

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



CONTENTS

SETTING UP	2
STARTING UP	3
CONTROLS/GAME DISPLAYS ..	4
THE MODES	11
ARCADE	11
ORIGINAL	12
NETWORK	19
SAVE/LOAD	25
OPTIONS	26
THE FISH	27

Sega Marine Fishing is a memory card [Visual Memory Unit (VMU) sold separately] compatible game.

NOTE: The game will not save and/or load the game data automatically. Please see pages 21~25 for more on saving and loading the game data in different modes.

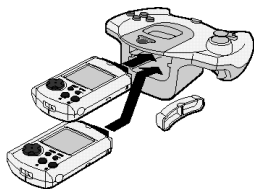
SETTING UP

Sega Marine Fishing is a one player game. Connect the Dreamcast Controller or the Fishing Controller (sold separately) that you will be using to play the game into Control Port A of the Dreamcast console. You will not be able to play with the controllers connected to any other port.

MEMORY CARD

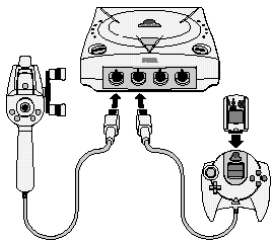
Connect the memory card to the Dreamcast Controller, in order to be able to save game files. You may use the memory card connected to any socket of the Dreamcast Controller, connected to any Port.

NOTE: Never remove the memory card or disconnect the controller while the game data is being saved or loaded.



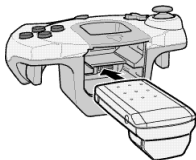
PLAYING WITH THE FISHING CONTROLLER

The Fishing Controller does not have an Extension Socket for a memory card. To save game files when using the Fishing Controller, connect a Dreamcast Controller (with an inserted memory card) into any of the Control Ports. You will not be able to use the Dreamcast Controller to play Sega Marine Fishing when the Fishing Controller is being used.



THE JUMP PACK™ (SOLD SEPARATELY)

Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller. The Jump Pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play.



STARTING UP



TITLE SCREEN

The Title Screen is displayed once the opening sequence is finished. You can skip the opening sequence by pressing the Start Button. Press the Start Button to display the Mode Selection Menu.



MODE SELECTION MENU

Use **▲▼** on the Analog Thumb Pad or the Directional Pad (D-Pad) to select a mode, then press the Start Button to enter your selection.

ARCADE	This mode is a direct port of the Arcade Version.
ORIGINAL	Play in a FREE FISHING mode or MINI GAMES, or view your collection in the Aquarium.
NETWORK	Connect to the network server, participate in competitions, or exchange e-mail.
SAVE	Save the game file.
LOAD	Load the game file.
OPTIONS	Modify various game settings.

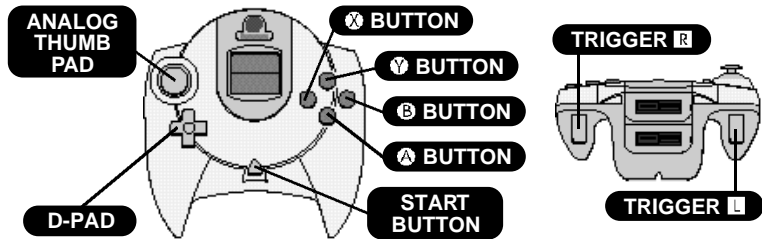
For detailed explanations, refer to THE MODES (p.11).

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

CONTROLS/GAME DISPLAYS

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 or the Fishing Controller.

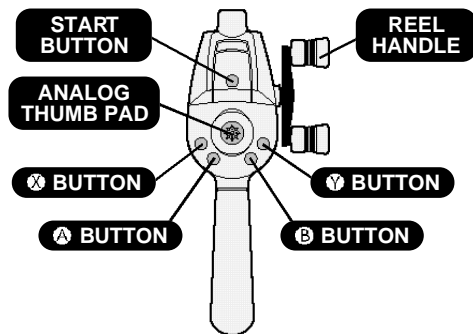
THE DREAMCAST CONTROLLER



ANALOG THUMB PAD/D-PAD	Move Selection Cursor/Move Cast Indicator/ Rod Control/Hook
A BUTTON	Enter a Mode or an Area/Cast Lure
B BUTTON	Cancel
X BUTTON	Change Camera (Aquarium Mode)
Y BUTTON	Lure Selection
TRIGGER R	Reel Lure/Move Camera (Aquarium Mode)
TRIGGER L	Move Camera in Reverse (Aquarium Mode)
START BUTTON	Start Game/Pause (Display Pause Menu)

Read the Fishing Controller Instruction Manual thoroughly before using the Fishing Controller to play Sega Marine Fishing.

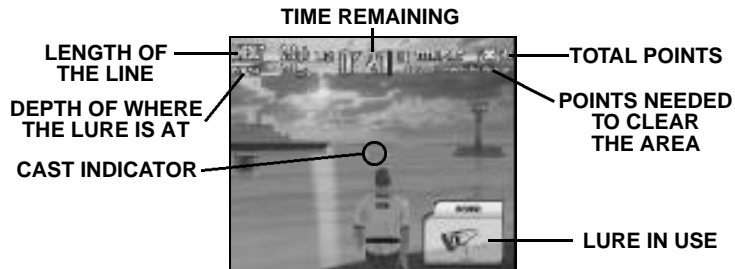
THE FISHING CONTROLLER (SOLD SEPARATELY)



ANALOG THUMB PAD	Move Selection Cursor/Move Cast Indicator/ Rod Control/Hook
A BUTTON	Enter a Mode or an Area/Cast Lure
B BUTTON	Cancel
X BUTTON	Change Camera (Aquarium Mode)
Y BUTTON	Lure Selection
REEL HANDLE	Reel Lure/Move Camera (Aquarium Mode)
START BUTTON	Start Game/Pause (Display Pause Menu)
FLICKING THE CONTROLLER	Cast Lure (see p.8)/Hook (see p.9)

GAME DISPLAY

ARCADE MODE



The indicators at the top differ from mode to mode.

FREE FISHING



NO. OF ITEMS ACQUIRED/THAT CAN BE COLLECTED

FISHING TRAINING



TIME REMAINING TARGET FISH

CASTING TRAINING



TIME REMAINING TOTAL POINTS

FIGHT TRAINING



ELAPSED TIME

TOTAL WEIGHT TRAINING



TIME REMAINING TOTAL WEIGHT

LURE ACTION TRAINING

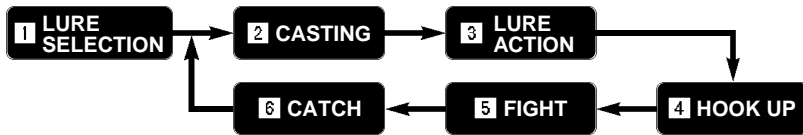


TOTAL POINTS

HOW TO FISH

FLOW OF FISHING

Here is the basic flow of fishing in this game. Depending on the mode, some operations are not necessary.



1 LURE SELECTION

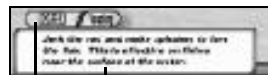


Select the lure according to the type of fish you are aiming to catch.

Use **←→** to select, then press **A** to enter your selection. You can press **Y** during game play (except when casting) to return to the Lure Selection Menu and change your lure.

Note: In Lure Action Training, the lure is preselected, and cannot be changed.

THE LURE TYPE



A brief guide to luring is described.
The name/type of lure.

FLOATING	This type of lure stays afloat on the surface.
DIVING	The lure is pulled underwater when reeled in.
SINKING	The lure sinks all the way to the seabed.

2 CASTING



Use **←→↑↓** to move the cast indicator. You can often see the shadows of the fish swimming beneath the surface, so use this movement to help you decide where to cast.

Once you have selected a suitable location, cast the lure. If you are using the Dreamcast Controller, press **A** to cast. If you are using the Fishing Controller, press **A**, or perform a casting motion as described below.

4 HOOK UP



When the fish bites the lure, the message "HOOK UP" is displayed at the bottom of the screen. Press **↑**, or perform hooking motion if you are using the Fishing Controller (see below), to hook the fish.

1



HOW TO CAST USING THE FISHING CONTROLLER

Hold the Fishing Controller upright, then flick it down as if you are casting the actual fishing rod.

2



Make sure to put your index finger on the hook, as shown, to avoid accidentally throwing it out of your grip.



If the gauge is full, the hooking is successful. If you do not hook the fish successfully in the given time, the fish will get away.

In Arcade mode, you will be awarded a bonus time if you successfully hook a fish.

3 LURE ACTION



Use the Trigger **R** or the Reel Handle to reel in. Use the Analog Thumb Pad/D-Pad to give actions to the lure. A message will be displayed if more action is needed.

You can reel the Reel Handle in either direction.

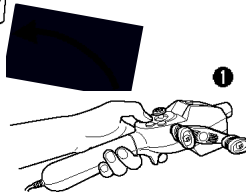
2



HOW TO HOOK USING THE FISHING CONTROLLER

In a motion opposite to casting, flick the controller upright to hook the fish.

1



As in Casting, make sure to put your index finger on the hook to avoid throwing it out of your grip.

5 FIGHT



When you have successfully hooked the fish, reel it in. A Line Tension Gauge will appear at the bottom of the screen. Pay attention to both the Line Tension Gauge and the action of the fish, when reeling it in.



When there is too much tension on the line, the gauge will flash red. There is a danger that the line may break, resulting in the fish escaping. You will restart fishing from the lure selection screen. Stop reeling and wait for the tension to decrease.

When there is not enough tension, the gauge will flash in blue. The fish may unhook and escape.

It is very important that you control your reeling speed.



To control the tension from rising too much, controlling the rod is also important. At times, a direction to move the rod will be displayed. Use **◀▶** to move the rod left and right, and **▲▼** to raise and lower the rod. Basically you should move the rod in the opposite direction from which the fish is moving.

6 CATCH



When you successfully catch a fish, the name of the fish and its weight will be displayed. Points will be added to your score in ARCADE and FISHING TRAINING modes. In ARCADE mode, a time bonus will also be added to your time.

In FREE FISHING mode, the fish may contain an ITEM CARD. This will also be displayed.

THE MODES

ARCADE



First, select the field you will fish from. Use **◀▶** to select the field and press **▲** to enter before the timer in the top right corner reaches zero.



Start fishing as described in p.7.

Once you earn a certain amount of points, you will clear the field. You will then move onto the next field.



When the counter at the top of the screen reaches zero, time is up. To continue the game, use **◀▶** to select "YES" and press **▲** before the counter reaches zero.



At the end of the game, if the weight of any of the fish you have caught is among the top 3 record of a category, you can enter your initials. Use **◀▶** to select a letter and press **▲** to enter your selection. You may select up to three letters. Select "END" to finish registering your initials.

ORIGINAL



There are three sub-modes available in the ORIGINAL mode: FREE FISHING, MINI GAME and AQUARIUM. Use **◀▶** to select the sub-mode and press **A** to enter. Press **B** to return to the Main Menu Screen.

FREE FISHING



This is the mode where you can fish freely without any quota to meet. Use **◀▶** to select the field (or Item Select/Lure Select screens) and press **A** to enter. Press **B** to return to MODE SELECT screen of the Original Mode.



Once you have selected the field, start fishing, as described in p.7.



Press the Start Button during game play to pause the game, and bring up a Pause Menu. Use **▲▼** to select "EXIT" and press **A** to exit the field and return to Field Select screen.



When you have caught a fish, it may contain an item card. This may be an item or a new lure that can be used in the FREE FISHING mode, or an element that can be placed in the Aquarium.

There is a limit to the number of items that can appear. You may increase this number by receiving a good score in Mini Game mode (see p.14).



Some of the items you have gained may be items that give special effects or functions. Select "ITEM SELECT" from the Field Select menu, and you will be able to use these items.

Use **▲▼** to select a category, and press **A** to enter. Next, use **▲▼** to select an item, and toggle ON/OFF with **A**. Press **B** to return to the previous menu.

Note: Items (or categories) not collected yet will be displayed as "????????."



The items you have gained may also be new lures that can attract a particular fish. Select "LURE SELECT" from the Field Select menu, and you can select lures to be used (one per each type).

Use **▲▼** to select the type of lure, and press **A** to enter. Next, use **▲▼** to select the lure and press **A** to enter. Press **B** to return to the previous menu.

Note: Similarly, the lures not collected yet will be displayed as "????????."

MINI GAME



You can hone your various fishing techniques in this Mini Game.

Use **◀▶** to select the Mini Game, and press **A** to enter. Press **B** to return to the MODE SELECT screen of the Original Mode.

On each game, press the Start Button during the game to bring up the Pause Menu (see p.17).

FIGHT TRAINING

Here, fight against the given number of fishes in the shortest total time as possible. Through this training, you can hone your skill to control line tension and rod movement.



First, use **◀▶** to select the field and press **A** to start the game.



The game will start from the point where the fish is hooked. If you successfully catch the fish, you will move on to the next fish.



If you catch all the fish, the training will be over. The total elapsed time will be displayed on the Result Screen and the number of items appearing will increase according to the score.

If the fish gets away (due to a broken line or becoming unhooked), the training will be over, resulting in failure.

FISHING TRAINING

Catch a specific kind of fish, selected by a roulette wheel, within the time limit. Learn what kind of fish reacts to what lure, and hook them up.

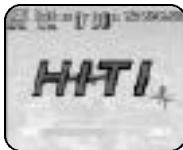


First, use **◀▶** to select the field and press **A** to start the game.



A roulette wheel which will select the fish to be caught will now appear. Press **A** to spin the wheel. Press **A** again to stop the wheel.

Note: As the game progresses, the speed of the wheel increases from the previous try.



Once a fish has been selected, start fishing. If you successfully catch the specified fish within the time limit, points will be added and you will spin the wheel again for the next fish (the timer will be reset). If you catch the wrong fish, no points will be added, and you must cast again.



When the time is up, the training will be over. Your total points will be displayed in the Result Screen and the number of items appearing will increase according to the score.

TOTAL WEIGHT TRAINING

Catch as many fish as you can within the time limit, and compete to get a high total weight. You will not only have to reel in with a minimal loss of time, but will also need to target on the big one.



First, use **◀▶** to select the field and press **▲** to start the game. You can either catch many fish to gain a total weight little by little, or you can take your chances with the big one to gain total weight in a hurry.



The game will be over when the time is up. Your total weight of fish will be displayed on the Result Screen and the number of items appearing will increase according to the total weight.

CASTING TRAINING

Aim at the drifting target and cast the lure towards it. You will learn to get a feel for the distance.



There is no Field Select on this mode, as you will immediately start the game. Try to hit as many targets as possible in a limited time. The points of the targets are greater at the back (far away) than at the front (close by).



The game will be over when the time is up. Your total points will be displayed on the Result Screen, and the number of items appearing will increase according to the points.

LURE ACTION TRAINING

Practice how to move the lures more realistically.



There is no Field Select on this mode, as you will immediately start the game. The game will cast the lure automatically, so reel the lure with realistic action. Points are accumulated each second according to how well the lure is moved. When the lure is reeled in all the way, you will move on to the next lure.



The game will be over when the fourth lure is reeled in. The total points will be displayed on the Result Screen, and the number of items appearing will increase according to the points.

NOTE ON PAUSE MENU



Press the Start Button at any time during game play to display the Pause Menu. Select menu item with **▲▼** and press **▲** to enter your selection. Select RETRY if you wish to restart the game you are currently playing from the beginning. Select EXIT if you wish to quit the game and return to the Mini Game Menu screen. Selecting RETURN TO GAME (or simply pressing the Start Button) will resume the game.

AQUARIUM



Some of the items collected on FREE FISHING may be items that can be placed in the Aquarium. Use **↑↓** to select either "ITEMS LIST," "VIEW AQUARIUM," or "EXIT," and press **A** to enter your selection.

ITEM LIST

Select items to make your own Aquarium.



A list of categories of items will be displayed. Use **↑↓** to select the category and press **A** to enter. A list of items collected in the selected category will be displayed. Again, use **↑↓** to select an item and press **A** to toggle ON/OFF (the selected item will be highlighted). The selected items will now appear in your Aquarium.

VIEW AQUARIUM

View the items collected and selected.



The camera will move along in a selected pattern. Press **A** to display a menu of route patterns, select with **←→** and press **A** to enter. Press **R** to speed the camera up forward, **L** to run in reverse and speed up, and both **L** and **R** simultaneously to stop the camera. Release the trigger(s) to move the camera forward in normal speed. (With the Fishing Controller, turn the reel handle to speed up, and stop the reel handle to slow down.) You may change the camera angle with the Analog Thumb Pad **←→↑↓**. To change the background music, press **Y** to display the menu, **←→** to select and **A** to enter.

Press **B** to return to AQUARIUM MODE menu screen.

NETWORK



Via the internet, you can enjoy fishing competitions and e-mails. Use **←→** to select a sub-mode, and press **A** to enter your selection.

User Registration

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

Inquiries: SEGA Customer Service Department

Internet: www.sega.com

Telephone: 1-800-USA-SEGA

Charges

Use of the Network Server is free, but you will have to separately pay for your own ISP.

Log-In E-mail

You will need an e-mail address when you connect to the NETWORK. This can be any e-mail address. This is in order to provide you with a safe and straightforward Network Service. Note that Sega will not reveal your e-mail address to any third parties.

The Provider

Occasionally there are times when you cannot access the NETWORK, depending on your server provider. If you have any problems with your user provider, try and connect to the Sega provider.

HOME PAGE

This is where you can download or upload files. When the HOME PAGE is selected, the top page will be displayed. Move the pointer to the banner ENTRANCE, and press **A** to connect to the Official Page. For controls to the HOME PAGE, please refer to the Dreamcast Browser guidebook.

Sega Marine Fishing Official Page

Complete the user registration and log in, and you will have an access to the Main Page for the registered users, and be able to download/upload the Fishing Competition Entry Sheet and Fish Mail data. You can also send e-mail to a specific user.

LOGGING IN TO THE MAIN PAGE

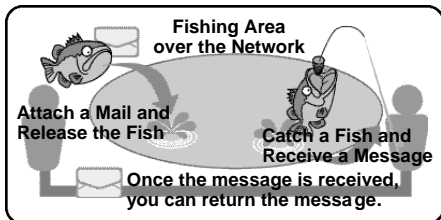
Inside the Official Page, move the pointer to the LOG IN menu, press **A** and the LOG IN screen will be displayed. Enter your account name and password and you will advance to the Main Page. If you do not have a password, register your name, address, and e-mail address.

Sega Marine Fishing Main Page

This is the page for registered users. Select either ROOM OF FISH MAIL or COMPETITION. Move the pointer to the menu of your choice and press **A** to enter these pages.

ROOM OF FISH MAIL

Here you can download fish mail data, upload the mail you fished through FISH MAILFISHING, and return the mail to its sender. Here is an explanation of how to download mail data and release Fish Mail.



DOWNLOADING FISH MAIL DATA

Here, you will download Fish Mail Data necessary to play FISH MAILFISHING. It is possible to download in pages outside the ROOM OF FISH MAILtoo, so access the downloading page according to the directions.

1 SELECT A FIELD TO DOWNLOAD

When you have accessed the downloading page, you will first select a field to download. In each field there are fish containing a mail sent by another user. Check the checkbox of the field of your choice, and move to the next screen.

2 SELECT A GENDER AND DOWNLOAD

Next, select the gender of the mail senders. Check the checkbox of your choice and press the DOWNLOAD button, and you will be prompted to confirm whether or not you want to download. Select YES. Select the memory card to save the data to, and the downloading will begin.

FISH MAIL FILE



File name: **MARINE_F.MAI**

SENDING (RELEASING) THE FISH MAIL

Through Fish Mail, Sega Marine Fishing users can communicate with one another. Write a message and release the fish to the field.

1 SELECT A FIELD AND FISH TO RELEASE

First, check the checkbox of the field you want to release the mail into. Next, check the type of fish you want to attach to the mail. You can release one fish per field, a total of three at a time. There is no expiration time on the mail and the user can cancel at any time.

2 WRITE A MESSAGE AND RELEASE

When the field and the fish have been selected, write a message (max 200 letters). Check the contents with the Confirmation screen, and press SEND to complete.

COMPETITION

Here you can download an Entry Sheet for the competition, and upload the result data of the competition. You can also view the results of the past competitions.

1 DOWNLOADING THE ENTRY SHEET

You will download the Entry Sheet necessary to enter the competition.

Move the pointer to the competition name you want to participate in, and press **A**. You will be prompted whether to download the sheet or not. Select YES, and then select the memory card to save the downloaded file. The downloading will start.

ENTRY SHEET FILE



File name: **MARINE_F.RAN**

2 UPLOADING THE ENTRY SHEET

You can upload the Entry Sheet to register and verify your competition results.

Move the pointer to RESULT REGISTRATION and press **A**. The RESULT REGISTRATION screen will be displayed. Press the REFERENCE button, and the VMU Select screen will be displayed. Select the memory card which contains the Entry Sheet, then select the Entry Sheet file. All you need to do now is to press the SEND button.

Please pay attention to the deadline date of the competition. You will not be able to upload the data if the deadline has passed.

FISHING COMPETITION

Catch fish according to the rules stated on the home page. You will need to have the Entry Sheet downloaded to be eligible.

1 LOADING THE ENTRY SHEET

The VMU Select screen will be displayed. Use **←→↑↓** to select the memory card which contains the Entry Sheet file and press **A** to enter.

Note: You will not be able to perform this if there is not any Entry Sheet data.

2 START FISHING

When the Entry Sheet has been loaded, the designated fish, your current record, the competition period, and the uploading deadline will be displayed. You will then start fishing. Various competitions are planned, so aim for the record according to the rules.

3 SAVING THE COMPETITION DATA

If you wish to end the competition, press Start Button to display the menu, use **↑↓** to select "EXIT" and press **A** to enter. The VMU Select screen will be displayed. As in loading, select the memory card with the Entry Sheet to save a file.

FISH MAIL FISHING

Catch Fish Mail released by other users, and read messages. You will need to have already downloaded the Fish Mail data.

1 LOADING THE FISH MAIL DATA

The VMU Select screen will be displayed. Use to select the memory card which contains the Fish Mail data and press to enter.

Note: You will not be able to select data which has already been played.

2 START FISHING

When the data has been loaded, you will start fishing. If the fish that is attracted to the lure contains a mail, an icon will be displayed. If the fish is successfully hooked, the name, the age, and the gender of the sender will be displayed. When the fish is successfully caught, a message will be displayed (the fish may also contain an item). Press to see the complete profile of the sender. The game will be over either when you catch all of the fish or when the time expires.

3 SAVING FISH MAIL DATA

After the result screen, the Memory Select screen will appear. Select the memory card to which you wish to save the FISH MAIL you have caught.

SAVE/LOAD

Selecting either SAVE or LOAD in the Main Menu will bring up the VMU Select screen. You may use any memory card that is connected to any socket of the controller, connected to any port. The memory card not present will have "?" shown on the VMU display on the screen. Use to select the memory card and press to enter. Select EXIT to return to the Main Menu.

SAVING



When the memory card is selected, you will have to verify whether or not to save. Use to select YES/NO and to enter. If there is already a Sega Marine Fishing file saved, you will again have to verify whether or not you want to overwrite the existing file.. Again, use to select YES/NO, and to enter.

LOADING



When the memory card is selected, you will have to verify whether or not to load. Use to select YES/NO, and to enter.

SYSTEM FILE

The main game data consist of game settings, weight records of Arcade mode, and items acquired.



File name: **MARINE_F.SYS**

OPTIONS

In Options, you can modify various game settings. You can also listen to the background music and sound effects used in this game.

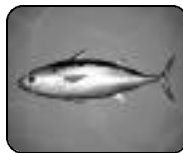
From the Options menu, use **▲▼** to select an item, and press **△** to enter.

Use **▲▼** to toggle the setting for each menu item. Press **Ⓑ** to exit to the Options Menu.

DIFFICULTY	Change the difficulty of the ARCADE mode. (VERY EASY/EASY/NORMAL/HARD/VERY HARD)
SOUND TEST	Listen to the background music and sound effects. Use ▲▼ to select from the menu, and ◀▶ to select the selection number. Press △ to play.
TIME	Change the amount of remaining time in ARCADE mode. (1'00"~4'00" with an increment of 10 seconds)
AUDIO	Toggle the audio output between stereo and monaural. (STEREO/MONO)
VIBRATION	Toggle the vibration setting of the Jump Pack or the Fishing Controller. (ON/OFF)
MEASUREMENT	Select the measurement to be used. (METRIC/ENGLISH)
FORMAT	Return all settings to default. (YES/NO)

THE FISH

Here are 15 fish that you can catch in the various fields. Some are small and fairly easy to catch; others will give you very hard time with their very strong movements. If you know the characteristics of each fish, you will be able to enjoy fishing even more.



Skipjack Tuna

Spindle-shaped to suit high-speed swimming, they can be found in the warm water along coastlines and around islands.



Bluefin Trevally

They can be found along coastlines in warm water and in tropical regions. When young, their bodies are yellow, and as they grow their bodies become bluish brown.



Great Barracuda

Attracted to glossy things, they can at times be dangerous and even attack divers. Large ones may be poisonous.



Giant Trevally

A silver-gray fish, one of the largest of the trevally family, they are at times called simply "G.T." They live mainly in coral reefs.



Sailfish

A fish with a very large dorsal fin. Using this fin, it can quickly change direction.



Napoleon Fish

They make a deep hole as a permanent nest. Their foreheads stick out as they grow. Under the Treaty of Washington, it is strictly prohibited to fish them.



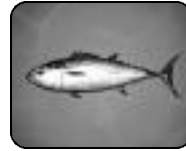
Dolphin Fish

A fish with an attractive face. It is very easy to recognize the gender of this fish. The one with an angular forehead is male and the one with a round forehead is female.



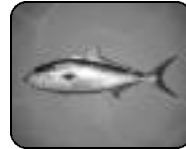
Yellowfin Tuna

They live in very wide areas, near the Equator in the Atlantic, the Indian and the Pacific Oceans. Their bodies are rather elongated.



Dogtooth Tuna

They can reach over 2.5m in length and over 200kg in weight. They mainly prey on sardines and squids.



Amberjack

A silver-gray fish with a rather round back. As they are attracted to breakwaters and beaches, they are great targets for lure fishing.



Blue Marlin

A fish with a trade-mark long, elongated upper jaw. This jaw can be a very strong weapon against other fish.



Permit

An unusual fish in the offshore that attracts particular fishing fans. Basically they are small, but on rare occasions you may encounter a large one that reaches 18kg.



Tarpon

A quite primitive type of fish. They are among the best game fish as they reach up to 2m in size.



Stingray

A fish with a poisonous thorn at the base of its tail to protect itself. Its flat body is suited to hide under the sand at the bottom of the sea.



Shortfin Mako

A fish keen to smells, it is said that they can sense the smell of human blood even when it is diluted to one part in a million.

There are more fish under the sea. What else can you catch? Find out for yourself!

CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of Sega Marine Fishing. Credits for the original development staff are listed in the game itself.

SOA Credits

Localization Producer
Howard Gipson

Supervising Producer
Jason Kuo

Lead Tester
Steve Peck

Assistant Lead Tester
Antonio Eco

Localization Manager
Osamu Shibamiya

Director of Product Marketing
John Golden

Product Manager
Stacey Kerr

Associate Product Manager
Cord Smith

Package Design
Simon McIlroy

Testers
Brian Ivanhoe
Tor Unworth
Daniel Chang
Eusebio Villatuya
Chris Owens
Daniel Goh

Special Thanks

John Amirkhan
Todd Slepian
Paulita Escalona
Sandy Castagnola
Sheri Hockaday
Angela Santos
Mike Strecker
Heather Hawkins

SOJ Manual Product Staff

Writer/DTPOperator
Makoto Nishino

Supervisor
Kaoru Ichigozaki

