

DIRECTIONAL PAD AND ANALOG THUMB PAD

Operation and use of the Directional Pad and Analog Thumb Pad are software dependent. Please refer to the instruction manual provided with the software for details.

Notes

- Do not touch the Analog Thumb Pad, Trigger L, or Trigger R when turning on the Dreamcast. Adjustments for the Analog Thumb Pad, Trigger L, and Trigger R are made automatically when the Dreamcast is turned on. If one of the triggers or the Analog Thumb Pad is pressed when the Dreamcast is turned on, the automatic adjustments will not be made correctly, with the result that, for example, game characters may not move straight or may not stop.
- If you accidentally turn on the Dreamcast while pressing one of the triggers or the Analog Thumb Pad, resulting in improper adjustment, simply turn the Dreamcast off and back on again, taking care not to press either trigger or the Analog Thumb Pad.

TROUBLESHOOTING

Your Dreamcast controller may not require repair service in cases such as those described below. Before contacting Sega's Technical Support, please go over the checks below.

- **The Dreamcast controller does not work.**
 - Is the Dreamcast controller connected to the Dreamcast properly? When plugging in the Dreamcast controller, you should hear it snap into place.
 - Try a different controller.
 - Try using a different controller port.
- **Game characters, etc., do not move straight or do not stop.**
 - Turn the Dreamcast off and then turn it back on, taking care not to press the Analog Thumb Pad or the triggers.
 - Try a different controller.
 - Try using a different controller port.

If you still cannot resolve the problem after checking the above items, turn the Dreamcast off, unplug the power cord, disconnect the Dreamcast controller from the Dreamcast control port, and then contact Sega's Technical Support at "www.sega.com" or "1-800-USA-SEGA".

Sega® Dreamcast™

DREAMCAST CONTROLLER

Instruction Manual

Thank you very much for purchasing this Dreamcast controller. Before using the Dreamcast controller, please read this Instruction Manual as well as the Instruction Manual and Important Safety Instructions provided with the Dreamcast.

Please keep this manual for future reference.

Contents: Dreamcast controller, Instruction Manual (this document)

Compatible models: Dreamcasts bearing the NTSC U mark.

Compatible software: Dreamcast software bearing the NTSC U mark.

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1-800-USA-SEGA & www.sega.com

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Product covered under one or more of U.S. Patents 5,525,770; 5,396,030 and Japanese Patent 2,870,538 (Patents pending in U.S. and other countries).

CAUTION

Failure to comply with these cautions may result in personal injury or property damage.

- Do not allow small children to play with the cables. They could become entangled in the cables, which could lead to suffocation, or by pulling on the cables cause the Dreamcast or some other object to fall on them.
- Do not place objects on the Dreamcast controller. Do not place the Dreamcast controller on the floor or on an unstable surface. If the controller is placed in an inappropriate location it could fall, get stepped on or be tripped over which could lead to personal injury or property damage.

Usage Precautions

Follow the precautions shown below when using the Dreamcast controller. Failure to follow these precautions could damage the Dreamcast controller or cause it to malfunction.

- Never attempt to disassemble or modify the Dreamcast controller.
- Before connecting or disconnecting the controller, be sure to turn off the Dreamcast.
- Before cleaning the controller, be sure to turn off the Dreamcast. Use only a clean, dry, soft cloth when cleaning the controller.
- Do not drop or apply a strong force to the Dreamcast controller.
- Handle the controller cable and its connector with care. Do not place heavy objects on the cable or allow it to become kinked, twisted, knotted or pull excessively on it.
- When unplugging the cable, always grasp the plug, not the cable.
- Do not allow metallic objects or liquid to come into contact with the expansion sockets on the Dreamcast controller. If liquid spills near the Dreamcast controller, unplug the Dreamcast controller immediately.
- Only connect peripheral devices that are compatible with the expansion sockets on the Dreamcast controller.
- Do not use or store the Dreamcast controller in an area that is very hot, cold, smoky, dusty, humid or in an area where water is common, such as near a sink or tub.
- If you carry the Dreamcast controller into a heated room from outdoors on a cold day, the sudden temperature change may cause condensation to form inside of the controller. In these circumstances, the controller should be left to rest indoors for one hour before using it.
- The controller should be used in the following environmental conditions:
Temperature: 41°F to 95°F; humidity: 10% to 80% RH (with no condensation)

FCC Warning

This device complies with Part 15 of FCC Rules. Operation is subject to the following two conditions:

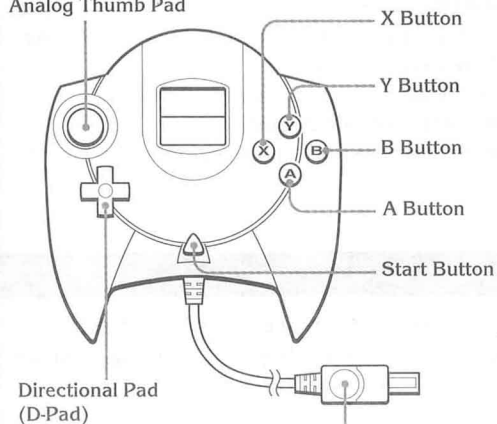
- (1) This device may not cause harmful interference
- (2) This device must accept any interference that may be received, including interference that may cause undesired operation.

PART NAMES AND FUNCTIONS

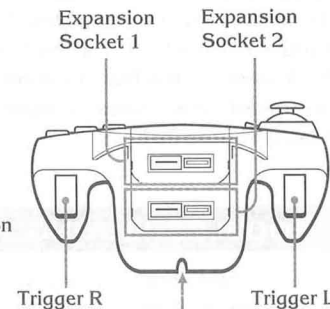
Read this section before connecting the Dreamcast controller to a control port on the Dreamcast. For details on how to connect the controller to the Dreamcast, please refer to the section entitled "Part Names/Connecting Peripheral Equipment" in the Dreamcast instruction manual.

- Before connecting the controller, be sure to turn off the Dreamcast.
- Operation of the controller is software dependent. Please refer to the instruction manual provided with the software for details.

Analog Thumb Pad



To the Dreamcast control port
(with flat side facing up)

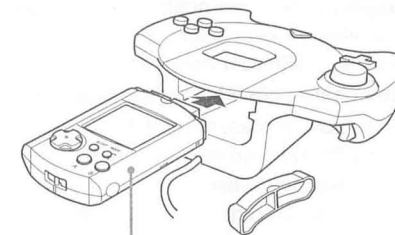


The controller cable can be fitted into this groove to hold it out of the way.

Expansion Sockets

Plug peripheral devices that are compatible with the expansion sockets into either Expansion Socket 1 or Expansion Socket 2.

Operation and use of each peripheral device is dependent on the device as well as the software that will utilize it. Please refer to the instruction manuals provided with the Dreamcast or the software.



<Example of use of expansion sockets>
(Visual Memory Unit is sold separately)