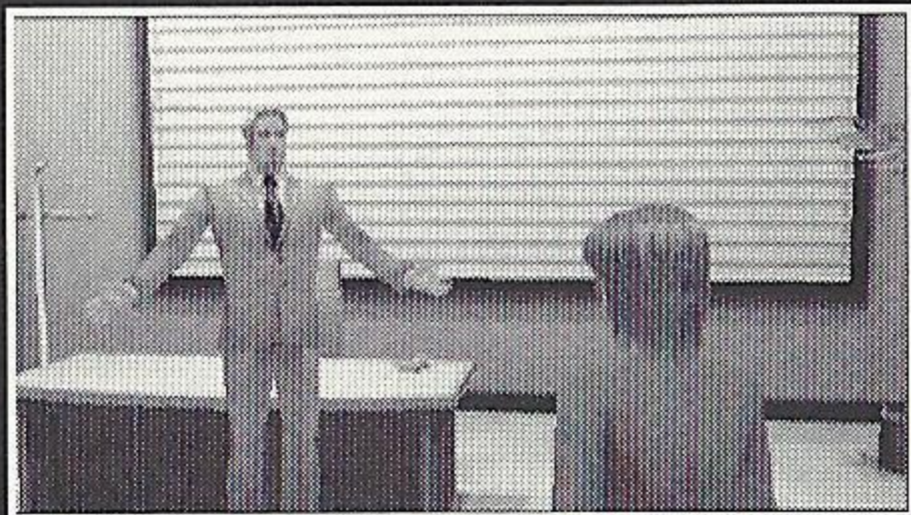
JACK NIRSON

Journalist and Meg's ex-boyfriend.

Jack helps Meg search for the cause of his friend, Robert's death. He has also started to play "the Ring" and has been drawn into its deadly game.



John Brad's Office

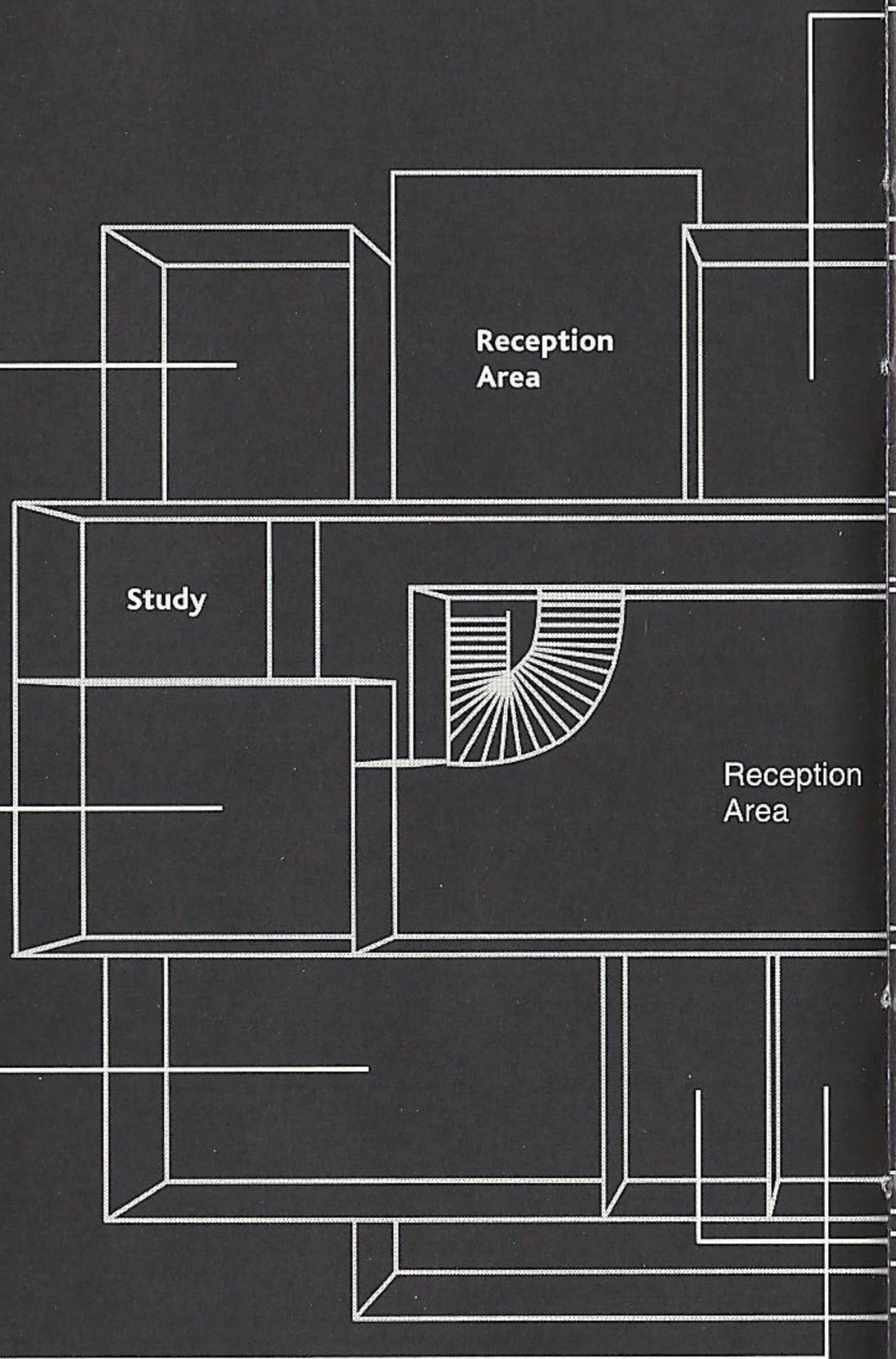


John will welcome you at the start, but he doesn't like it if you come to his office too often.

Reference Room: A repository of vital and secret documents, this room is kept well-locked.

Audio Visual Room: Contains the film projectors.

Research Labs 2-4: These are standard research labs, with layouts that are identical to Meg's lab.



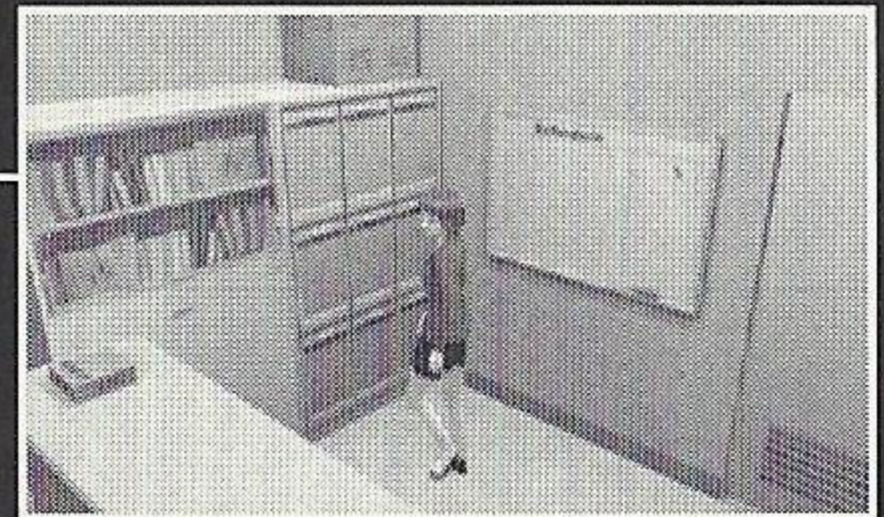
Medical Lab

This is the domain of Dr. Timothy, who may have some useful information for Meg.



Pharmacy: Connected to the medical lab, this room stores a variety of medicines.

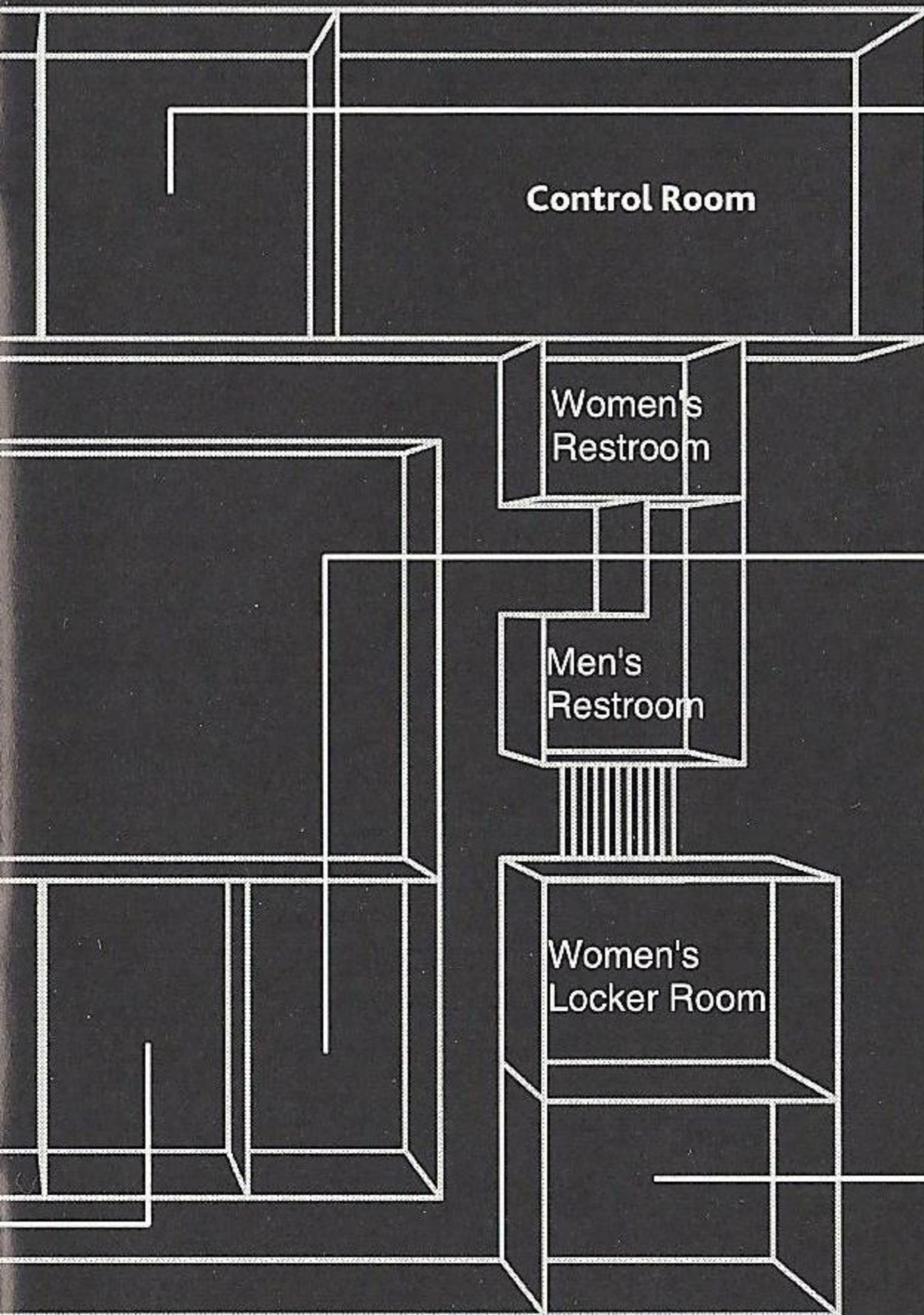
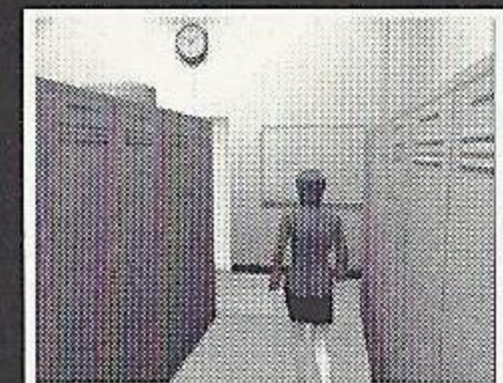
Research Lab 1



Formerly Robert's research lab, this room is now Meg's lab and office.

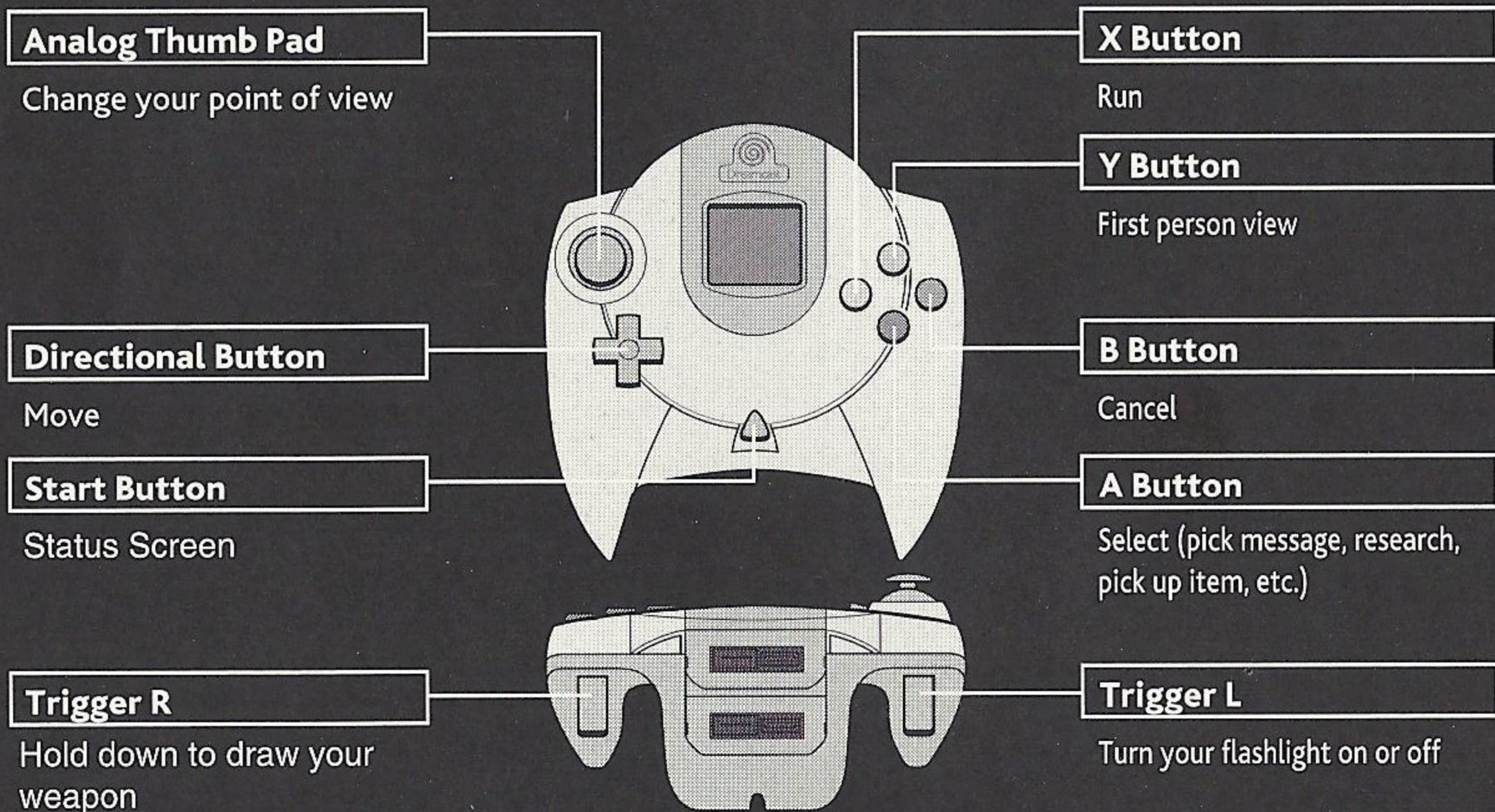
Men's Locker Room

Robert has a locker in the back of this room.



CONTROLLER

The Basic Game Controls:



To return to the title screen at any time, 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.

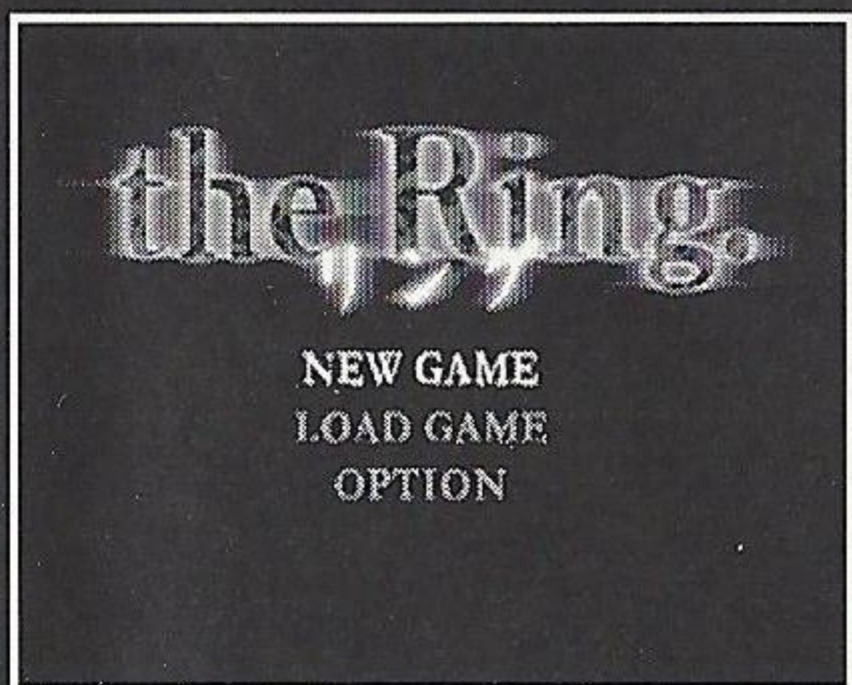
Caution: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

GAME START

Starting The Game

Make sure you have a Sega Dreamcast Controller plugged into Control Port A before you turn the Power Button ON.

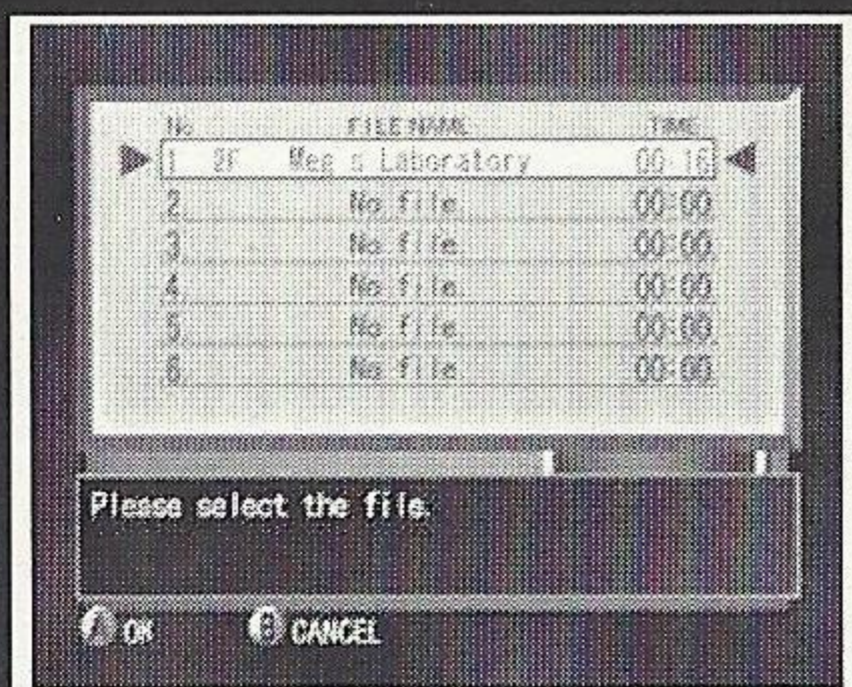
Main Menu: Once you have seen the introduction, press the Start Button to move to the Main Menu. Use D-Button ▲ and ▼ to move between the items, and press the A Button to make your choice.



New Game: Start a brand new game.

Load Game: Load a previously-saved game from your Visual Memory Unit (VMU).

Options: Set your game options; see page 15 for more details.



Load Game Screen: Use D-Button ▲ and ▼ to select the game file and press the A Button to load it for play.

File Content
Location, Total Play Time

DATA SAVE

Saving Your Game:

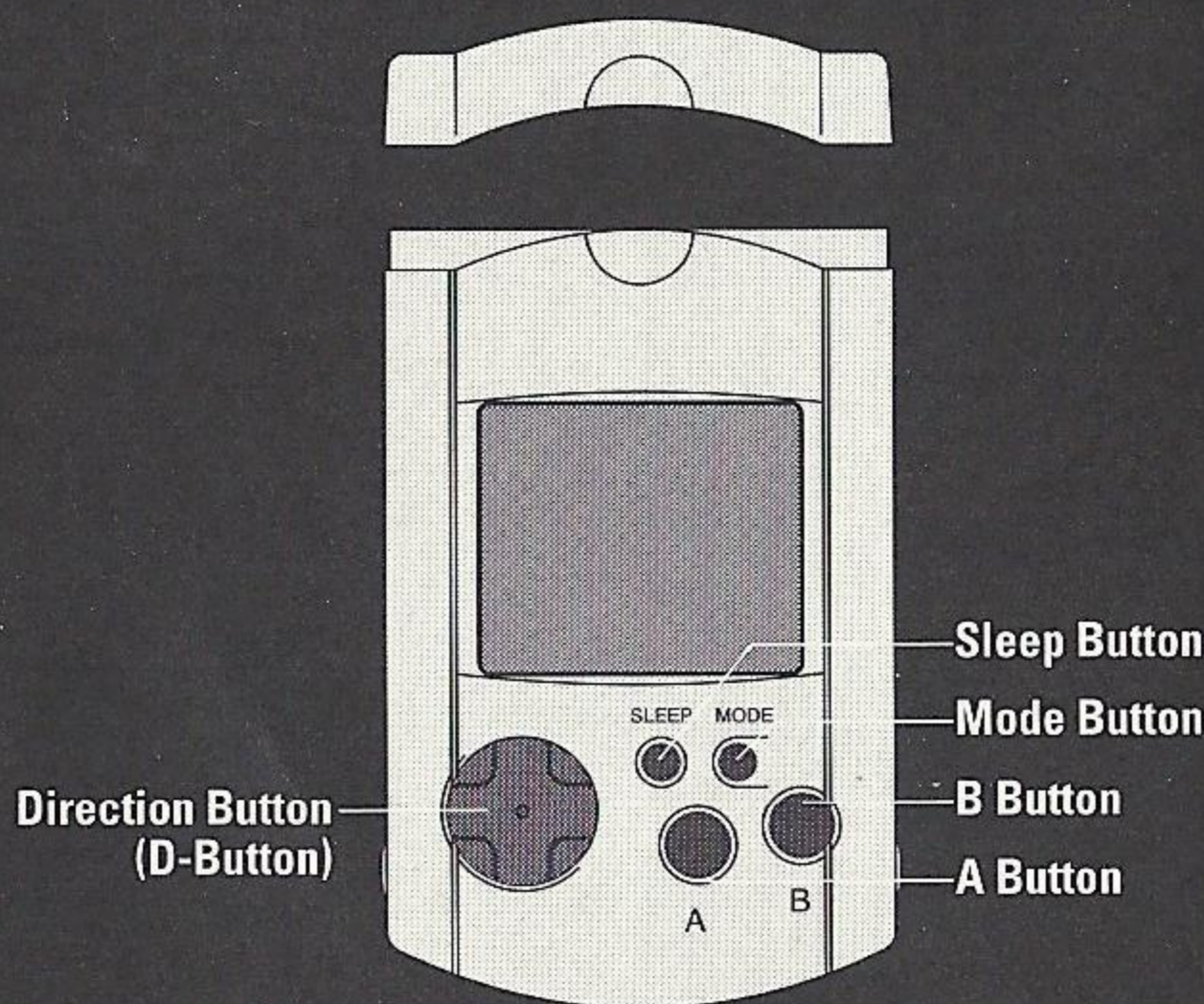
You can save your game anytime you find a Save Point. Save Points look like radios, such as the one in Meg's lab. You will also find other radios, scattered throughout the research facility. You will need a Sega Dreamcast VMU to save your games.



Save Point

Caution: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

VISUAL MEMORY UNIT (VMU)



OPTIONS

Camera:

Set your camera view. The default camera view is fixed.

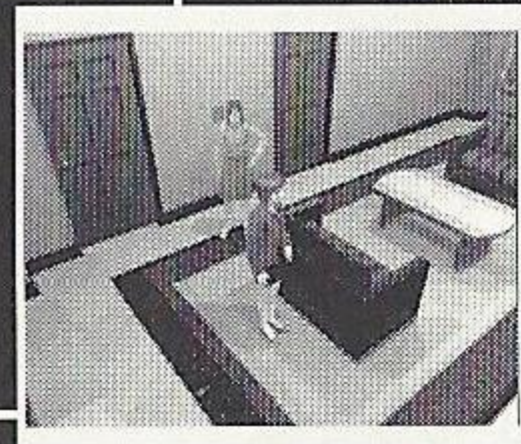
A:

The camera looks from above when you use a melee weapon, otherwise it follows the player.



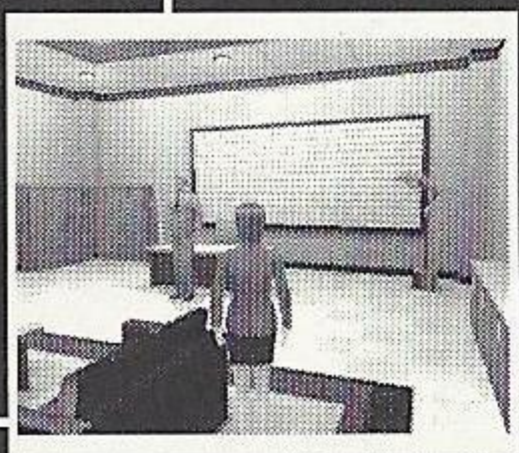
B:

Fixed camera angle.



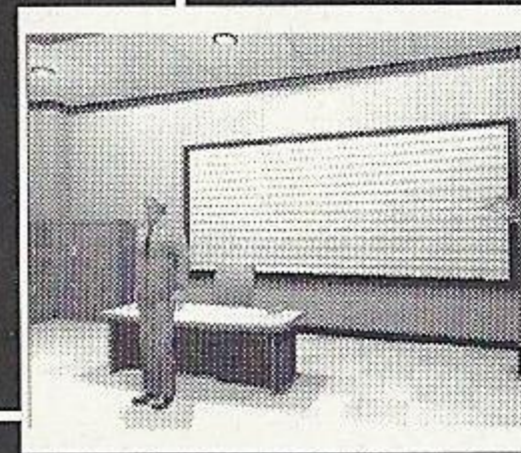
C:

The camera follows the player.



D:

Sets the camera to first person view.



Vibration:

If you are using a Jump Pack (sold separately), you can turn the vibration On or Off here.

Sound:

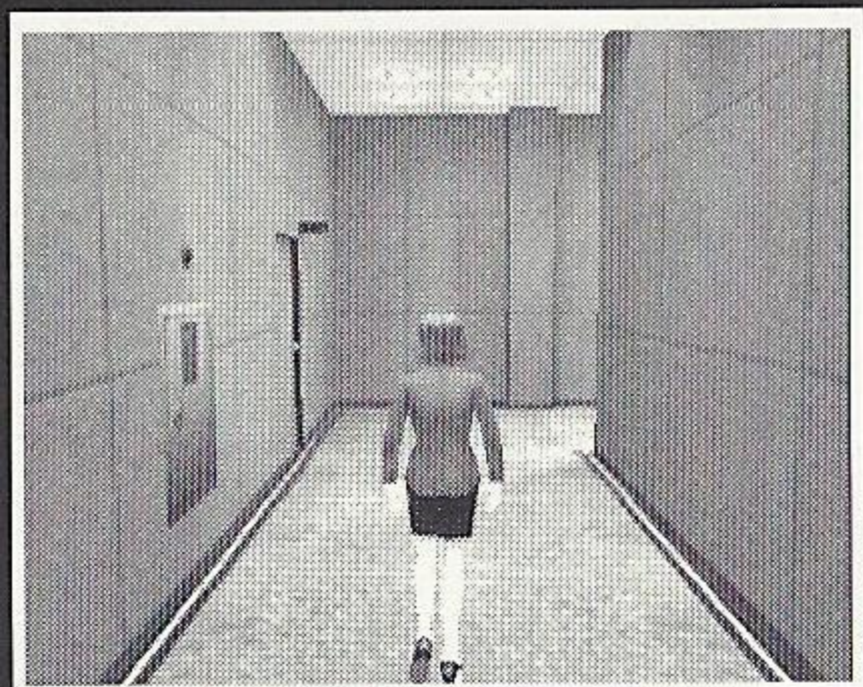
Switch between Stereo and Mono sound.

Exit:

Return to the Main Menu.

ACTION

Move



D-Button ▲ : Move forward.

D-Button ▼ : Move back.

D-Button ◀ or ▶ : Rotate left or right.

Run



D-Button ▲ : Run forward.

D-Button ▼ : Take a quick "hop" back.

D-Button ◀ or ▶ : Rotate left or right (very fast).

You can use the A Button for several different types of actions:

Research/Speak:

You can talk to various people and search different places.

A



You never know where you might find some useful information.

Turn Switch On/Off:

You can turn light switches on or off. If the lights are off, monsters can't find you.

A



If the lights are on, you can look around the room without using your flashlight.

Open Door/Climb Stairs:

Some rooms are locked, and you'll need a key or item to open the door.

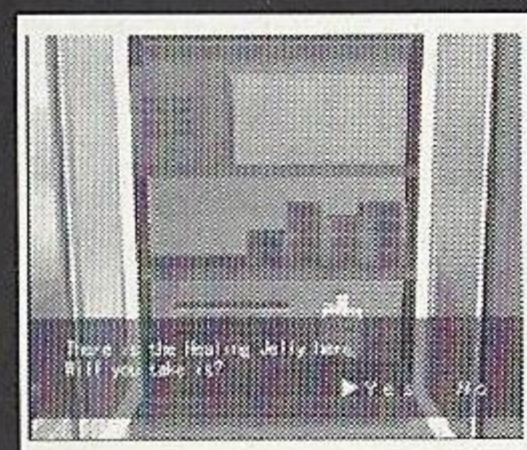
A



Pick-Up Items:

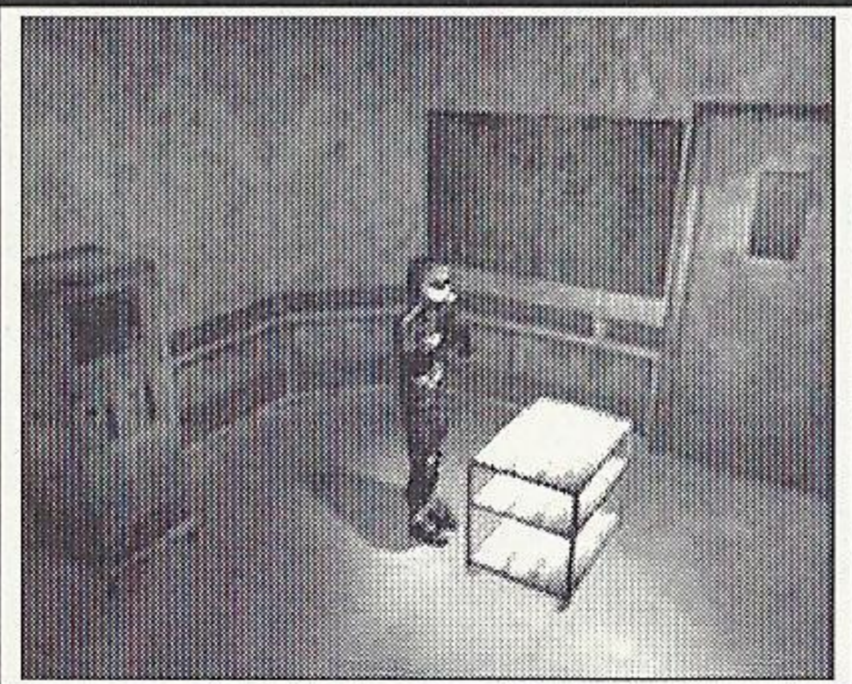
Use the **A Button** to pick up any item or weapon you find.

A



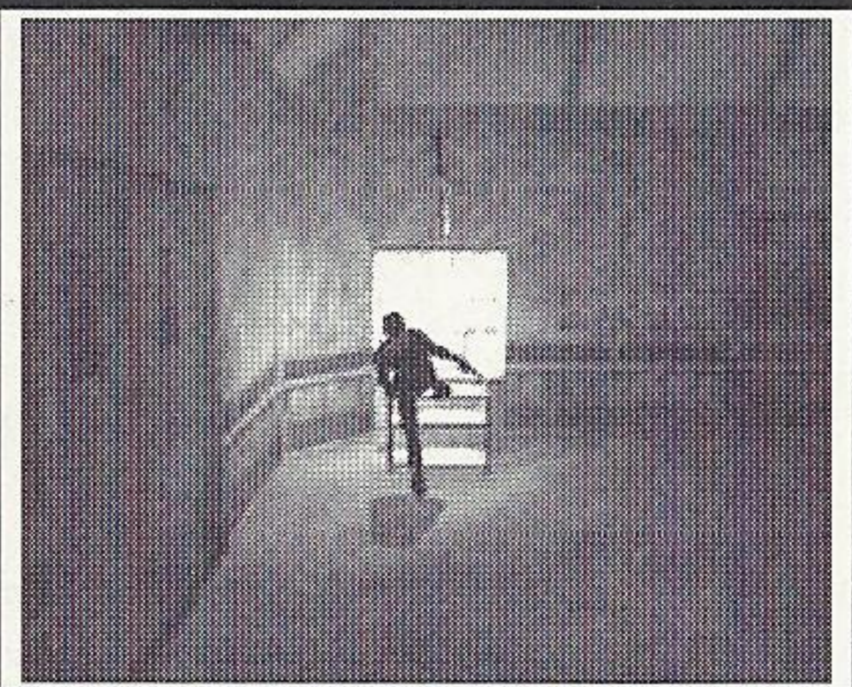
(See Equipment Status Screen, page 22)

Pushing Objects:



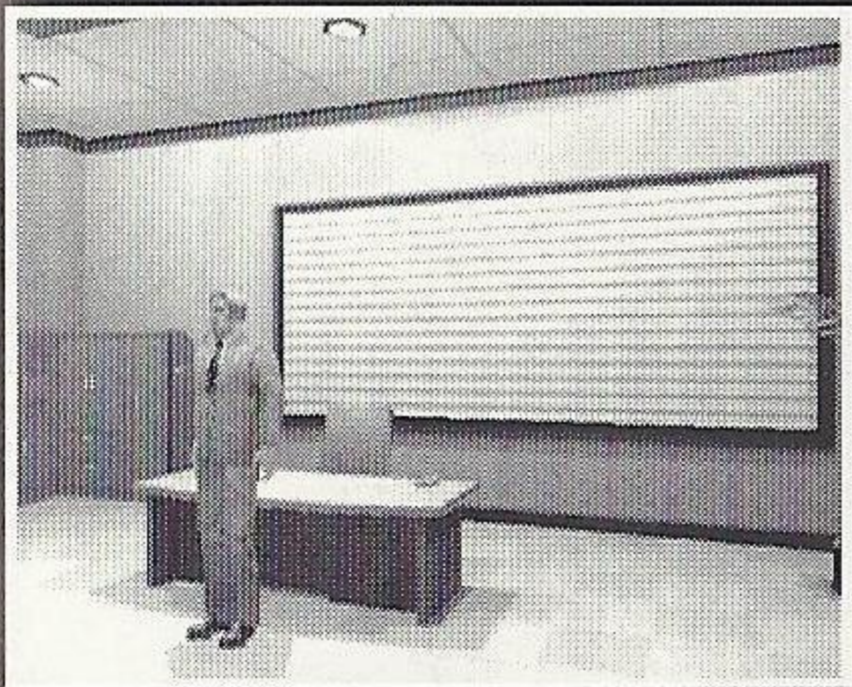
There are some objects that you can move; stand in front of it and press and hold D-Button ▲ to move it. If you don't get it to the right place, exit the room and then return. You'll find that the object has returned to its original location.

Climbing Obstacles:



To climb an obstacle, stand in front of it and press and hold the A Button. You'll need to climb things to find certain objects.

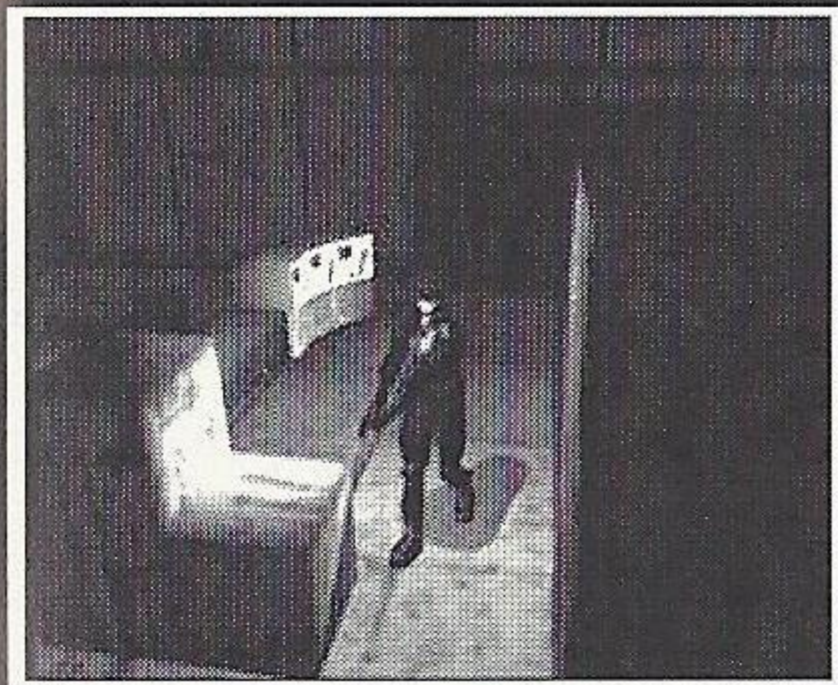
First Person View:



Y + Analog Thumb Pad

Press and hold the Y Button and then use the D-Button to look around a room in First Person View. You can set the Game to always be in First Person View from the options menu; when you are in that mode, follow the instructions above to look around.

Flashlight



Trigger L

Turn your flashlight on or off.

On: Your flashlight will illuminate the room, and you will be able to attack your enemies.

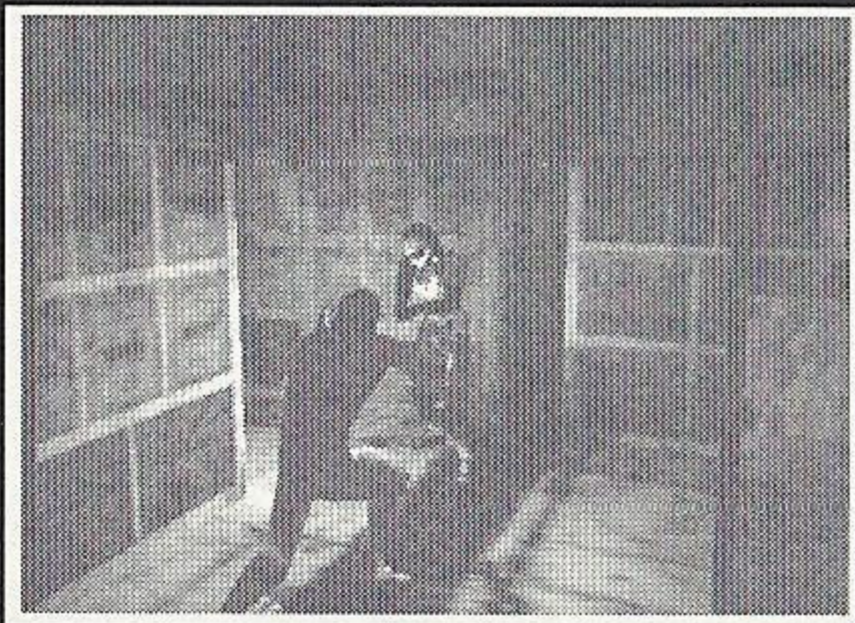
Off: Your enemies won't be able to find you, but you won't be able to see, and might miss discovering important items.

BATTLE

Shoot The Gun:

Trigger R then **A**

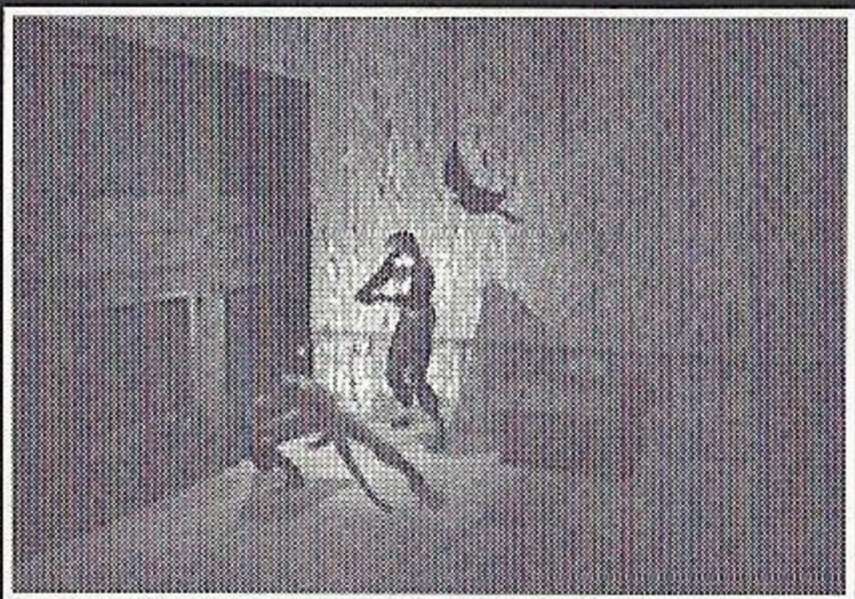
Aiming:



Tap D-Button \blacktriangle or \blacktriangledown with Trigger R depressed.

You can only aim at different parts of an enemy's body (head, chest/stomach or legs) if you have your light on. If you shoot a foe in the legs, they will run much slower, making your escape easier.

Changing Targets:



With Trigger R depressed, tap D-Button \blacktriangleleft or \blacktriangleright .

If you have your flashlight on, you will aim at the closest enemy by default. However, you can change which foe you are targetting with this control sequence. If your flashlight is off, you will need to aim at your targets manually.

Knife:

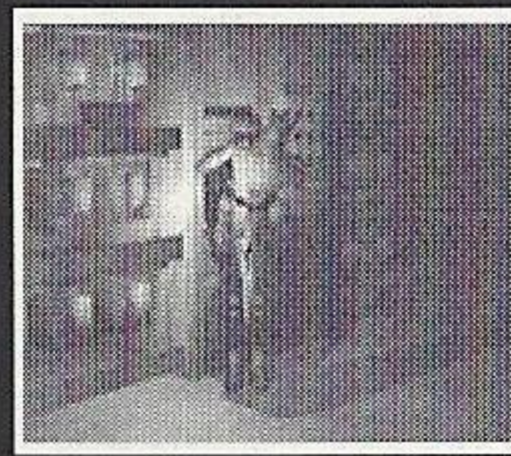
Press and hold Trigger R then press the A Button to slash or stab.



You can aim your knife just as you would your gun.

Breaking A Hold:

If you are caught by an enemy, press D-Button ▶, ◀, ▶, ◀ ...



The faster you press the button, the less damage you'll take.

Use both light and darkness to defeat your enemies! Your foes will tend to go to the bright areas. Learn to use both the room light and your flashlight in the best combination.

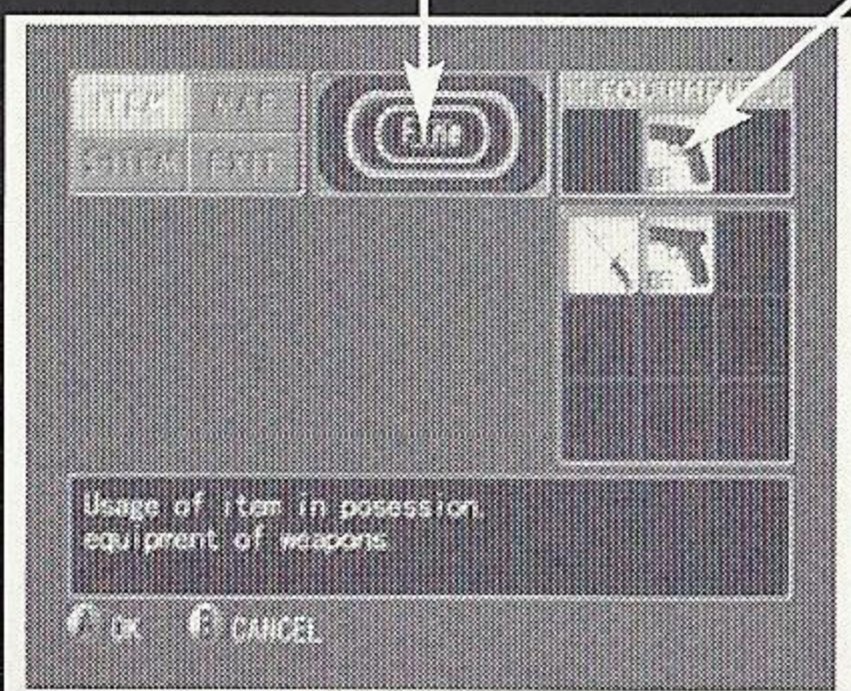
STATUS

Status Screen:

Press the Start Button to bring up the Status Screen.

Player's condition

Equipped weapon



Item:

Displays items and weapons

Map:

Displays map

S-Item:

Displays special items

Exit:

Exits the Status Screen.

Player's Condition:

Your hit points will drop every time you are hit by an enemy. If you run out of hit points, you will "die" and the game will end. Your hit points are measured by descriptive terms, each one representing about 20% of your health. "Fine" is the best condition, followed by "Better," "Normal," "Bad," and finally "Danger." As your hit points approach the "Danger" end of the scale, you will begin to move more slowly. When the Game Over screen appears, press the Start Button to return to the title screen.

Item/S-Item



This menu allows you to use items or change weapons. Special items are more powerful than their normal counterparts.

Use: Use items

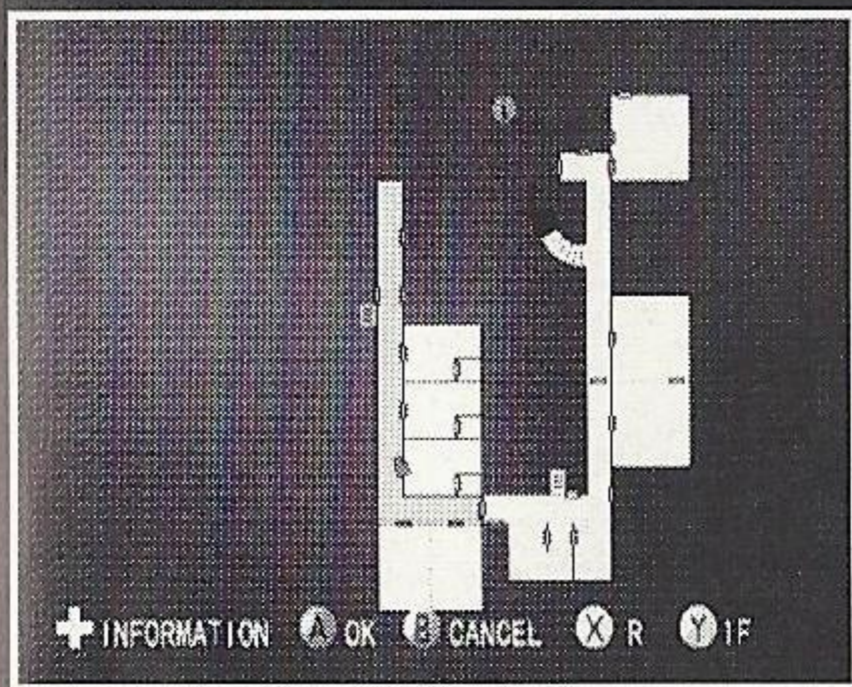
Equip: Change equipment

Reload: Reload gun

Delete: Removes the item from your inventory.

Info: This will give you a brief explanation of the item.

Map



You can view areas you've already visited with the Map. Use the D-Button to move the cursor to an 'I' and press the A Button to read the information there. Press the X Button to look at the Upstairs map and the Y Button to look at the Downstairs map.

Blue: This is your current location.

Yellow: Shows the areas you have already visited.

Arrow: "You are here"

I: Indicates an information source.

ITEMS

You will find a variety of items in the game. Here is a brief list; there are more items to find than are mentioned here.

Knife:

Your knife it isn't very powerful and you have to get in close to the enemy to use it.

Handgun:

This weapon isn't very powerful, but ammunition for it is plentiful.

Shotgun:

The shotgun will let you hit more than one enemy at a time.

Grenade Launcher:

This powerful weapon can fire various types of grenades.

Napalm Grenades:

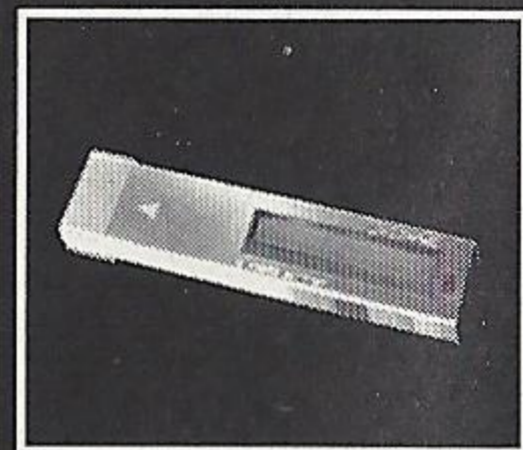
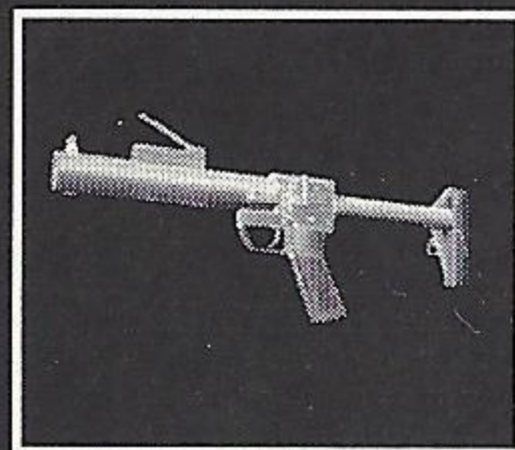
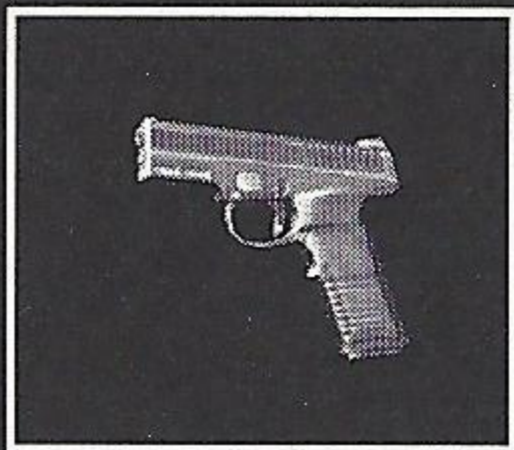
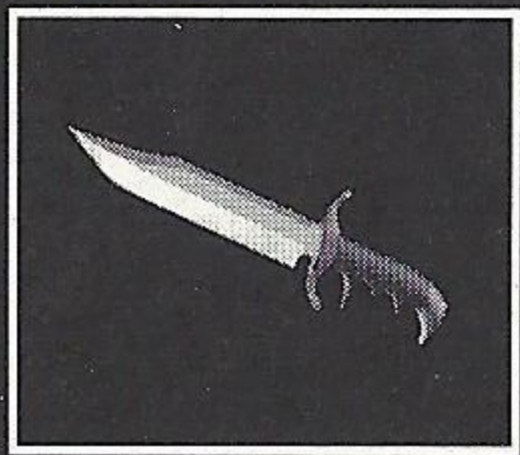
Shoot these from the grenade launcher to burn your enemies!

Healing Jelly:

This will restore 20 to 80 points of strength, depending on the color of the liquid.

Small Battery:

Replacement battery for your flashlight.



CREDITS

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Online: <http://www.ina-support.com>
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1. DO NOT return your defective disc to the retailer.
2. Notify Infogrames Entertainment S.A.. Customer Service of the problem by calling (425) 951-7106 between the hours of 8 am to 6 pm Monday through Friday (Pacific Time). Please do not send your disc to Infogrames before calling. Infogrames can also be reached 24 hours a day by FAX at (425) 806-0480 or on the World Wide Web at <http://www.ina-support.com>.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your disc (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller.) Send the disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Humongous Tech Support, 13110 North East 177th Place, Suite B 101 Box 180, Woodinville, WA 98072-9965.

After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames Entertainment S.A., and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

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