

# Story



Canada, Christmas 2000....

In the skies over Canada, Laura's plane has been hijacked by terrorists. The plane is filled with screams, shouts and fear as the hijackers terrorize the passengers and crew. In one of the seats a black robed magician gazes into a crystal, chanting the phrase "Shadow, the final destroyer." Mysterious indeed.



Laura's compact begins to glow. A vision of a meteorite hurtling towards the Earth is reflected in the mirror. Suddenly the plane is struck by the same meteorite that appeared in the vision, and falls towards the frozen tundra below.



In the middle of a raging blizzard, Laura opens her eyes to find herself inside a mountain cabin. She was saved by Kimberly, one of the passengers of the wrecked plane. 10 days have passed since the crash but Laura can remember nothing, not even her name.



The door of the cabin opens and one of the terrorists enters. While Kimberly and Laura stare in horror, he transforms into a hideous monster. He is not the only one. Other crash survivors and locals have mutated into terrifying monstrosities and attacked people.



Is there anyway to survive this living nightmare?

At present all is shrouded in mystery.

## GAME SYSTEM

Place Disc 1 into the Dreamcast console. As progress is made in the game it will be necessary to change discs. Once the Title Screen ① appears, use the Analog Thumb Pad to select "Opening Movie" and press the **A** Button, then insert Disc 4 to display the opening movie. Game play will commence once the opening movie has finished.

The game starts as the heroine, Laura, opens her eyes in a small mountain cabin. The first Full Motion Animation (FMA) Movie is played. Once this is finished, you will control Laura throughout the game. FMA Movies appear during the game to show important events. During a FMA Movie, the images shown progress automatically and will be shown in letterbox format ②.

While it is not possible to control Laura during a FMA Movie, they are important as they show the development

of the story. After viewing a FMAMovie once, press the **B** Button if it is displayed again to skip the FMAMovie. (Without having previously viewed



the FMAMovie, rapidly press the **B** Button twice to skip it. It is recommended for those playing for the first time however to view all the FMA Movies.)

When the game screen returns to normal size and the camera perspective switches to first-person ③, Laura is able move freely.

As Laura, you can now venture out and explore the



From the Title Screen it is possible to select "Opening Movie," "Load Game" and "Options."

Select "Load Game" to load a saved game. Select "Options" to adjust the game options.

snow-covered mountain landscape.

In D•2, the **A** Button is the



"Action Button." Press the **A** Button when you wish to open a door, move something, etc.

Use the Analog Thumb Pad to move Laura in the direction entered. Press the **B** Button to cancel or to return to the previous screen. These button functions are used throughout the game.



The game begins from inside the mountain cabin. Indoors, it is possible to talk to various people, collect items, sleep on the bed to recover Hit Points (H.P.) and take photos. There are also many clues with which to solve the game's puzzles. It is important to carefully check around as much as possible.

Going outside the cabin will bring Laura into a large outdoors area known as the field ④.

There, Laura is able to move, walk around and run with the same level of freedom as in real life.

Sometimes there will be an item lying in the snow, as you move close to it, the view changes, indicating you can pick it up. These items will come in handy. Once Laura is able to use the snowmobile ⑤, movement



outside will not only be quicker but exhilarating. Laura will automatically dismount when she confronts monsters .

Indoors, Laura is safe, however in the field, she will encounter monsters. When attacked by monsters, the Battle Screen will appear and Laura must use her weapons to fight. Defeat enemies and earn experience points to level up. Leveling up raises both

Laura's physical strength (H.P.) and skill level. During a battle, if Laura's level of H.P. falls to zero, the game is over and you'll have to start from the last saved point.

When the level of remaining H.P. is low, recover H.P. by using the First Aid Spray, sleeping in beds or eating meat. Meat can be collected by hunting animals with the Rifle. When an animal is sighted, select the Rifle and

It is possible to hunt and take photographs.

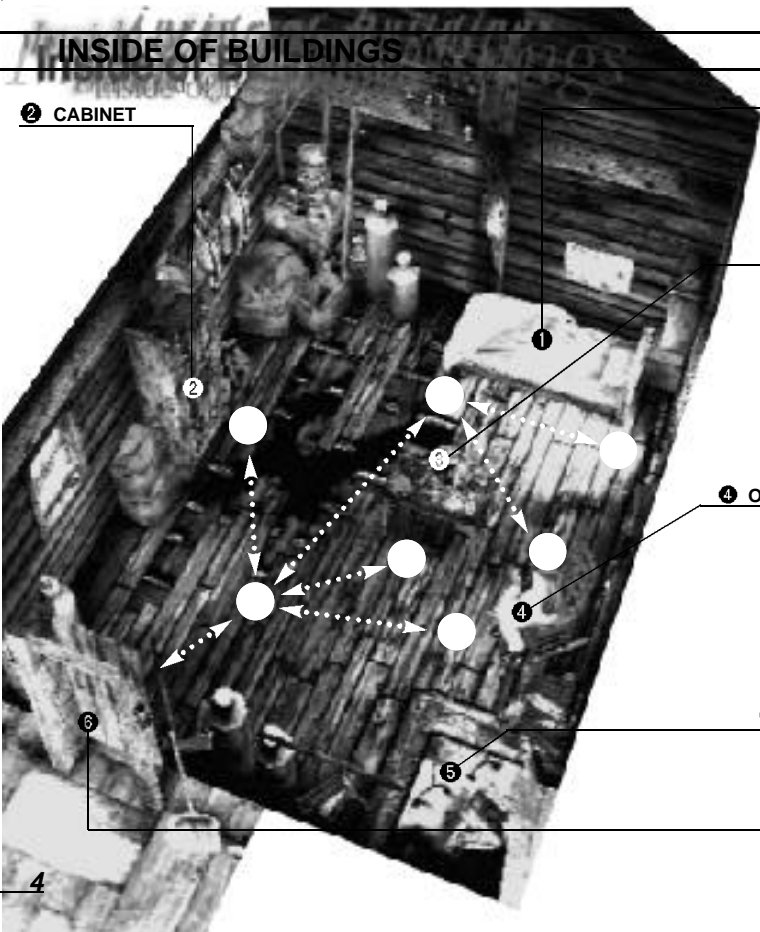


your view will change ⑥. Shoot the animal to collect meat. It is also possible to take photographs. Select the Camera, aim and press the **A** Button. You can save a caption for each photograph. When a beautiful landscape or animal you would like to keep a record of appears, take some snapshots.

When Laura finds a new building, enter it and search. She may find important items and clues. Sometimes Laura will encounter locked doors. When this happens she will need to find a key from somewhere to open the door.



# INSIDE OF BUILDINGS



2 CABINET

## 1 BED

Press the **A** Button to sleep in the bed and recover H.P.

## 3 TABLE

Approach the table. If there is an item, press the **A** Button to pick it up. Press the **Y** Button to look around - there may be other items scattered about.

## 4 OTHER PEOPLE

Kimberly moves around the room. There are times when she will be talking or making noise etc. Approach and press the **A** Button to speak.

## 5 FIREPLACE

Use the **A** Button to interact with the fireplace. It is not possible to interact with the fireplace.

## 6 DOOR

Approach the door and press the **A** Button or the Analog Thumb Pad to go outside.

Locate an item and press the **A** Button

Talk with other characters

Recover H.P.

Go outside



Approach the door and press the **A** Button or the Analog Thumb Pad to go outside.

Indoors, it is only possible to move to a fixed number of points. View the diagram to the left, to see the points Laura can move to. The arrows represent Laura's possible path of movement. It is not possible to move to areas outside of those specified on the diagram.

Use the Analog Thumb Pad **6** to advance while indoors. Press the Analog Thumb Pad **4 5** to turn in the corresponding direction. When Laura finds an item, press the **A** Button to pick it up. Use the Analog Thumb

Pad while pressing the **Y** Button to look around. You may find items that were not previously visible. When such an item is found, the camera will automatically zoom in on the item. After this, press the **A** Button to acquire the item. It is best to look around from every point available.

When there is another person in the room, move in front of them and press the **A** Button to talk. You may learn some important information or hints.

Apart from picking up items, it is possible to take photos of the room and people. Select the Camera, use the Analog Thumb Pad to aim

and press the **A** Button to take a picture. Save photos on a memory card and you will be able to add captions and paste them in a photo album.

Sleep in the bed and Laura will recover the maximum amount of H.P. Move close to the bed and press the **A** Button to sleep.

Move to the door and press the **A** Button to go outside.

Use the Analog Thumb Pad while pressing the **Y** Button to look around



Press the **A** Button The camera will zoom



# IN THE FIELD

Once outside of the cabin, Laura will enter a large open area (the field).

Just like in the real world, the position of the sun changes with time. It is roughly possible to tell the position of the sun by looking at shadows.

Unlike indoors, in the field, it is possible to move with total freedom. Using the compass displayed on the screen of the Visual Memory Unit and the map, Laura can determine her current position.

While moving, Laura is displayed on-screen from the 3rd person perspective. Use the Analog Thumb Pad 6 to walk forward. Use the Analog Thumb Pad 4 5 to change direction. Laura can also run: use the Analog Thumb Pad 6 and press down fully to run.

Use the Analog Thumb Pad 7 and press fully to face

the opposite direction. Use the Analog Thumb Pad 7 and press lightly to walk backwards. Laura can look around her surrounding area. Use the Analog Thumb Pad while pressing the Y Button to view the surrounding area.

There are many items scattered about the snow. Upon locating an item, move close to it and Laura will automatically zoom in on it.



Cloudy skies, golden sunsets, nighttime. The weather and light changes are very realistic.

Press the A Button to pick the item up.



Press the Trigger L to display the Item Window.



Press the Trigger R to display the Weapon Window.

While in the field, press the Trigger L to display the Item Window in the bottom left of the screen. In the bottom center of the screen is the Health Gauge. Once the Item Window is displayed, use the Analog Thumb Pad 4 5 to select an item and press the A Button to use it. A number will appear beside each item showing the amount in stock (if there is only a single item then no number will be displayed.)

The Health Gauge represents numerically and by color, the amount of remaining H.P. At the

Meat is kept inside the Portable Cooker. Select the Portable Cooker and the Meat icon will be displayed. Press the A Button again to eat the meat and recover H.P. The amount of meat in stock is displayed on the Meat icon.

maximum amount, the gauge is red. As Laura is hit, the gauge color will change color. When she has close to zero H.P., the gauge will turn green. If the number of H.P. falls to zero, the game is over.

When H.P. is close to zero, Laura can recover by using the First Aid Spray, or by selecting the meat contained within the Portable Cooker.

Press the Trigger R to display the Weapon Window at the bottom

When the counter reaches 0, a new magazine will be automatically loaded

right of the screen. The Weapon Window will display the remaining amount of ammunition for each weapon as they are displayed.

Once the Weapon Window is displayed, use the Analog Thumb Pad 4 5 to select a weapon and press the A Button to use it. Try to select the weapon you wish to use before monsters appear.



## PHOTO & HUNTING

A Caribou! Press the Trigger **R** and select the Rifle

The setting for this game is Canada. In the field, Laura will encounter four different types of animal: Caribou, Moose, Hare and Snow Grouse.

Use the Rifle to hunt animals for meat (the amount of meat obtained depends on the size of the animal).

Meat will be automatically placed in the Portable Cooker. Select this item from the Item Window to recover H.P. when hurt.

Hunting results will be recorded. It is possible to view them from the Status Screen. In addition to hunting animals, it is also possible to take pictures of them. Display the Item Window and select and enter the Camera.

Select the Camera from the Item Window. Like a normal camera, use the viewfinder and aim. Press the **A** Button to take a picture. Press Trigger **R** to zoom.

The Photo Screen will now be



displayed. Use the Analog Thumb Pad to aim the camera, and press the **A** Button to take a picture. Press the **B** Button to cancel and return to the field. It is possible to view the photo and add a caption from the Status Screen.



Press the Trigger **R** to zoom



Position the crosshairs over the animal, press the **A** Button to shoot



A hit! 3 pieces of meat acquired. Press the **B** Button to return to the field

## SNOWMOBILE

Approach the Snowmobile and press the **A** Button to ride



reverse the direction of the snowmobile.

To dismount, press the Trigger **L** until the Snowmobile

comes to a complete halt then press the **A** Button. A FMA Movie will play, then Laura will be back in the field. The **B** Button is not used.

Once Laura has obtained gasoline, she will be able to use the Snowmobile. To ride the Snowmobile, approach it and press the **A** Button.

While riding, press the Trigger **R** to accelerate and the Trigger **L** to brake. Use the Analog Thumb Pad 4 5 to steer. Use the Analog Thumb Pad 6 7 and Laura will lean forward or backward, altering the Snowmobile's center of gravity. This is a useful technique for cornering and speeding up. Try experimenting with the controls.

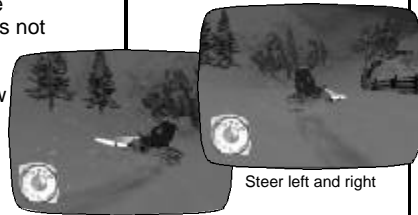
Press the **Y** Button to



Ride the Snowmobile

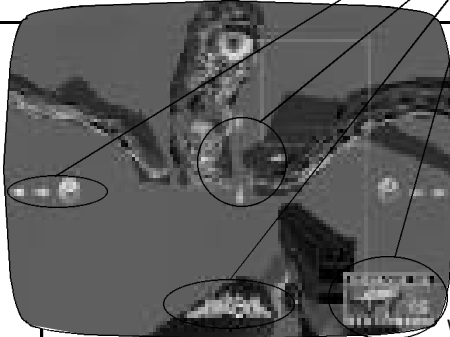


Press the Trigger **R** to accelerate



Steer left and right

# IN THE BATTLE



- Monster Off-screen:** face the monsters!
- Crosshair:** turns red if aimed at the monster's weak point
- Health gauge:** displayed during battles
- Weapon Window:** press the Trigger **R**

(human blood) to green (monster blood), as Laura is hit by the monsters. The numerical value of the Health Gauge represents the remaining number of H.P.

When the Health Gauge reaches to zero, the game is over and Laura will return to the last previously saved point.



The health gauge measures the change in Laura. The color starts off red (human blood) and as Laura is hit changes from yellow to green (monster blood).

When the number of H.P. remaining becomes low, Laura can use either the First Aid Spray (its effectiveness depends on the color of the can – red, yellow or green) or by using the meat in the Portable Cooker. Press the Trigger **L** to display the Item Window, the battle will pause and it will be possible to select an item.

It is also possible to change weapons during a battle. Press the Trigger **R** to display the Weapon Window, the battle will pause it will be possible to select a weapon. The machine gun uses cartridges and reloads automatically.



Follow the instructions on screen to face the enemy. When the arrows are red, the enemy is attacking!

While the machine gun is reloading, it will not be possible to shoot. Press the **Y** Button to reload manually and minimize damage from attacks while reloading.

There are many different types of monsters: humanoid, four legged, burrowing and flying. Each weapon's effectiveness depends on the type of



monster. It also depends on whether there are single or multiple enemies. It is beneficial to learn which weapons are effective in which situation as quickly as possible.

Find each monster's weak point to ensure victory. The monster's weak point is the area when the weapon crosshairs turn red.


During the game, Laura will encounter bosses at important points in the story. These 'Boss' monsters will take little to no damage if not hit in their weak point.


While monsters are off-screen the **X**/**B** Button symbols will appear to indicate their position. When the blue **B** Button symbol appears, a monster is to the right of Laura. Press the **B** Button to face the monster.

Likewise, when the yellow **X** Button symbol appears, a monster is to the left of Laura. Press the **X** Button to face the monster.

When the **X**/**B** Button symbols displayed on-screen turn red, this indicates the monster is attacking from off-screen.

After winning a battle, Laura will receive experience

Press the **B** Button to face the enemy on the right 

Press the **X** Button to face the enemy on the left 

points. The amount of points received is based upon the difficulty of the battle. The number of points received will be displayed on the Experience Screen. Press the **A**/**B** Button to return to the field.



After earning a fixed number of experience points, Laura's level will go up. Her Max H.P. will increase as will her level of skill in battle. The more battles Laura fights, the stronger she becomes!

## CONTROLLER

To return to the Title Screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons on the Dreamcast Controller. Never touch the Analog Thumb Pad or Triggers **L**/**R** while turning the Dreamcast power ON.

### MEMORY CARD

**D•2**, is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. With this game, 7 blocks are needed to save game files. Saving picture files takes approximately 4-10 blocks per picture. While saving or loading game files, never turn the Dreamcast power OFF or remove the memory card, controller or other peripheral devices.

### ANALOG THUMB PAD/DIRECTIONAL PAD\*

**Move:** 4 5 6 7 (Field, Indoors)  
**Item Search:** 4 5 6 7, while holding the **Y** Button (Field, Indoors)  
**Steer Snowmobile:** 4 5 6 7 (Field, Status Screen)  
**Aim:** 4 5 6 7 (Battles, Hunting, Photos)  
**Select Weapon/Item:** 4 5 (Field, Status Screen)

\*This instruction manual refers to the Analog Thumb Pad, however it is also possible to use the Directional Pad

### START BUTTON

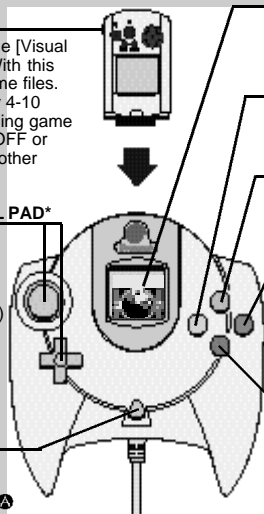
**Game Start:** (Title Screen)  
**Display Status Screen**  
**Display Title Screen:** press Start and **A** simultaneously after the ending credits

### TRIGGER **L**

**Display Weapon Window:** (Field)  
**Targeting Zoom In:** (Hunting, Photos)  
**Snowmobile:** Accelerate (Field)

### EXPANSION SOCKET 1

Insert a memory card.



### VMU DISPLAY

Displays compass while moving in the field.

### **B** BUTTON

**Face Enemies (Right):** (Battles)

### **Y** BUTTON

**Item Search:** 4 5 6 7, while holding the **Y** Button (Field, Indoors)

### **B** BUTTON

**Cancel**  
**Previous Screen:** (Status Screen)  
**Face Enemies (Left):** (Battles)  
**Cancel FMA Movie**

### **A** BUTTON

**Enter Door, Talk:** (Indoors)  
**Shoot:** (Battles)  
**Take picture:** (Photos)  
**Ride Snowmobile:** (Field)

### TRIGGER **R**

**Display Item Window:** (Field)  
**Targeting Zoom Out:** (Hunting, Photos)  
**Snowmobile:** Brake (Field)

### EXPANSION SOCKET 2

Insert the Jump Pack.

## STATUS SCREEN - Map

Press the Start Button while indoors or in the field to display the Status Screen. From this screen, view information about Laura's current situation. Use the Analog Thumb Pad to select an item and press the **A** Button to enter.

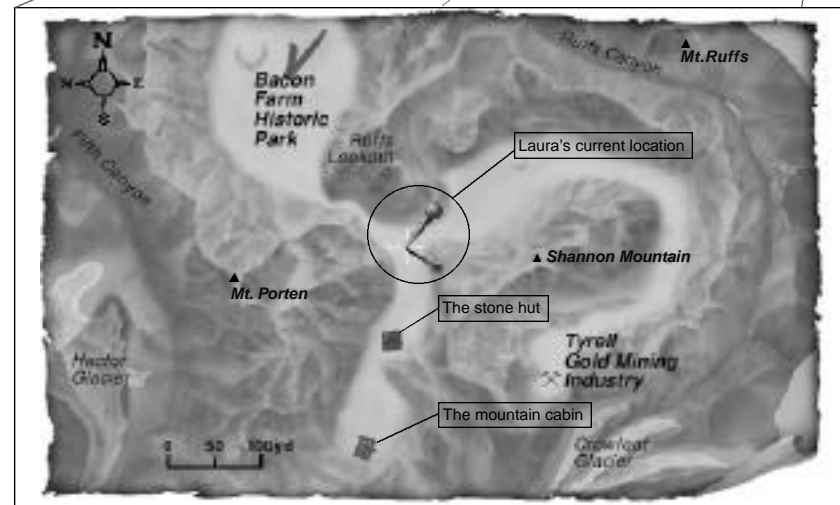
When Laura has the map, select and enter the Map icon to view Laura's current

location. The blue pin indicates Laura's current position. The light areas of the map show where Laura is able to go. It is not possible to climb the steep slopes of the mountains.

Move the cursor to display the names of important or special locations in the game.



Use the Analog Thumb Pad to select the Map icon and press the **A** Button to display the map below





## STATUS SCREEN - Inventory/Weapons/Words



Laura Parton,  
the heroine

Laura's current  
location

Laura's current attributes  
Laura's level can increase up to 30

From the Status Screen view information related to Laura's game progress.

**1 CURRENT STATUS**  
View information relating to Laura's current situation. Below her name is written her current location. On the right are her current attributes:

**H.P.:** Current hit points  
**Max H.P.:** The maximum amount Laura's H.P. can reach at her current level  
**Skill:** Current skill level  
**Exp.:** Current experience  
**Level:** Current level

The amount of Max H.P. increases with every level up. The higher the skill level, the higher the hit ratio and damage inflicted by Laura's bullets. As

Laura gains experience, she becomes more skilled in battle.

Experience is earned after winning a battle. The amount of experience received depends on the difficulty of the battle fought. After a fixed amount of experience points have been earned, Laura will level up. The maximum level Laura can reach is thirty – after this no matter how many experience points Laura earns her level will not increase.

### 2 STATUS ICONS

The Status icons are displayed on the left of the Status Screen. Select from the following icons: Map; Inventory; Weapons;

Words; Photo & Hunting; Save/Load.

Use the Analog Thumb Pad to select an icon and



press the **A** Button to enter. Information regarding each item will appear in the center of the screen.

### 3 INVENTORY

Displays the items which Laura currently possesses. To receive more information about each item, use the Analog Thumb Pad to select an item and press the **A** Button to enter. Information is displayed on the right of the suitcase.

Make sure to check the information about each item as game-hints are included. Press the **B** Button to return to the Status Screen.

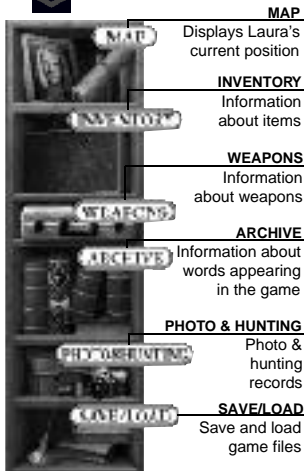
### 4 WEAPONS

Displays available weapons. To receive more information about each weapon, use the Analog Thumb Pad to select an weapon and press the **A** Button to enter.

### 5 ARCHIVE

View words recorded from conversations during the game. Use the Analog Thumb Pad to select a word and press the **A** Button to view a detailed explanation. There are game-hints included within the explanations, so it is advisable to check as the story progresses.

There are 5 different kinds of weapon. Once a new weapon is acquired it will appear here.



#### MAP

Displays Laura's current position

#### INVENTORY

Information about items

#### WEAPONS

Information about weapons

#### ARCHIVE

Information about words appearing in the game

#### PHOTO & HUNTING

Photo & hunting records

#### SAVE/LOAD

Save and load game files





View photos taken during the game. Use the Analog Thumb Pad to select the Photo & Hunting icon and press the **A** Button to enter.

Select and enter "LOAD PICTURE" to load photo files from a memory card.

**1** The photos will be displayed from A to I. It is possible to save a maximum of 9 photos on a memory card.

Compare your photos with your friends!



press the **A** Button to



Take photos of animals and create a photo album of animals or take portraits and make a photo album of portraits.

To view a photo, select and enter "PHOTO ALBUM," then select and enter the photo you wish to view.

**2** Select and enter "PHOTO DESCRIPTIONS" to write a caption for a photo or edit existing captions. The

soft-key-board will be displayed **3**.


Use the Analog Thumb Pad to select a letter and press the **A** Button to

**3**

enter. A caption can be up to 16 letters long. It is possible to edit the caption. Select and enter the **←** and **→** arrows to move the cursor. Select and enter "Insert" to overwrite characters. Select and enter "Delete" or press the **B** Button to delete a character. Select and enter "Space" to enter a space between words. Select and enter "Exit" to return to the previous screen without saving the caption.



Once the caption is completed, select and enter "Enter" to save the caption.

 1 Bullet = 1 successful hunt



Medal = 10 successful hunts

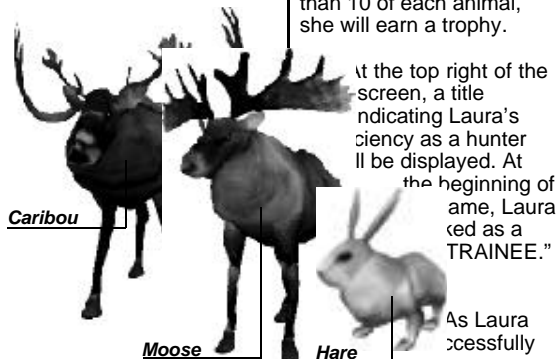
*Snow Grouse*



**4** Select and enter "HUNTING RESULTS" to view the number of animals successfully hunted.

Results for each type of animal are displayed: Caribou; Moose; Hare; Snow Grouse.

The number of bullets beside each animal indicates the number successfully hunted. After



10 successful hunts, a medal will be displayed. "MAX. WEIGHT" refers to the weight of the largest kill for that type of animal hunted. After Laura has successfully hunted more than 10 of each animal, she will earn a trophy.

At the top right of the screen, a title indicating Laura's proficiency as a hunter will be displayed. At the beginning of the game, Laura is referred to as a "TRAINEE."

As Laura successfully



hunts more animals, this title will change to "HUNTER" to "GOOD HUNTER" and so on. Just how good a hunter will Laura become?

**5** Select and enter the Save & Load icon to save or load game files. Up to 3 game files can be saved.

Select either "SAVE" or "LOAD" then follow the instructions on the screen to either save or load game files. The game can be saved either in the field or while indoors.

Press the **B** Button to return to the previous screen without saving. From the Status Screen, press the **B** Button to return to the game.

# CAST



**Laura Parton**



**Kimberly Fox**



**David Brenner**



**Parker Jackson**



**Norex Gheorghita**



**Jannie's grandpa**



**Jannie**



**Larry (Terrorist)**



**Cliff (Terrorist)**



**Flight Attendant**

## Voice Actors (America)

◆◆◆  
Peter Bayham  
Deem Bristow  
Elena Ginebreda -  
Frendel  
Alise Hahn  
Ron Jones  
Peter Kepler  
Craig Knudsen  
Terence McGovern  
Lani Minella  
Roger Nicolas  
Christopher Sullivan  
◆◆◆  
Sound Director  
Elaine A.Clark

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Script Rewrite  
John R. Palmer  
◆◆◆  
Casting  
Bobby White, Bobby  
White Co.  
Rick Bowman, Lethal  
Sounds  
Elaine Clark, Voice  
One  
◆◆◆  
Recorded at Steve  
Shapiro Music, San  
Francisco

## Voice Actors (Japan)

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Naoko Koda  
Akio Otsuka  
Jin Yamanoi  
Etsuko Kozakura  
Yoshitada Otsuka  
Fubito Yamano  
Miyoko Aso  
Taro Arakawa  
Kazuya Nakai  
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## Productions of Voice Actors

◆◆◆  
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EZAKI PRODUCTION  
OFFICE OHSAWA  
DOJINSHA  
PRODUCTION  
AONI PRODUCTION  
SEINENZA  
HAIKYU  
81 PRODUCE  
PRODUCTION BAOBAB  
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Casting by  
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# STAFF

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◆◆◆  
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Takahiro Matsuhira  
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Yuji Sakamoto

Assistant Planner  
Osamu Watanabe  
Chiharu Sugaya

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Sound Producer's assistant  
Minoru Shibata

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MIT GATHERING

Sound Engineer  
Takashi Tachibana(MIT)

Assistant Sound Engineer  
Yuki Yasoshima(MIT)

Sound Effects by  
Takashi Tachibana(MIT)  
Masayoshi Shimano(MIT)  
Hiroko Takagi(MIT)

Mixed by SONY PCL

Mixer  
Masakazu Yamaguchi(SONY PCL)

Assistant Mixer  
Takashi Hara(SONY PCL)

Coordinated by  
Tatehiko Aoki(Sotsu Agency)

Recorded at  
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Sound data Converted by  
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Tetsuya Ohuchi(Be-Flat)

◆◆◆  
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Katsunori Eguchi(First Smile)

Director  
Takao Kondo(Sonic Parade)  
Motohiro Tsuji(Be-Flat)

Engineer  
Motohiro Tsuji  
Masayoshi Okawa

Programmed by  
Kenji Eno  
Kazuhiro Yamahara

Manipulated by  
Kazuhiro Yamahara

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GTO Studio  
Sonic Garden  
HIT Studio  
Wonder Station

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Tonika Ichinose  
Madoka Sato  
Azusa Dodo  
Tomoko Kanda

Yumi Arai  
Mina Fukuzawa  
Akina Karasawa  
Kazuo Iwai  
Noriko Nomizo  
Atsuko Ozaki  
Yuki Umemoto  
Kazuhiro Yamahara  
Kenji Eno

Instruments Equipment by  
YAMAHA CORPORATION

'Counting the Roses'  
Music and Lyrics by  
Arto Lindsay

◆◆◆  
C.G. Supported by  
SHIROGUMI INC.

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Chief Designers  
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Takayuki Taketa

Designers  
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Hirotaka Nitou  
Manabu Koike  
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C.G. Supported by  
Magic Pictures

Chief Designer  
Makoto Chiba

Designers  
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Each family of creators at WARP  
My family

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Presented by  
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Thank You for Playing

# SEGA of America Dreamcast Inc.

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## **"Counting the Roses"**

*lyrics and music by Arto Lindsay*

*I don't see what I see*  
*Falling away, falling behind*  
*I'm in a game of hide and seek*  
*Sun shines outside my mind*

*I wonder if I'm alone*  
*Wonder who might be outside*  
*I don't want raise my eyes*  
*All small folded up tight*

*So I count the roses*  
*Yellow red and white*  
*Don't dare use my fingers*  
*Many many roses*  
*Wrap me up at night*

*Roses wait and roses grow*  
*They get their rhythm right*  
*I wanna know what roses know*  
*How they grow smooth and ripe*

*So I count the roses*  
*Yellow red and white*  
*Don't dare use my fingers*  
*Many many roses*  
*Wrap me up at night*