



SEGA[®] CLASSICS COLLECTION



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Sega® Classics Collection for PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play.

SEGA®

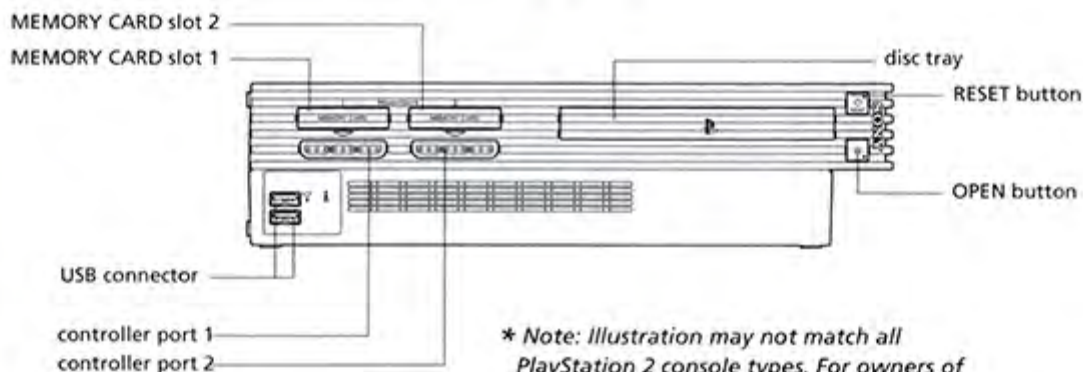
CLASSICS

COLLECTION

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GETTING STARTED



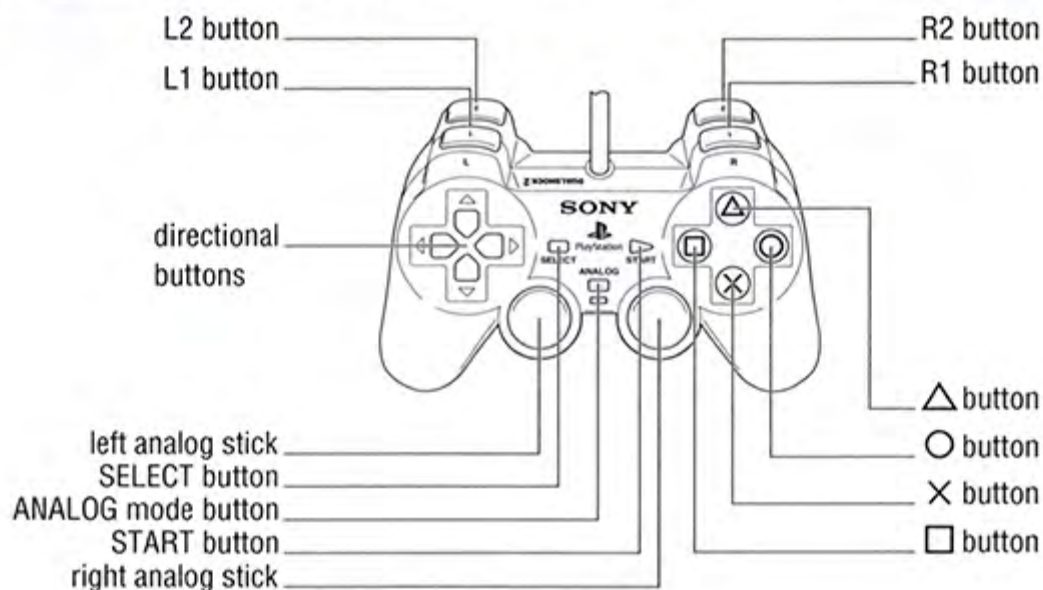
* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Sega® Classics Collection disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

SEGA® Classics Collection is a memory card (8MB) (for PlayStation® 2) compatible game. Please insert the memory card (8MB) (for PlayStation® 2) into MEMORY CARD slot 1 before you turn on the game. 95KB is required to create a game file. Do not switch the power OFF or remove the memory card (8MB) (for PlayStation® 2) while saving.

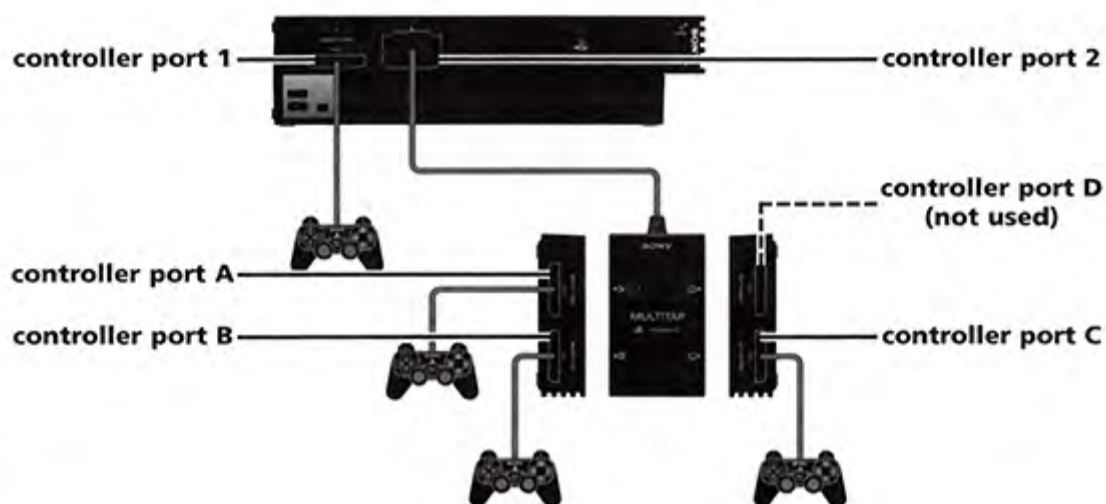
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Although some of the games compiled in this game disc can be played with more than one player, please use the analog controller connected to controller port 1 for 1-player games, and when starting up multi-player games (unless indicated otherwise).

MULTITAP CONNECTOR (FOR PLAYSTATION®2)

Some of the games compiled in this game disc allow gameplay with up to 4 players using a Multitap Connector (for PlayStation® 2). Connect the Multitap Connector (for PlayStation® 2) to the controller port 2, and connect the analog controllers in order from controller port A to C.

**IMPORTANT**

- * Please use the appropriate Multitap connector (for PlayStation® 2) for your PlayStation® 2 computer entertainment system.
- * Please do not use the Multitap Connector (for PlayStation® 2) with the games that can only be played up to 2 players. Multitap Connector (for PlayStation® 2) is not compatible with those games, and will not be recognized.

STARTING UP

MAIN MENU

When you start up the game disc, the Main Menu Screen will be displayed. Use the directional buttons to select the title, and press the X button to start.



RETURNING TO THE MAIN MENU

Press the **SELECT** button while the title logo is displayed to exit the current game title and return to the Main Menu Screen.

NUMBER OF PLAYERS

Here is a quick reference to the number of players that can participate in each game. The Multitap Connector (for PlayStation® 2) is compatible only with 4-player games.

ALIEN SYNDROME	1 to 2 players
COLUMNS	1 player (2 players in Versus Mode)
FANTASY ZONE	1 player
GOLDEN AXE	1 to 2 players (1 player in Time Attack/Survival Modes)
MONACO GP.	1 player (up to 4 players in Versus Mode)
OUTRUN	1 player
SPACE HARRIER	1 player
TANT R.	1 to 2 players (up to 4 players in Free Mode 4P)
BONANZA BROS.	1 to 2 players
VIRTUA RACING	1 player (2 players in Versus Mode)

ALIEN SYNDROME

MENU CONTROLS

- Directional buttons** Select menu item
O button OK (Enter selection)
X button BACK

TITLE MAIN MENU

Press the **START** button during the Title Screen to display the Main Menu. Use the directional buttons **↑↓** to select the mode, and press the **O** button to enter.

• 1 PLAYER

Play the game alone. Select from three difficulty levels.

• 2 PLAYERS

Play the game with two players. Select from three difficulty levels.



- * During 1 PLAYER play, a second player can join the game in progress by pressing the **START** button on the analog controller connected to controller port 2.
- * Once the game is cleared, **STAGE ATTACK** Mode will be available from the menu. If you can meet the additional conditions, then who knows...?

• OPTIONS

Change various game settings, and play the background music. Use the directional buttons **↑↓** to select the menu item, and **←→** to change settings. Press the **X** button to exit without saving changes.

- SOUND** Toggle sound output (**STEREO/MONO**).
- VIBRATION** Toggle vibration of the controller (**ON/OFF**).
- BGM TEST** Listen to the background music of the game.
 Press **O** button to play; **Δ** button to stop.
- EXIT** Select and press the **O** button to exit.
 The settings will be saved onto the game file.

• RANKING

View the top eight scores in each difficulty level and stage. Use the directional buttons **↑↓** to select the difficulty level, and **←→** to select the stage. Press the **L1/R1** button to change the category.

- TOTAL SCORE** Total score earned in one play.
- STAGE SCORE** Total score earned in selected stage.
- CLEAR TIME** Time taken to clear selected stage.
- KILL SCORE** Number of enemies defeated in selected stage.
- MAX COMBO** Longest consecutive hit count.

PLAYER SELECT

Before you start the game, you will be asked to select the character to use. Use the directional buttons **←→** to select your character, and press the **O** button. With 2 PLAYERS, player 1 selects a character, and player 2 uses the remaining character.

- * You cannot return to the Main Menu screen from the Player Select Screen.



HOW TO PLAY

● GAME CONTROLS

- × **button** Shoot in the direction you are moving
- **button** Hold down to shoot in one direction regardless of the direction you are moving
- R1 button** Option Bomb
- Directional buttons** Move (8-way)
- Left analog stick** Move (360°)
- Right analog stick** 360° Shot
- START button** Open Pause Menu

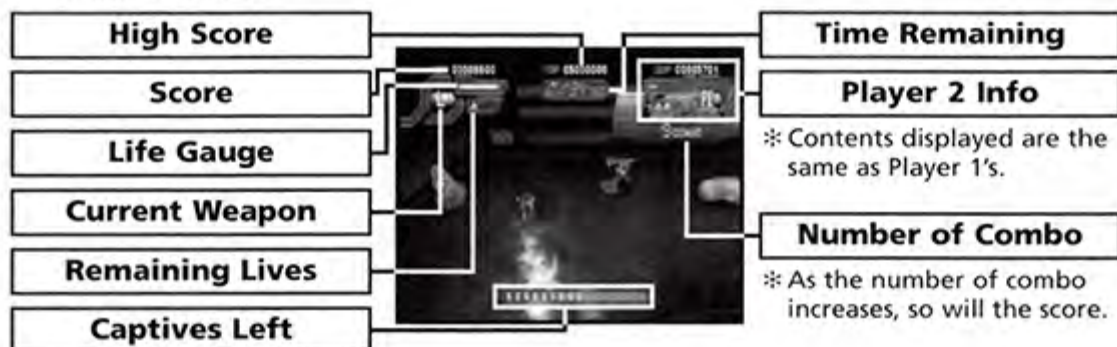
Player's 360° Movement

Depending on how far and fast you push the left analog stick, you control both the speed and 360 degree rotation of your character.

360° Shot

The players can control their shots using the right analog stick. Depending on the weapon, the range of shot varies.

● GAME SCREEN



※ Minimum number to rescue in orange.

● RESCUE STAGE

As you wipe out the aliens inside the space ship, rescue captives before the time runs out. The Exit Gate will open once you rescue a given number of captives (out of the 16 captives). Go through the Exit Gate to clear the stage.



● BOSS STAGE

Defeat the Stage Boss before the time runs out. The time limit varies according to the difficulty level you selected, and by the amount of time left when you cleared the Rescue Stage.



● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Select **RETURN TO GAME** to close the Pause Menu and resume the game. Select **RETURN TO TITLE** to quit the game and return to the Title Screen.

COLUMNS

MENU CONTROLS

Directional buttons	Select menu item
X button	Enter selected menu item
O button	Cancel

TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu (MODE SELECT). Use the directional buttons **↑↓** to select the mode, and press the **X** button to enter. Press the **O** button to return to the title screen. Select **EXIT** to return to the Title Screen.



• ENDLESS MODE

Mode for those who simply want to play (and master) the game of Columns. You can select from an updated version of the original arcade release, and a totally new version.

• VS CPU MODE

Mode in which you follow a story, and play head-to-head against the characters. By using Magic Jewels, you can attack or defend.

• VS MODE

Two players play head-to-head against each other. As with VS CPU MODE, you can use the Magic Jewels to attack or defend.

• OPTION

Change various game settings or listen to the music. Use the directional buttons **←→** to change the setting.

VIBRATION Toggle vibration of the controller (**ON/OFF**).

VOICE Toggle voice effects (**ON/OFF**).

SOUND TEST (BGM) Listen to the background music used in the game.
Press the **X** button to play; **O** button to stop.

SOUND TEST (SE) Listen to the sound effects used in the game.
Press the **X** button to play.

EXIT Return to the Main Menu.

HOW TO PLAY

● GAME CONTROLS

Directional buttons Move columns left/right, or drop

O/X button Rearrange jewels

START button Pause/unpause the game

● BASIC RULES OF COLUMNS

Columns is a puzzle game where you arrange three or more jewels of the same color horizontally, vertically, or diagonally to remove them from the playing field. Move the falling columns of 3 jewels left/right with the directional buttons, and rearrange the order of the jewels in the column with **O/X** button, in order to erase the jewels!

● GAME SCREEN

Endless-Arcade Mode



Next Set of Jewels

Magic Jewel Meter

Score

Current Level

Jewels Removed

Endless-Original Mode



VS CPU Mode



Next Set of Jewels

Magic Jewel Meter

Ground Level

VS Mode



● CHAIN REACTIONS AND MAGIC JEWELS

When you remove a set of jewels, all jewels on top will drop down. If this causes more sets of jewels to be erased, it is called a "chain reaction." Also, the Magic Jewel removes all jewels of the same color it lands on. Using the Magic Jewel, you can trigger new chain reactions, enabling you to score big.

In Endless Mode, you will find only one kind of Magic Jewels. In other modes, there are three kinds of Magic Jewels with varying effects, and they appear when the Magic Jewel Meter becomes full. Rearrange and use them effectively.



Normal Magic Jewel

All jewels of the same color it lands on will be removed from your field.



Attacking Magic Jewel

The ground level of the opponent's field will be raised by one row.



Defending Magic Jewel

The ground level of your field will be lowered by three rows.

● GAME OVER

In Arcade Mode, the game ends if the jewels pile up to the top. In Original Mode, the game will end when the jewels pile up to the top of the column where the jewel sets appear.



FANTASY ZONE

MENU CONTROLS

Directional buttons	Select menu item
O/X button	Enter selected menu item
Δ/□ button	Cancel

TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons **↑↓** to select the mode, and press the **O** button to enter.



• NORMAL

Arcade Mode with added Special Stages and additional stages.

※ The additional stages and items will be reflected on the Normal Mode by playing the Challenge Mode.

• ARCADE

Remake of the original arcade version.

※ No additional items will appear in this mode.

• CHALLENGE

Play a selected stage, and earn gold to purchase new stages and items.

※ Some enemies may at times drop a red coin. If you collect this coin and clear the stage, the enemy that dropped the coin will be recorded in the Gallery (see next entry), allowing you to view it from various angles.

• GALLERY

View enemy characters.

Directional buttons ↑↓	Select Character
O/X button	View
R1/L1 button	Turn right/left
R2/L2 button	Zoom in/out
Δ/□ button	Exit (Return to the Title Screen)

• OPTIONS

Change various game settings. Use the directional buttons **↑↓** to select, and **←→** to toggle between available settings.

NUMBER OF LIVES

Change the number of ships to start the game.

GAME LEVEL

Change the difficulty level of the game.

BUTTON

Change button configurations.

COUNTRY

Change the game specification (**USA/JAPAN**). The two differ in the use of background music on some stages.

SOUND OUTPUT

Toggle sound output (**STEREO/MONAUURAL**).

EXIT

Select and press the **O** button to save settings and return to the Main Menu.

※ If you purchase new Options Menu Items such as **SOUND TEST** in Challenge Mode, a new page will be added to the Options Menu, and they can be selected here. Use the L1/R1 buttons to change between the pages.

HOW TO PLAY

● GAME CONTROLS

Directional buttons	Move
O/□/R2 button	Shoot
X/L2 button	Bomb
START button	Pause/unpause the game

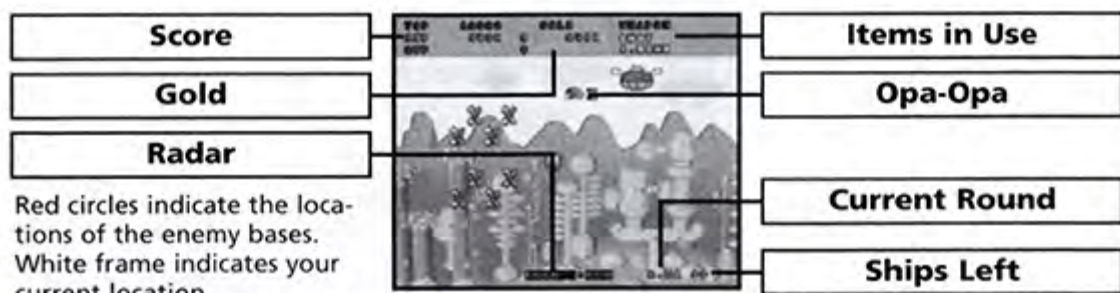
※ The button configuration shown here is the default setting, and can be changed in Options.

● PARTS SHOP/LABO CONTROLS

Directional buttons	Move cursor
O/X/□/R2 button	Enter selection
START button	Pause the game (PARTS SHOP screen only)

● GAME SCREEN

Player controls Opa-Opa (your ship). If you defeat the enemies, they will drop a coin.



Red circles indicate the locations of the enemy bases.
White frame indicates your current location.



SHOP Balloon

Touch to enter PARTS SHOP screen.



SELECT Balloon

Touch to enter PARTS SELECT screen.

● PARTS SHOP/LABO SCREEN

Enter PARTS SHOP to purchase items and power up Opa-Opa. Also, inside LABO screen of the Challenge Mode, you can purchase newly added stages and items.



※ The time is displayed only on the PARTS SHOP screen.

Note

Although the game screens show "2UP," this game is for 1-player only.

GOLDEN AXE

MENU CONTROLS

- Directional buttons** Select menu item
X button Decide
O button Cancel

TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons **↑↓** to select the mode, and press the X button to enter. Press the O button to return to the Title Screen.



- **Arcade**

Remake of the classic arcade version, with added stages, etc.

- **VS Battle (2P)**

Mode where two players battle against each other.



- **Time Attack**

Mode where you compete for the time it takes to defeat 100 enemies.



- **Survival**

Mode where you compete for the number of enemies defeated with given amount of life.



- **Options**

Change various game settings or listen to the music.

VIBRATION Toggle vibration of the controller (**ON/OFF**).

SOUND TEST Listen to the background music used in the game.
 Use the directional buttons to select the music number,
 and press the X button to play.

EXIT Return to the Title Main Menu (O button).

HOW TO PLAY

● GAME CONTROLS

Basic Moves

Directional buttons	Move
○ button	Jump
× button	Normal Attack
□ button	Strong Attack
△ button	Magic Attack
START button	Open Pause Menu

Special Moves

RUN	Press the directional button in the same direction (left/right only) twice (and hold down)
HIGH JUMP	Jump (○ button) while running
JUMPING ATTACK	Attack (× button) while jumping
BODY ATTACK	Attack (× button) while running
SLIDING ATTACK	Strong Attack (□ button) while running

● CHARACTER SELECT/STAGE SELECT

After selecting any mode (except Options), select the character to play with. In modes other than Arcade, you will also need to select the stage to play in.



● GAME SCREEN



● ABOUT MAGIC ATTACK

As you defeat enemies or collect Magic Pots, the Magic Gauge increases, allowing you to use attacking magic. Press the △ button while your magic level is one or higher to cast a magic spell, attacking all on-screen enemies. When the Magic Gauge becomes full, the magic level will increase by one. The higher your magic level, the stronger the attacking magic becomes.



● BEAST ATTACK

In the game, there are beasts that you can ride on simply by approaching. Aboard the beast, you can jump, attack (normal), and run. Attack (X/□ button) while running to tackle.



● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Select **Return To Game** to close the Pause Menu and resume the game. Select **Return To Title** to quit the game and return to the Title Screen.

● PLAY TECHNIQUES

Get the Items

If you attack a Green Thief, he will drop healing items such as meat and apples. If you attack a Blue Thief, he will drop a Magic Pot that will raise your Magic Level. If you do not pick up the items quickly, the items may disappear or even be retrieved by the Thief himself.



When You Are Surrounded...

During battle with the Stage Boss, you may often find yourself in trouble, being surrounded by many enemies. The Boss' attacks are so powerful that your game may be over before you know it! If you are surrounded, do not hesitate to use Magic Attack or Strong Attack (□ button) to blow them away. Remember to keep your distance from the enemies.



Caution upon Mounting the Beast

Beast Attacks are so powerful that they can be a great aid to your quest. But you become defenseless during the motion to mount one. Make sure that it is safe to mount them by bringing the enemies around you down. The enemies can also ride on the beasts, so attack when they try to mount one.



MONACO GP

MENU CONTROLS

- Directional buttons/left analog stick** Select menu item
- X button** Decide
- Δ button** Cancel

TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons/left analog stick **↑↓** to select the mode, and press the X button to enter. Press the Δ button to cancel and return to the previous screen.



• ARCADE

Mode in which you compete for the score earned through the distance traveled and stars collected, and can be played from two types of modes. Classic is an updated version of the classic Monaco GP straightaway course. Original Mode has corners and obstacles on the course, and you can use jumps and items in the race.

The game starts with a time limit, and the game will end if your score does not reach 20,000 points within the given time. If you do score more than 20,000 points, you can continue the race. Note that while in Classic Mode, you will lose a car with one crash. In Original Mode, you will not lose a car until a certain amount of damage is sustained.



↑ Classic / Original ↓

• GRAND PRIX

Mode in which you race on five courses, with a time limit on each race. Each course runs for two laps, and you will clear the game if you complete all five courses. On the fifth race, there will be a rival car. If you finish the race ahead of the rival car, you will become able to use that car.



• TIME ATTACK

Run two laps of the selected course, and compete to cross the goal in the shortest time. Unlike other modes, there are no other cars running.

• VERSUS

Multiplayer Mode which supports up to four players using the Multitap Connector (for PlayStation® 2) (see p.3 for the controller setup). The first player to run two laps is the winner. Use the items wisely to cross the finish line before others.

• RANKING

You can view rankings of each mode. ARCADE Mode is ranked in scores; GRAND PRIX and TIME ATTACK Modes in time.

- Directional buttons ↑↓** Select Course Difficulty Level
- Directional buttons ←→** Select Course
- L1/R1 button** Select the Mode

• **OPTIONS**

Change various game settings, and save/load the game data. The save data includes the progress of the game (appearances of hidden cars and courses), ranking records, and Option settings. Use the directional buttons/left analog stick $\uparrow\downarrow$ to select the menu item, and $\leftarrow\rightarrow$ to toggle setting (where applicable).

- SOUND MODE** Toggle sound output (**STEREO/MONO**).
- VIBRATION** Toggle vibration feature of the controller (**ON/OFF**).
- BACKGROUND** Change the background design of the menu screens.
- KEY CONFIGURATION** Change the button assignments of the controller.
- LOAD & SAVE** Load or save the game data.
- EXIT** Return to the Main Menu screen.

HOW TO PLAY

● **GAME CONTROLS**

- Directional buttons/Left analog stick** \uparrow Accelerate
- Directional buttons/Left analog stick** \downarrow Brake
- Directional buttons/Left analog stick** $\leftarrow\rightarrow$ Steer
- O button** Jump
- X button** Use item
- L1/R1 button** Turn 45 degrees left/right
- L2/R2 button** Turn 90 degrees left/right
- START button** Open Pause Menu

※ The button configuration shown here is the default (KEY TYPE A) setting, and can be changed in Options.

● **GAME SCREEN**



● **STARS ON THE COURSE**

In all modes except Classic, there are stars on the course. By collecting them, you will be able to speed up your car. While in top speed, if you collect five stars consecutively, you can run in hyper-speed, driving above the car's potential.

● **PAUSING IN THE GAME**

Press the START button during the game to pause and bring up the Pause Menu. Either press the START button to unpause and continue the game in progress, or select and enter a menu item below.

- CAMERA 1-4** Use the directional buttons/left analog stick $\leftarrow\rightarrow$ to change the camera angle (Not available in Classic Mode).
- CONTINUE** Unpause and continue the game in progress.
- RETRY** Restart the race from the beginning.
- RETIRE** Quit the race and return to the Title Main Menu screen.

OUTRUN

MENU CONTROLS

- Directional buttons** Select menu item
- O/X button** Enter selected menu item
- Δ/□ button** Cancel

TITLE MAIN MENU

Press the START button during the Title Screen to display the Title Main Menu. Use the directional buttons **↑↓** to select the mode, and press the **X/O** button to enter. Press the **Δ/□** button to return to the Title Screen.



• ARRANGE

Unlike the original arcade version, there is only one goal to this mode. New to this mode are courses with different scenes, and rival cars which, unlike the "other" cars, will constantly try to pass you. It is recommended that you practice with Time Attack before trying.

• ARCADE

Renewal of the original arcade version. There are five goals.

• TIME ATTACK

Run the **ARCADE COURSE** or **ARRANGE COURSE** without any other cars. There is, however, a time limit.

• RANKING

View the top 20 scores of each mode.

• OPTIONS

Change various game settings or listen to the music.

- VIBRATION** Toggle vibration of the controller (**ON/OFF**).
- TIME LIMIT** Change the time limit of the game.
- GAME LEVEL** Change the difficulty level of the game.
- GEAR MODE** Select transmission type between manual and automatic.
- GAME MODE** Change the game version. The two versions vary in part of the course and the stage contents.
- SOUND TEST** Listen to the background music used in the game.
Use the directional buttons to select the music number, and press the **O/X** button to play.
- CORNERING** Select from three levels of car handling.
- DEFAULT SETTINGS** Return all settings to their default value.
- EXIT** Return to the Main Menu (**Δ/□** button).

HOW TO PLAY**● GAME CONTROLS**

- Directional buttons/left analog stick** Steer car
O/X button Accelerate
△/□ button Brake
L1/R1 button Change gear (toggle low/high)
START button Open Pause Menu

● SOUND SELECT

After selecting ARRANGE, ARCADE, or TIME TRIAL, you will be asked to select the music to be played during the game. Use the direction button/left analog stick to select the music, and press the O/X button to enter. Press the △/□ button to return to the Main Menu.

**● GAME SCREEN****● BRANCHES IN THE COURSE & CHECK POINT**

Just before the check point, the road branches into two. Steer your car to the route you want to take. After a while, you will reach the check point. Pass through the check point before the time runs out to earn extra time.

**● PAUSING IN THE GAME**

Press the START button during the game to bring up the Pause Menu. Select **RETURN TO GAME** (or press the START button again) to resume game, or **RETURN TO TITLE** to quit game and return to the game's Title Screen.



SPACE HARRIER

MENU CONTROLS

- Directional buttons/left analog stick** Select menu item
- X button** Decide (Enter selection)
- Δ button** Cancel (Return to previous)

TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional buttons **↑↓** to select the mode, and press the X button to enter.



• ARCADE

Play the game. Control Harrier, and use weapons such as shots and Lock-On Laser to defeat the enemies. At the end of each stage (except for the Bonus Stages), defeat the Stage Boss to clear the stage. You will lose a player when hit by an enemy attack or if you run into obstacles. The game is over if you lose all your lives.

• OPTIONS

Change various game settings. Use the directional buttons/ left analog stick **↑↓** to select the menu item, and **←→** to change settings. Press the Δ button to exit without saving a change. For Option Items without on-screen variable, press the X button to enter selection (advance to the next screen).

- LEVEL** Change the difficulty level of the game.
- PLAYER** Change the number of players to start the game.
- BONUS PLAYER** Change the score in which you will receive an extra player.
- VIBRATION** Toggle vibration of the controller (**ON/OFF**).
- CONTROL** Change the vertical movement of the Harrier (**NORMAL/REVERSE**).
- FRACTAL** Toggle upheaval on the ground (**ON/OFF**).
- SOUND MODE** Toggle sound output (**STEREO/MONAUURAL**).
- KEY CONFIG** Change button assignments. Use the directional buttons/left analog stick **↑↓** to select the function, and **←→** to change the button.
- LOAD & SAVE** Manually load and/or save the game data, Rankings, and Option settings. Use the directional buttons/left analog stick **←→** to select between **LOAD** and **SAVE**, and press the O button to enter. Press the X button to cancel.
- EXIT** Select to exit.

• RANKING

View the top 10 scores, with the date of achievement.

• CONTINUE

If you play up to a certain stage, this menu item will be added to the Main Menu, allowing you to start from the selected stage.

- CLEAR UP TO BONUS STAGE 5** Continue from Stage 6
- CLEAR UP TO BONUS STAGE 12** Continue from Stage 13

HOW TO PLAY

● GAME CONTROLS

- **button** Auto Fire
- × **button** Hold down to lock onto target
Release to fire Homing Missile
- R1 button** Smart Bomb
- R2 button** Rapid Fire
- Directional buttons/left analog stick** Move Harrier
- START button** Open Pause Menu

※ The button configuration shown here is the default setting, and can be changed in Options.

● GAME SCREEN



● BONUS STAGE

In certain stages, there will be a Bonus Stage. Control the dragon to destroy the obstacles. Bonus points will be awarded depending on the number of obstacles destroyed.



● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Use the directional buttons/left analog stick to select the menu item, and press the × button to enter. Press the START/△ button to close the Pause Menu and resume the game.



- CONTINUE GAME** Resume the game
- BACK TO THE TITLE SCREEN** Quit the game

TANT R & BONANZA BROS.

MENU CONTROLS

- Directional button/left analog stick** Select menu item
- X button** OK (Enter selection)

MAIN TITLE SCREEN

Press the Start button during the Main Title Screen to display the Game Select Menu. Use the directional button/left analog stick to select the game, and press the X button to enter selected menu item.



• TANT R

This game contains 40 mini-games. In Story Mode, you will play through the story. Free Mode 2P and Free Mode 4P allows you and your friends to play the mini-games. There are, however, mini-games that can only be played in the Story Mode.

• BONANZA BROS.

Play in a side-scrolling action game that consists of 12 stages.

• OPTIONS

Change various game settings, and save/load the game data. The settings here are common to both games.

- DIFFICULTY** Change the game difficulty (**Easy/Normal/Hard!**).
- CREDITS** Change the number of continues allowed.
- SOUND** Toggle sound output (**Stereo/Monaural**).
- VIBRATION** Toggle vibration of the controller (**ON/OFF**).
- SAVE** Manually save the game data.
- LOAD** Manually load the game data.
- AUTO-SAVE** Toggle autosave function (**ON/OFF**).
- EXIT** Select to exit.

TANT R

● MODE SELECT SCREEN

- STORY MODE** Play along the story and clear mini-games.
- FREE MODE 2P** Play the mini-games freely; up to 2 players.
- FREE MODE 4P** Play the mini-games freely; up to 4 players.
- OPTION** Change various game settings.
- EXIT** Return to the Main Title Screen.

● GAME CONTROLS

- Directional button/left analog stick** Select
- X button** Enter selection
- O button** Return to previous screen
- △ button** Join in the game
- Start button** Pause the game (Open Option Menu)

※ For controls in each mini-game, please refer to the on-screen instruction.

● GAME SCREEN

Basic screen layouts are the same throughout the mini-games.

Story Mode Screen

Number of Quotas

As you clear the quota, the space will be filled with a coin. The color of the coins indicate the player who cleared it.

Player 1's Lives



Time Limit

Absent from some of the mini-games.

Player 2's Lives

Free Mode 2P/4P Screen

Time Limit

Player 2's Points

Player 1's Points



Cursor

Player 1 — Red, Player 2 — Blue, Player 3 — Green, Player 4 — Yellow.

Player 3's Points

Player 4's Points

● STORY MODE — HOW TO PLAY

There are four stages to the Story Mode. Also, by clearing the mini-games, you will be able to play the Bonus Game. If you win the Final Boss round, you clear the game.

Game Select

The yellow cursor spins like a roulette wheel. Press the X button so that the cursor will stop over the game you wish to play. With 2 player games, once the game starts, the first player to press the button selects the game, and afterwards the player who won the previous game selects. Note that if Player 2 wishes to join a game already in progress, press the Δ button when the message appears at the bottom.



Game Over & Continue

If all your lives are gone, the game will end. Press the Δ button before the Continue countdown becomes zero. You can continue up to the number of available credits set in the Options.



Increasing Lives

You can gain one life either by selecting a Lucky! mark or by collecting a certain number of balloons in the Bonus Game. In the Bonus Game, you control the character with the directional button/left analog stick to collect balloons. You will be paralyzed for a short time if the enemy hits you.



● FREE MODE 2P/4P — HOW TO PLAY

With Free Mode 2P, up to 2 players can play. With Free Mode 4P, up to 4 players can (see p.3 for the controller setup). Please note that once the mini-game has started, no new players can join the game.



Game Select

Players who join the game press the Δ button. After deciding the number of mini-games to be played, select the game. As one game finishes, players can select their next game. The number displayed next to each character indicates the number of games won.



Game Points

In this mode, the player who meets the quota earns a point, and this decides the winner. In games with five quotas, the player who earns five points first becomes the winner.



● PAUSING IN THE GAME

In Tant R, the game can be paused only while the selected mini-game is in progress. When the game is paused, the Option Screen will be displayed, allowing you to make changes in the game settings. If you select **Return to Title**, the gameplay ends, returning to the Game Title Screen. If you select **Pass** (available only with Free Mode 2P/4P), the game returns to Game Select Screen.

BONANZA BROS.**● MODE SELECT SCREEN**

- GAME START** Start the game. Up to 2 players can play.
OPTIONS Change various game settings.
EXIT Return to the Main Title Screen.

● HOW TO PLAY

Bonanza Bros. have snuck inside a building. Steal the goods within the 3-minute time limit and head for the Exit to clear the stage.

● GAME CONTROLS

- Directional button/left analog stick** Move the character
X button Jump
O/□ button Open door/Shoot
START button Pause the game (Open Option Menu)

● ABOUT THE PLAYER CHARACTERS

The player can use either of the two characters: Mobo and Lobo. Use the analog controller on controller port 1 for Mobo, and the analog controller on controller port 2 for Lobo.

● GAME SCREEN**● PLAYERS' LIVES**

You start the game with three lives. If you receive an attack from the enemy, get pinned behind the door, or the time runs out, you will lose one life. In case of time running out, you will restart from the beginning of the stage. Note on 2-player games, while one player has cleared the stage, if the other player's time runs out, the game moves onto the next stage with the player whose time ran out losing one life.

● JOINING THE GAME

Press the Δ button when the game indicates to do so.

● PAUSING IN THE GAME

During the game, press the START button to pause the game and open the Option Screen, allowing you to make changes to the game settings. If you select **Return to Title**, the game will end, returning you to the Game Title Screen.

● GAME OVER & CONTINUE

The game will end if you lose all your lives. Press the Δ button before the Continue countdown becomes zero.



VIRTUA RACING

MENU CONTROLS

- Directional button/left analog stick** Select menu item
- X button** OK (Enter selection)
- Δ button** BACK

TITLE MAIN MENU

Press the START button during the Title Screen to display the Main Menu. Use the directional button/left analog stick to select the mode, and press the X button to enter selected menu item. Press the Δ button to return to the Title Screen.



• ARCADE MODE

This is a remake of the arcade classic, in which you race against 15 cars. Select from one of three available courses to race, then select the difficulty level (**EASY/NORMAL/HARD**) and the number of laps to run (**NORMAL**: 4 laps / **GRAND PRIX**: 20 laps). Also, upon selecting the course, hold the START button to drive with manual transmission (7-speed) instead of automatic.



• GRAND PRIX MODE

This is a mode in which you will compete in five sets of six races, where you must meet the required standing to advance to the next set. You begin the mode by entering your name (up to three letters). Next, select the type of car to use with directional buttons/left analog stick, and color with L1/R1 buttons. Finally, select gear type, and the race begins.



DRIVER'S POINTS

After each race, the driver's points are awarded for the placements in the race (1st: 10pts; 2nd: 5pts; 3rd: 4pts; 4th: 3pts; 5th: 2pts; 6th: 1pt; 7th-: 0pts). After each set, if the total points exceeds the required points, you will be able to select a new type of car.

FIRST SET	3rd Place or better
SECOND SET	3rd Place or better
THIRD SET	2nd Place or better
FOURTH SET	2nd Place or better
FIFTH SET	1st Place for victory

• FREE MODE

This is a mode in which you can freely select a course, car type, and various other settings. It is ideal for honing your driving skills.

- LAPS** Number of laps to run
TIME LIMIT Race with or without the time limit (**ON/OFF**)
TIME Select the time of day (**AFTERNOON/EVENING**)
WEATHER Weather condition of the race (**CLEAR/CLOUDY**)
OPPONENTS Race with or without other cars (**ON/OFF**)

• 2P MODE

Two players can race head-to-head against each other on any of the six available courses. The top half displays player 1's car, and the bottom half is player 2's car.



• RECORDS

View the top eight lap times for each course. Use the directional buttons $\leftarrow \rightarrow$ to change the course.

Rank	Car	Time	Mode
1st	PR	0' 42" 47	ARCADE
2nd	DEF	0' 43" 02	GRAND PRIX
3rd	JMP	0' 43" 05	ARCADE
4th	TT	0' 59" 00	GRAND PRIX
5th	REP	0' 59" 00	GRAND PRIX
6th	SUZ	0' 59" 00	GRAND PRIX
7th	IDG	0' 59" 00	GRAND PRIX
8th	SYR	0' 59" 00	GRAND PRIX

BACK & BACK

• OPTIONS

Change various game settings, and save/load the game data.

- VIBRATION** Toggle vibration of the controller (**ON/OFF**).
AUDIO Adjust the volume levels of the BGM (Background Music) and Sound Effects.
SAVE&LOAD Manually load and/or save the game data.
EXIT Select to exit.

HOW TO PLAY

● GAME CONTROLS (DUALSHOCK®2 ANALOG CONTROLLER)

X button	Accelerate
□ button	Brake
○ button	Change View Angle (VR1)
△ button	Change View Angle (VR2)
L1 button	Change Gear (Shift Down)
R1 button	Change Gear (Shift Up)
L2 button	Change View Angle (VR3)
R2 button	Change View Angle (VR4)
Directional button/left analog stick	Steer Car
START button	Open Pause Menu

● GAME SCREEN



Display item may appear differently according to the mode.

● PAUSING IN THE GAME

Press the START button during the game to bring up the Pause Menu. Use the directional button/left analog stick to select the menu item, and press the X button to enter. Press the START button (or select **RESUME**) to close the Pause Menu and resume the game.



RESTART	Restart the race from the beginning.
RETIRE	Retire from the race and return to the Main Menu.
RESUME	Close Pause Menu and resume the race.

CREDITS

The following credits list the staff responsible for the localization and marketing for the North American release of Sega Classics Collection. See in-game credits of each title for the complete list of the original development staff.

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