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SEGA PC CD-ROMŽg—pã,Ì,²’ˆÓ

WARNING

Œ’Nã,Ì,²’ˆÓ

–@,²,,Ü,ê,É‹,¢Œõ,ÌŽhŒƒ,â“_–ÅAƒ‚ƒjƒ^‰æ–Ê,È,Ç,ðŒ©,Ä,¢,ÄAˆêŽž“I,É‹Ø“÷,Ì,¯,¢ ,ê,ñE ˆÓŽ¯,Ì‘rŽ¸“™,ÌÇó,ð‹N,±,·l,ª,¢,Ü,·B,±,¤,µ,½ŒoŒ±,Ì ,é•û,ÍA,±,Ìƒ\ƒtƒg,ðŽg—p,·,é‘O,É•K,¸ˆãŽt,Æ‘Š’k,µ,Ä,,¾,³,¢B,Ü,½AŽg—p’†,É,±,Ì,æ,¤ ,ÈÇó,ª‹N,«,½,Æ,«,ÍA,·,®,ÉŽg—p,ð,â,ßAˆãŽt,ÌfŽ@,ðŽó,¯,Ä,,¾,³,¢B

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WARNING

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•ÛŠÇê Š,É’ˆÓ,·,é@@F@Žg— pŒã,ÍŒ³,ÌƒP[ƒX,É“ü,êA,‰·E,Ž¼,É,È,éêŠ,ð”ð,¯,Ä•ÛŠÇ,µ,Ä,- ,¾,³,¢B

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注意

,b,c,Ì’†,É ,éReadme.txt,ð•**K,¸**AƒvƒŒƒC‘O,É,¨“Ç,Ý‰º,³,¢B

注意

,±,Ìƒwƒ‹ƒvƒtƒ@ƒCƒ‹,ÉŽg,í,ê,Ä,¢,éƒOƒ‰ƒtƒBƒbƒN,ÍŠJ”’†,Ì,à,Ì,ÅAŽÀÛ,ÌƒQ[ƒ€ ,Ì,à,Ì,Æ,Íˆê•”ˆÙ,È,éê‡,ª ,è,Ü,·B,²—¹³‰º,³,¢B

注意

,±,ÌƒQ[ƒ€,ÍAŽ©“®“I,ÉƒQ[ƒ€ƒvƒŒƒC,Ìî•ñ,ðƒn[ƒhƒfƒBƒXƒN,É‹L˜^,µ,Ü,·BƒZ[ƒuƒf[ƒ^,ª ‰ó,ê,é‹°,ê,ª ,è,Ü,·,Ì,ÅAƒQ[ƒ€‹N“®’†,ÉƒRƒ“ƒsƒ…[ƒ^,Ì“dŒ¹,ðØ,Á,½,èAƒŠƒZƒbƒg,ð,¨,± ,È,Á,½,è,µ,È,¢,Å‰º,³,¢B

STORYmƒXƒg[ƒŠ[n

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Ê,ÅŽ‘Œ¹’T¸’†,ÉŠù‘¶,Ì‰ÈŠw‹ZpŒƒxƒ‹,ð—y,©,É’´,¦,½,“x•¶–¾,Ìˆ âŽY,Å, ,é**u^âÕv**,ð”-
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,éB**,c,mŽÐ**,ÍAˆâÕ”j‰ó,Ì‹dŽè’i,Æ,µ,ÄA**ƒIƒyƒŒ[ƒVƒ‡ƒ“Eƒ€[ƒ“ƒQ[ƒgiO.M.Gj**,ð”-
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lX,È•ûô,ðu,¶,½B,»,̈êŠÂ,Æ,µ,ÄA‹É”éŠJ”,³,ê,½ƒo[ƒ`ƒƒƒfƒCƒh‰“Šu§ŒäƒVƒXƒeƒ€
,ðƒo[ƒ`ƒƒƒf“,ÌM.S.B.System.(M.S.B.S.),É‘g,Ýž,Ýi–{—ˆ,Ìƒo[ƒ`ƒƒƒfƒCƒh,Í—Ll§Œä,Å, ,éjAŽsˆ
ä,Ì‘ÎíƒQ[ƒ€¢ƒo[ƒ`ƒƒƒf“£,Æ,µ,ÄŠJ•ú,µAˆê”ÊƒvƒŒƒCƒ„[,ð–
³Ž©Šo,Ì,Ü,Üíê,É“Š“ü,µ,æ,¤A,Æ,¢,¤ŽŽ,Ý,ªŽÀs,³,ê,½Bƒo[ƒ`ƒƒƒfƒCƒh,ÍAŠm,©,É‹—
Í,È•ºŠí,Å,Í, ,é,ªA‹@‘Ì,Ì“Á«ã,AƒpƒCƒƒbƒg,É, ,é’ö“x,Ì“K«(ƒo[ƒ`ƒƒƒf““K«),ª–³,¢,Æ,»,Ì§Œä,Í•s
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Ž¦,³,ê,éB,±,ÌŽž“_,ÅAƒo[ƒ`ƒƒƒfƒCƒh,Ìí“¬ƒ,[ƒh,ª’nã íƒ,[ƒh,©,ç
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E**Microsoft<R> SIDEWINDER<TM> GAMEPAD**

cfNfŠfbfN,µ,ÄÚ,µ,¢‘€ì•û–@,ð,²——‰º,³,¢B

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⚠ 注意

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,±,Ìƒwƒ‹ƒv,Å,Í**,P,O,UƒL□[ƒ{□[ƒh**,ðŠî□€,É‹L□q,ð,µ,Ä,¨,è,Ü,·□B

⚠ 注意

ƒL□[ƒ{□[ƒh,Å,ÌƒvƒŒƒC,Íƒn□[ƒhƒEƒFƒA,Ì“s□‡□ã□A“¯Žž,É‰Ÿ,µ,Ä”FŽ¯,³,ê,éƒL□[,Ì□”,É□§ŒÀ,ª, ,é,½,ß(ƒ□□[ƒJ□[,É,æ,Á,Ä□·ˆÙ,ª, ,è,Ü,·)□A,¤,Ü,‘€□ì,ª□o—ˆ,È,¢□ê□‡,ª, ,è,Ü,·□B,QPlayers Versusƒ,□[ƒh,Ì□ê□‡□A,±,ÌŒ»□Û,ªŒ°’˜,É,È,è,Ü,·□B***ƒL□[ƒ{□[ƒh,Ì‹@□\□ã,Ì□§–ñ,É,æ,é,à,Ì,Å□AŒÌ□á,Å,Í, ,è,Ü,¹,ñ***□Bƒo□[ƒ`ƒƒƒ□ƒ“,Í□Aƒ}ƒCƒNƒ□ƒ\ƒtƒgŽÐ,ÌƒTƒCƒhƒ□ƒCƒ“ƒ_□[ƒQ□[ƒ€ƒpƒbƒh□i•Ê”„□j“™,ðŽg—p,·,é,Æ□A,æ,è‰õ“K,ÉƒvƒŒƒC,µ,Ä,¢,½,¾,¯,Ü,·□B

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‰Ÿ,µ,½□ê□‡,É□Aƒo□[ƒ`ƒƒƒ□ƒCƒh(ƒ□ƒ{ƒbƒg),Ì“®,«,â□UŒ‚,“™,ª“ü—Í’Ê,è,É,È,ç,È,¢,±,Æ,ª,ª‚ ,è,Ü,·□B
,±,ê,Í□A***ƒL□[ƒ{□[ƒh,Ì‹@□\□ã,Ì□§–ñ,É,æ,é,à,Ì,Å□AŒÌ□á,Å,Í‚ ,è,Ü,¹,ñ***□B

□@ƒo□[ƒ`ƒƒƒ□ƒ“,Í□Aƒ}ƒCƒNƒ□ƒ\ƒtƒgŽÐ,ÌƒTƒCƒhƒ□ƒCƒ“ƒ_□[ƒQ□[ƒ€ƒpƒbƒh□i•Ê”„□j“™,ðŽg—
p,·,é,Æ□A,æ,è‰õ“K,ÉƒvƒŒƒC,µ,Ä,¢,½,¾,¯,Ü,·□B

□‰Šú□Ý’è□F

Player 1□F□¶½Ã¨¯¸‘O□c ,Q □@□@□@‰E½Ã¨¯¸‘O□c ,q
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□@□@□@□@□@□@□¶½Ã¨¯¸□¶□c ,p □@□@□@‰E½Ã¨¯¸□¶□c ,c
□@□@□@□@□@□@□¶½Ã¨¯¸‰E□c ,d   □@□@□@‰E½Ã¨¯¸‰E□c ,f
□@□@□@□@□@□@□¶•□ŠíŽg—p□c ,y   □@□@□@‰E•□ŠíŽg—p□c ,b
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Player 2□F□¶½Ã¨¯¸‘O□c ↑   □@□@□@‰E½Ã¨¯¸‘O□c Num,W
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↑(”½ŽžŒv‰ñ,è)□@: □{ƒ_ƒbƒVƒ…ƒ{ƒ^ƒ“,Å□,‘¬□ù‰ñ
□@□@□@ƒWƒƒƒ“ƒv□F□¶←□{‰E
→
□@□@□@,µ,á,ª,Ý□F□¶→□{‰E
←□@□@□@□@□@□@□@: ‹ß□Ú□UŒ‚,ÌŽž,ÍƒK□[ƒh

⚠ 注意

¢,µ,á,ª,Ý£“®□ì,Í□AƒWƒƒƒ“ƒv’†,â□UŒ,ƒ{ƒ^ƒ“,Æ,Ì‘g,Ý□‡,í,¹,Å,È,¢,Æ”□¶,µ,Ü,¹,ñ□B’P“Æ,Å,Í”□¶,µ,È,¢,Ì,Å’□ˆÓ‰º,³,¢□B

□Ý’è,Í,e,V¢Device Settings...£,Å•Ï□X‰Â”\,Å,·□B

ƒL[ƒ{[ƒh‚Å‚Ì‘€ìFŠÈˆÕ‘€ìƒ^ƒCƒv

ƒL[ƒ{[ƒhã‚ÉA•ûŒüƒL[‚ÆŠe‹@”\ƒL[‚ÆAƒQ[ƒ€ƒpƒbƒhó‚Ì”z’u‚ðŽ{‚µ‚½‚à‚Ì‚Å‚·B

ƒfƒL[ƒ{[ƒh‚Åƒo[ƒ`ƒƒƒ“‚ðƒvƒŒƒC‚·‚éê‡‚Ì§ŒÀŽ–€„

@ƒo[ƒ`ƒƒƒ“‚ÍAƒL[ƒ{[ƒh‚ÅƒvƒŒƒC‰Â”\‚Å‚·‚ªA‘½”‚ÌƒL[‚ð“¯Žž‚É‰Ÿ‚µ‚½ê‡‚ÉAƒo[ƒ`ƒƒƒƒCƒh(ƒƒ{ƒbƒg)‚Ì“®‚«‚âUŒ‚“™‚ª“ü—Í’Ê‚è‚É‚È‚ç‚È‚¢‚±‚Æ‚ª‚ ‚è‚Ü‚·B ‚±‚ê‚ÍA***ƒL[ƒ{[ƒh‚Ì‹@\ã‚Ì§–ñ‚É‚æ‚é‚à‚Ì‚ÅAŒÌá‚Å‚Í ‚è‚Ü‚¹‚ñ***B

@ƒo[ƒ`ƒƒƒ“‚ÍAƒ}ƒCƒNƒƒ\ƒtƒgŽÐ‚ÌƒTƒCƒhƒƒCƒ“ƒ_[ƒQ[ƒ€ƒpƒbƒhi•Ê”„j“™‚ðŽg—p‚·‚é‚ÆA‚æ‚è‰õ“K‚ÉƒvƒŒƒC‚µ‚Ä‚¢‚½‚¾‚¯‚Ü‚·B

‰Šú݂’èF

Player 1F‘Oˆ Ú“®c ‚v   ¶•ŠíŽg—pc ‚b
@@@@@Œãˆ Ú“®c ‚r   ‰E•ŠíŽg—pc ‚f
@@@@@¶ˆ Ú“®c ‚`   —¼•ŠíŽg—pc ‚e
@@@@@‰Eˆ Ú“®c ‚c@@@@@@ÀÞ¯¼ÎÞÀÝc ‚w
@@@@@¶ù‰ñc ‚p   Ž‹“_•ÏXc ‚s‚„
@@@@@‰Eù‰ñc ‚d   ƒWƒƒƒ“ƒvc ‚q
@@@@@   ‚µ‚á‚ª‚Ý(ƒK[ƒh)c ‚u

Player 2F‘Oˆ Ú“®c Home   ¶•ŠíŽg—pc Num‚O
@@@@@Œãˆ Ú“®c End   ‰E•ŠíŽg—pc Num‚R
@@@@@¶ˆ Ú“®c Delete   —¼•ŠíŽg—pc Num‚Q
@@@@@‰Eˆ Ú“®c PageDown ÀÞ¯¼ÎÞÀÝc Num‚P
@@@@@¶ù‰ñc Insert   Ž‹“_•ÏXc Enter
@@@@@‰Eù‰ñc PageUp   ƒWƒƒƒ“ƒvc Num‚T
@@@@@   ‚µ‚á‚ª‚Ý(ƒK[ƒh)c Num¢D£

⚠ 注意 NumƒL[‚ÍAƒL[ƒ{[ƒh‰E‘¤‚ÉW‚Ü‚Á‚Ä‚¢‚éA”ŽšƒL[‚Ì‚±‚Æ‚Å‚·B

⚠ 注意

¢‚µ‚á‚ª‚Ý£“®ì‚ÍAƒWƒƒƒ“ƒv’†‚âUŒ‚ƒ{ƒ^ƒ“‚Æ‚Ì‘g‚Ý‡‚í‚¹‚Å‚È‚¢‚Æ”¶‚µ‚Ü‚¹‚ñB’P“Æ‚Å‚Í”¶‚µ‚È‚¢‚Ì‚Å’ˆÓ‰º‚³‚¢B

Ý’è‚Í‚e‚V¢Device Settings...£‚Å•ÏX‰Â”\‚Å‚·B

ƒL□[ƒ{□[ƒh□{,Qƒ{ƒ^ƒ“ƒWƒ‡ƒCƒXƒeƒBƒbƒN

□@,Q□l,Ü,ÅƒvƒŒƒC‰Â”\,Å,·□BƒWƒ‡ƒCƒXƒeƒBƒbƒN,Í□Å‘å,QŒÂ,Ü,ÅŽg—p‰Â”\,Å,·,ª□A,±
,Ì□ê□‡□A,¨Ž□,¿,ÌƒRƒ“ƒsƒ…□[ƒ^,ÉƒQ□[ƒ€ƒ|□[ƒg,ª, ,è□A,»,ÌƒQ□[ƒ€ƒ|□[ƒg,É□Ú‘±,·,é“Á•Ê,ÈƒP□[ƒuƒ‹□A
¢*ƒQ□[ƒ€ƒ|□[ƒg•ªŠòƒP□[ƒuƒ‹(□¤•i–¼,Å,Í, ,è,Ü,¹,ñ)*£,ª•Ê“r□A•K—v,Å,·□BƒWƒ‡ƒCƒXƒeƒBƒbƒN,à,±
,Ì□ê□‡,*QŒÂ•K—v*,Å,·

‘€□ì•û–@,Ì□‰Šú□Ý’è,Í^È‰º,Ì’Ê,è,Å,·□B

Player 1□F
‘O^Ú“®□c□b
Œã^Ú“®□c□b□cƒWƒ‡ƒCƒXƒeƒBƒbƒN
‰E^Ú“®□c□b
□@□@□@ □¶^Ú“®□c□b

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□@□@□@□¶□ù‰ñ(”½ŽžŒv‰ñ,è)□c ,y□{ƒWƒ‡ƒCƒXƒeƒBƒbƒN⬅
□@□@□@‰E•□ŠíŽg—p□c Firebutton,P
□@□@□@□¶•□ŠíŽg—p□c Firebutton,Q

□@□@□@ÀÞ¯¼ÎÞÀÝ□c ,c
□@□@□@Ž‹“_•Ï□X □c Tab
□@□@□@ƒWƒƒƒ“ƒv □c space
□@□@□@,µ,á,ª,Ý □c ,b

Player 2□F
□@□@□@‘O^Ú“®□c□b
□@□@Œã^Ú“®□c□b□cƒWƒ‡ƒCƒXƒeƒBƒbƒN
□@□@□@‰E^Ú“®□c□b
□@□@□@□¶^Ú“®□c□b

□@□@□@‰E□ù‰ñ(ŽžŒv‰ñ,è)□@□c Insert□{ƒWƒ‡ƒCƒXƒeƒBƒbƒN➡
□@□@□@□¶□ù‰ñ(”½ŽžŒv‰ñ,è)□c Insert□{ƒWƒ‡ƒCƒXƒeƒBƒbƒN⬅
□@□@□@‰E•□ŠíŽg—p□c Firebutton,P
□@□@□@□¶•□ŠíŽg—p□c Firebutton,Q

□@□@□@ÀÞ¯¼ÎÞÀÝ□c BackSpace
□@□@□@Ž‹“_•Ï□X □c Enter
□@□@□@ƒWƒƒƒ“ƒv □c RollUp(PgDn)
□@□@□@,µ,á,ª,Ý □c Delete

⚠ 注意

¢,µ,á,ª,Ý£“®□ì,Í□AƒWƒƒƒ“ƒv’†,â□UŒ‚ƒ{ƒ^ƒ“,Æ,Ì‘g,Ý□‡,í,¹,Å,È,¢,Æ”□¶,µ,Ü,¹,ñ□B’P“Æ,Å,Í”□¶,µ,È,¢
,Ì,Å’□^Ó‰º,³,¢□B

⚠ 注意

ƒWƒ‡ƒCƒXƒeƒBƒbƒN,Í□AWindows95,ÌƒRƒ“ƒgƒ□□[ƒ‹ƒpƒlƒ‹,Ì’†,Ì¢ƒWƒ‡ƒCƒXƒeƒBƒbƒN£,É,¨,¢,Ä□³,µ,□Ý’è,µ,Ä‰º,³,¢□B•ªŠòƒP□[ƒuƒ‹,É,æ,Á,Ä,Q,Â□Ú‘±,µ,½□ê□‡,ÍƒWƒ‡ƒCƒXƒeƒBƒbƒN,P,Ì,Ù,©□A’Ç‰Á,Æ,µ,Ä□A□ƒŒ»□Ý,ÌƒWƒ‡ƒCƒXƒeƒBƒbƒN□„,Ì□€–Ú,Å¢ƒWƒ‡ƒCƒXƒeƒBƒbƒN,Q£,Ì□Ý’è,à•K—v,Æ,È,è,Ü,·□B

□Ý’è,Í,e,V¢Device Settings...£,Å•Ï□X‰Â”\,Å,·□B

,Qƒ{ƒ^ƒ“ƒWƒ‡ƒCƒXƒeƒBƒbƒN□{,Qƒ{ƒ^ƒ“ƒWƒ‡ƒCƒXƒeƒBƒbƒN

□@,P□l,Ü,ÅƒvƒŒƒC‰Â”\,Å,·□BƒWƒ‡ƒCƒXƒeƒBƒbƒN,ð,QŒÂ□Ú‘±,µ,Ü,·,ª□A,±,Ì□ê□‡□A,¨Ž□,¿,ÌƒRƒ“ƒsƒ…□[ƒ^,ÉƒQ□[ƒ€ƒ|□[ƒg,ª ,è□A,»,ÌƒQ□[ƒ€ƒ|□[ƒg,É□Ú‘±,·,é“Á•Ê,ÈƒP□[ƒuƒ‹□A¢*ƒQ□[ƒ€ƒ|□[ƒg•ªŠòƒP□[ƒuƒ‹(□¤•i–¼,Å,Í, ,è,Ü,¹,ñ)*£,ª•Ê“r□A•K—v,Å,·□BƒWƒ‡ƒCƒXƒeƒBƒbƒN,à,±,Ì□ê□‡,*QŒÂ•K—v*,Å,·□B

⚠ 注意

,±,Ì‘€□ìƒ^ƒCƒv,É,Â,¢,Ä,Í□A2 Players versus,É,¨,¢,Ä,ÍPlayer,P□l•ª,µ,©‘I,×,Ü,¹,ñ□B‘¼,Ì,P–¼,Í•Ê,Ì‘€□ìƒ^ƒCƒv,ð‘I‘ð,µ,Ä‰º,³,¢□B

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ƒWƒ‡ƒCƒXƒeƒBƒbƒN,P□F□@□¶‘¤ƒŒƒo□[
ƒWƒ‡ƒCƒXƒeƒBƒbƒN,Q□F□@‰E‘¤ƒŒƒo□[

□¶•□ŠíŽg—p□c □¶‘¤Firebutton,P
‰E•□ŠíŽg—p□c ‰E‘¤Firebutton,P
ƒ_ƒbƒVƒ…□c □¶,à,µ,,Í‰EFirebutton,Q
Ž‹“_•Ï□X□c Tab(,P,o‘¤,ÌŽž)□^Enter(,Q,o‘¤,ÌŽž)

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⚠ 注意

¢,µ,á,ª,Ý£“®□ì,Í□AƒWƒƒƒ“ƒv’†,â□UŒ‚ƒ{ƒ^ƒ“,Æ,Ì‘g,Ý□‡,í,¹,Å,È,¢,Æ”□¶,µ,Ü,¹,ñ□B’P“Æ,Å,Í”□¶,µ,È,¢,Ì,Å’□^Ó‰º,³,¢□B

□Ý’è,Í,e,V¢Device Settings...£,Å•Ï□X‰Â”\,Å,·□B

Microsoft<R> SIDEWINDER<TM> GAMEPAD

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ƒ^ƒCƒv,b
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□Ý’è,Í,e,V¢Device Settings...£,Å•Ï□X‰Â”\,Å,·□B

Microsoft<R> SIDEWINDER<TM> GAMEPAD F‘€ìƒ^ƒCƒv,`

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⚠ 注意

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Microsoft<R> SIDEWINDER<TM> GAMEPAD□F‘€□ìƒ^ƒCƒv,a

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⚠ 注意

¢,µ,á,ª,Ý£“®□ì,Í□AƒWƒƒƒ“ƒv’†,â□UŒ,ƒ{ƒ^ƒ“,Æ,Ì‘g,Ý□‡,í,¹,Å,È,¢,Æ”□¶,µ,Ü,¹,ñ□B’P“Æ,Å,Í”□¶,µ,È,¢,Ì,Å’□ˆÓ‰º,³,¢□B

Microsoft<R> SIDEWINDER<TM> GAMEPAD□F‘€□ìƒ^ƒCƒv,b

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•ûŒüƒ{ƒ^ƒ“□cˆÚ“®

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⚠ 注意

¢,µ,á,ª,Ý£“®□ì,Í□AƒWƒƒƒ“ƒv’†,â□UŒ,ƒ{ƒ^ƒ“,Æ,Ì‘g,Ý□‡,í,¹,Å,È,¢,Æ”□¶,µ,Ü,¹,ñ□B’P“Æ,Å,Í”□¶,µ,È,¢,Ì,Å’□ˆÓ‰º,³,¢□B

Microsoft<R> SIDEWINDER<TM> GAMEPADF‘€ìƒ^ƒCƒv‚c

@‘€ì•û–@‚Ì‰ŠúÝ’è‚ÍˆÈ‰º‚Ì’Ê‚è‚Å‚·B

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‚`ƒ{ƒ^ƒ“cƒ_ƒbƒVƒ…
‚aƒ{ƒ^ƒ“cƒKƒ[ƒh
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‚kƒ{ƒ^ƒ“c¶UŒ‚
‚qƒ{ƒ^ƒ“c‰EUŒ‚
Startƒ{ƒ^ƒ“cŽž“_•ÏXAƒXƒ^[ƒgƒ{ƒ^ƒ“

‚wƒ{ƒ^ƒ“cŽg—p‚¹‚¸
‚xƒ{ƒ^ƒ“c¶ù‰ñ
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⚠ 注意

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HOW TO PLAY@m—V,Ñ•ûn

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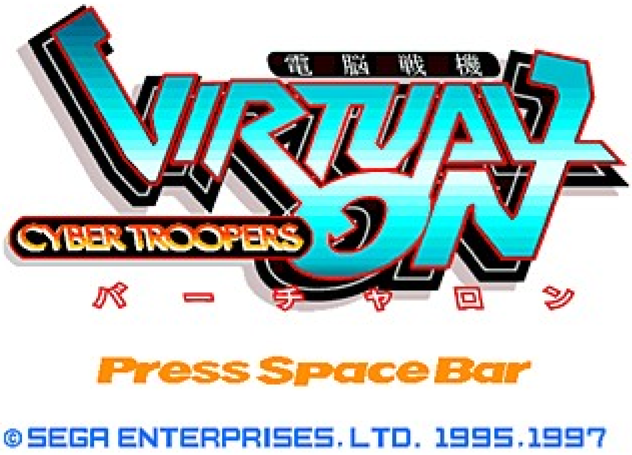
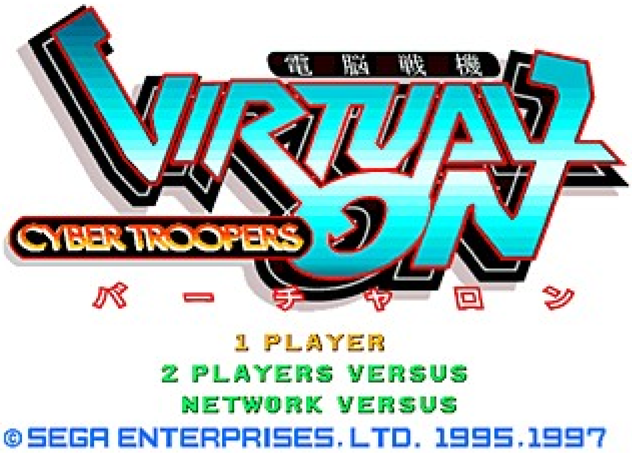

電脳戦機
VIRTUAL ON
CYBER TROOPERS
バーチャロン
Press Space Bar
©SEGA ENTERPRISES. LTD. 1995.1997

ƒ^ƒCƒgƒ‹‰æ–Ê‚Ì‚Æ‚«‚É**ƒXƒy[ƒXƒo[**‚ð‰Ÿ‚·‚ÆAƒ‚[ƒh‘I‘ð‰æ–Ê‚É‚È‚è‚Ü‚·Bƒ‚[ƒh‚Í‘S•”‚Å‚R‚Â‚ ‚è‚Ü‚·Bã‰º‚Å€–Ú‚Ì‘I‘ð‚ð‚µ‚ÄŒˆ’è‚µ‚Ä‚‚¾‚³‚¢B


電脳戦機
VIRTUAL ON
CYBER TROOPERS
バーチャロン
1 PLAYER
2 PLAYERS VERSUS
NETWORK VERSUS
©SEGA ENTERPRISES. LTD. 1995.1997

ƒXƒy[ƒXƒo[‚ð‰Ÿ‚µ‚Äƒ‚[ƒh‚ð‘I‚Ñ‚Ü‚·B

ƒQ[ƒ€ƒ‚[ƒh‚É‚Â‚¢‚Ä‚Í**‚±‚±**‚ðƒNƒŠƒbƒN‚µ‚Ä‰º‚³‚¢B

ƒQ[ƒ€ƒ‚[ƒh

ˆÈ‰º‚ÌÅ‘å‚R‚Â‚Ìƒ‚[ƒh‚ª‚ ‚è‚Ü‚·B

1 Player Mode

1l‚ÅƒRƒ“ƒsƒ…[ƒ^[‚Ì‘€ì‚·‚é‚u‚q‚ÆŽŸX‚Æí‚Á‚Ä‚¢‚ƒ‚[ƒh‚Å‚·B
ƒo[ƒ`ƒƒƒƒCƒh‘I‘ð‰æ–Ê‚ª•\Ž¦‚³‚ê‚é‚Ì‚Å8‘Ì‚Ì’†‚©‚ç‘€ì‚·‚é‹@‘Ì‚ð‘I‘ð‚µ‚Ä‚‚¾‚³‚¢B

¶‰E‚Å‘I‘ð‚µA‚UŒ‚ƒ{ƒ^ƒ“‚ð‰Ÿ‚µ‚ÄŒˆ’è‚µ‚Ä‚‚¾‚³‚¢B‘I‘ð‚³‚ê‚½‚u‚q‚Í–Ú“IƒXƒe[ƒW‚Ö‚ÆƒJƒ^ƒpƒ‹ƒg‚É‚æ‚Á‚ÄŽËo‚³‚êAƒmƒCƒY‰æ–Ê‚ÌŒã‚Aí“¬ŠJŽn‚Æ‚È‚è‚Ü‚·B

2 Players versus

2l‚Å‘Îí‚·‚é‘Îíê—pƒ‚[ƒh‚Å‚·B‚P‰æ–Ê‚ð•ªŠ„‚µ‚½‰æ–Ê‚Åí“¬‚ªs‚í‚ê‚Ü‚·B‚»‚ê‚¼‚êŽ©•ª‚Ì‘€ì‚·‚éƒo[ƒ`ƒƒƒƒCƒh‚ð‘I‘ðEŒˆ’è‚µ‚Ä‰º‚³‚¢B‰æ–Ê•ªŠ„‚Ì•ûŽ®‚Í‚RŽí—Þ‚ ‚è‚Ü‚·B•ªŠ„•ûŽ®‚Í<u>ƒOƒ‰ƒtƒBƒbƒNÝ’è‰æ–Ê</u>‚ÅÝ’è‚Å‚«‚Ü‚·B

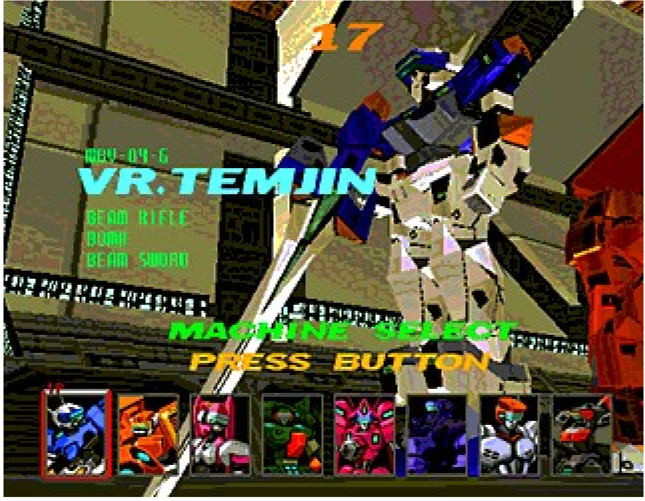
Network versus

’ÊMŠÂ‹«‚ð—˜—p‚µ‚Ä‘ÎíƒvƒŒƒC‚ð‚·‚éƒ‚[ƒh‚Å‚·B**’ÊMƒvƒŒƒCI—¹‚Íe‚X‚ð‰Ÿ‚µ‚ÄI—¹‚µ‚Ä‰º‚³‚¢B**’ÊMƒvƒŒƒC’†‚ÍƒQ[ƒ€‚ÌÝ’è‚ÍƒzƒXƒg‘¤(V‚µ‚¢ƒQ[ƒ€‚ð‘I‘ð‚µ‚½lA‘¼‚ÌƒvƒŒƒCƒ„[‚ªŽQ‰Á‚µ‚Ä—ˆ‚½ê‡AŽQ‰Á‚³‚ê‚½•û‚ðƒzƒXƒg‘¤‚ÆŒÄ‚Ñ‚Ü‚·)‚É]‚¢‚Ü‚·BƒQ[ƒ€’†‚Ì•ÏX‚Ío—ˆ‚Ü‚¹‚ñB

ƒQ[ƒ€ƒvƒŒƒC‚ÌÛ‚Ì‘€ì‚É‚Â‚¢‚Ä‚Í<u>**‚±‚±**</u>‚ðƒNƒŠƒbƒN‚µ‚Ä‰º‚³‚¢B
ƒQ[ƒ€ƒvƒŒƒC‚ÌÛ‚ÉŽg‚¤‘€ì•û–@‚ÌÝ’è‚É‚Â‚¢‚Ä‚Í<u>**‚±‚±**</u>‚ðƒNƒŠƒbƒN‚µ‚Ä‰º‚³‚¢B
ƒQ[ƒ€ƒvƒŒƒC‚ÌÛ‚Ì‰æ–Ê‚ÌÝ’è‚É‚Â‚¢‚Ä‚Í<u>**‚±‚±**</u>‚ðƒNƒŠƒbƒN‚µ‚Ä‰º‚³‚¢B
’ÊM‚ÌÝ’è‚ÉŠÖ‚µ‚Ä‚Í<u>**‚±‚±**</u>‚ðƒNƒŠƒbƒN‚µ‚Ä‰º‚³‚¢B

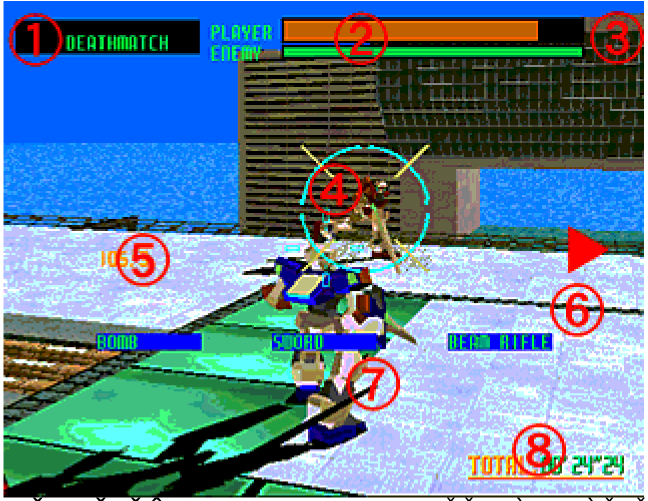
‰æ–Ê‚ÌŒ©•û

ƒo□[ƒ`ƒƒƒ‹ƒCƒh‘I‘ð‰æ–Ê


17
MBV-04-G
VR.TEMJIN
BEAM RIFLE
BOMB
BEAM SWORD
MACHINE SELECT
PRESS BUTTON

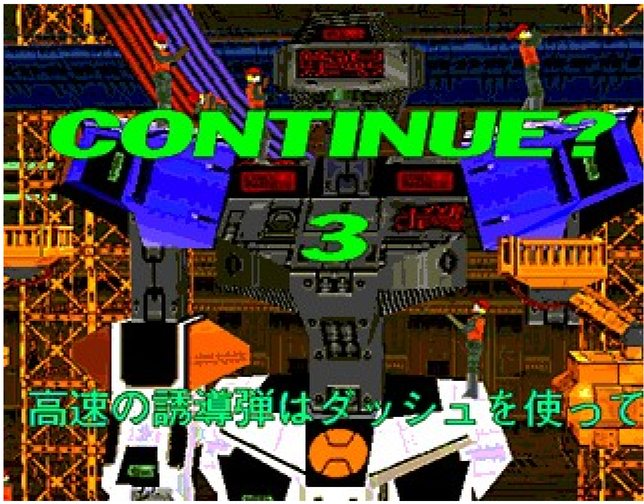
□¶‰E‚Å‘I‘ð□B□UŒ‚ƒ{ƒ^ƒ“‚ÅŒˆ’è‚Å‚·□B**‚e‚U¢ƒ‚□[ƒh□Ý’è£**‚Å□A**Quick VR Select**‚ð‘I‘ð‚µ‚Ä‚¢‚é□ê□‡‚Í□A‚±‚Ì‰æ–Ê‚ªŠÈ—ª‰»‚³‚ê‚½‚à‚Ì‚É•Ï□X‚³‚ê‚Ü‚·□B

□í“¬‰æ–Ê


①
DEATHMATCH
PLAYER
ENEMY
②
③
④
106
⑤
⑥
BOMB
SWORD
BEAM RIFLE
⑦
⑧
TOTAL 00'24"24

‚P**Žc‚èŽžŠÔ**□@□@□@□@□@□@1Žž□‡‚Ì□§ŒÀŽžŠÔ□B0‚É‚È‚é‚Æ□í“¬□I—¹□B
‚Q**ƒGƒlƒ‹ƒM□[ƒQ□[ƒW**□@□@ƒ_ƒ□□[ƒW‚ðŽó‚¯‚é‚ÆŒ¸‚Á‚Ä‚¢‚□B□ã‚ªƒvƒŒƒCƒ„□[□A‰º‚ª‘Î□í‘ŠŽè‚ÌƒQ□[ƒW□B
‚R**Žæ“¾ƒ‰ƒEƒ“ƒh□”**□@□@□@Žæ“¾‚µ‚½ƒ‰ƒEƒ“ƒh‚Ì□”‚¾‚¯□Ô‚“h‚ç‚ê‚é□B
‚S□**Æ□€**□@□@□@□@□@□@□@‘ŠŽè‚É‘_‚¢‚ð•t‚¯‚Ä□Aˆê’èŽžŠÔŒo‰ß‚µ‚½□ê□‡‚É□oŒ»‚·‚é□B’Ê□í‚Í□Â□A□Ú‹ß‚µ‚½□ê□‡‚ÍŠO‘¤‚É□Ô‚¢□Æ□€‚ªŒ»‚ê‚é□B
‚T**‹——£Œv**□@□@□@□@□@□@□@“G‚Æ‚Ì‹——£□B
‚U**–î ˆó**□@□@□@□@□@□@□@“G‚ª‰æ–ÊŠO‚É□o‚é‚Æ•\Ž¦‚³‚ê□A“G‚ª‚Ç‚Ì•ûŒü‚É‚¢‚é‚©‚ð’m‚ç‚¹‚é□B
‚V**•□‘•ƒQ□[ƒW**□@□@□@□@□@□¶□A—¼Žè□A‰E□UŒ‚‚É‘Î‰ž‚µ‚½•□Ší‚Ì–¼□Ì‚ÆŽc’e—Ê‚ðŽ¦‚·□B□Ô‚‚È‚é‚ÆŽg—p•s”\‚É‚È‚è□AŽžŠÔŒo‰ß‚É‚æ‚è‰ñ•œ‚·‚é□B
‚W**‘□ŒvŒo‰ßŽžŠÔ**□@□@□@□@ƒ‰ƒEƒ“ƒh1‚©‚ç‚ÌƒvƒŒƒC‘□ŒvŽžŠÔ□B□@

CONTINUE & GAMEOVER



ƒRƒ“ƒeƒBƒjƒ…□[,·,é□ê□‡,Í**ƒXƒy□[ƒXƒo□[**,ð‰Ÿ,µ,Ä‰º,³,¢□BƒRƒ“ƒsƒ…□[ƒ^□[,Ì‘€,éƒo□[ƒ`ƒƒƒ□ƒCƒh(,u,q),É•‰,¯,é,Æ□AƒRƒ“ƒeƒBƒjƒ…□[‰æ–Ê,É,È,è□A□§ŒÀŽžŠÔ“à,ÉƒXƒ^□[ƒgƒ{ƒ^ƒ“,ð‰Ÿ,·,Æ□A,u,q‘I‘ð‰æ–Ê,É,È,è,Ü,·□B,±,±,Å□V,½,È,u,q,ð‘I,Ô,±,Æ,à,Å,«,Ü,·□B•‰,¯,½ƒXƒe□[ƒW,©,çƒQ□[ƒ€,ª□ÄŠJ,µ,Ü,·□BƒRƒ“ƒeƒBƒjƒ…□[,µ,È,¢,Æ,«,ÍƒQ□[ƒ€ƒI□[ƒo□[,É,È,è,Ü,·□B

⚠ 注意

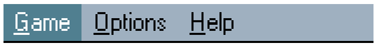
2 Players versus,ÅƒvƒŒƒC,µ,Ä,¢,Ä□ADraw Game(ˆø,«•ª,¯),É,È,Á,½□ê□‡□A,P,o□A,Q,o‘¤,Æ,à,É“¯Žž,ÉƒRƒ“ƒeƒBƒjƒ…□[‰æ–Ê,É,È,è,Ü,·□B,±,ÌŽž**ƒXƒy□[ƒXƒo□[**,ð‰Ÿ,·,Æ□A,P,o□A,Q,o‘¤,Æ,à,É“¯Žž,ÉƒRƒ“ƒeƒBƒjƒ…□[,ð□s,¢,Ü,·□B2 Players versusƒQ□[ƒ€,ð□I—¹,µ,½,¢□ê□‡,Í□AƒRƒ“ƒeƒBƒjƒ…□[,ð□s,í,È,¢,ÅƒQ□[ƒ€ƒI□[ƒo□[,É,·,é,©□AAlt+F2,ÅƒŠƒXƒ^□[ƒg,ð□s,Á,Ä‰º,³,¢□B

⚠ 注意

Network versus,ÅƒvƒŒƒC,µ,Ä,¢,é□ê□‡,Í□AŽ©“®“I,ÉƒRƒ“ƒeƒBƒjƒ…□[,ð□s,¢,Ü,·□B’Ê□MƒQ□[ƒ€,ð□I—¹,µ,½,¢□ê□‡,Í,e,X,ð‰Ÿ,µ,Ä‰º,³,¢□B

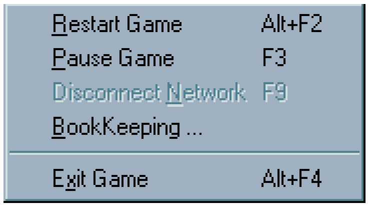
MENU BAR@[ƒƒjƒ…[ƒo[]

@ƒQ[ƒ€,ð‹N“®,µ,Ä,¢,éó‘Ô,ÅA,e,RAAltƒL[,à,µ,,Í,e,P,OƒL[,ð‰Ÿ,·,ÆA ƒƒjƒ…[ƒo[,ª•\Ž¦,³,ê,Ü,·B


Game
Options
Help

cƒƒjƒ…[ƒo[,ÌƒOƒ‰ƒtƒBƒbƒN,Ìã,ðƒNƒŠƒbƒN,µ,ÄŠeƒRƒ}ƒ“ƒh,ÌÚ×,ðŠm”F,µ,Ä‰º,³,¢B

,f,`,l,d


Restart Game Alt+F2
Pause Game F3
Disconnect Network F9
BookKeeping ...
Exit Game Alt+F4

ƒQ□[ƒ€Ž©‘Ì,ÌƒVƒXƒeƒ€‹@”\,Å,·□BƒNƒŠƒbƒN,µ,ÄŠe□€–Ú,Ì□Ú□×□î•ñ,ðŽQ□Æ,µ,Ä‰º,³,¢□B

Restart Game **FƒQ[ƒ€,ÌÄƒXƒ^[ƒg**

@ƒQ[ƒ€,ðƒŠƒZƒbƒg,µAƒQ[ƒ€,ðÄ,ÑÅ‰,©,çŽn,ß,é,æ,¤,É,µ,Ü,·BŒ»ÝƒvƒŒƒC,µ,Ä,¢,éƒXƒe[ƒW,à‹§I—¹,³,ê,Ü,·,Ì,Å,²’ˆÓ‰º,³,¢B

@@ƒVƒ‡[ƒgƒJƒbƒgƒL[F,`,Œ,”{,e,Q
@@ƒzƒbƒgƒL[(±¸¾½·°)F,q

Pause Game FƒQ[ƒ€,Ìƒ|[ƒY

@ƒQ[ƒ€,ðˆêŽž’âŽ~,É,µ,Ü,·B‰æ–Ê,É,o,`,t,r,d,Ì•¶Žš,ª•\Ž¦,³,ê,Ü,·BˆêŽž’âŽ~Žž,ÉÄ,Ñ‰Ÿ,·,ÆƒQ[ƒ€,ðÄŠJ,µ,Ü,·B

@@ƒVƒ‡[ƒgƒJƒbƒgƒL[F,e,R
@@ƒzƒbƒgƒL[(±¸¾½·°)F,o

Disconnect Network□@□F□@ƒlƒbƒgƒ□□[ƒN□Ø’f

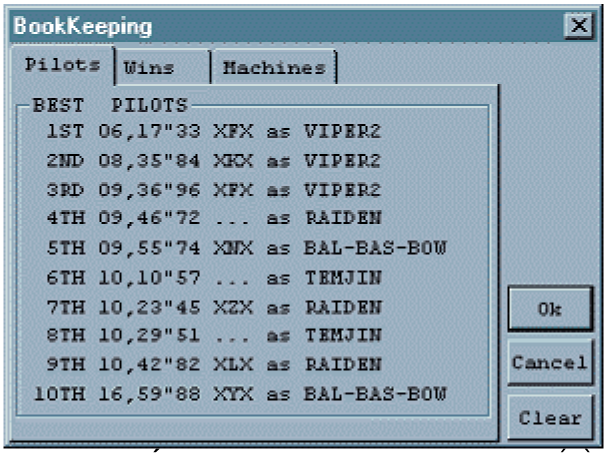
□@ƒlƒbƒgƒ□□[ƒN□^’Ê□Mƒ,□[ƒh,É“ü,Á,Ä,¢,éŽž,É—LŒø,Å,·□B□Ú‘±,µ,Ä,¢,È,¢,Æ,«,Í‘I‘ð,Å,«,È,¢,æ,¤
,É,È,Á,Ä,¢,Ü,·□B□Ú‘±’†,É‘I‘ð,·,é,Æ□Aƒlƒbƒgƒ□□[ƒN(’Ê□M)‘Î□í,ð□I—¹,·,éƒ_ƒCƒAƒ□ƒOƒ{ƒbƒNƒX,ª,Å,Ü,·□B

□@□@ƒVƒ‡□[ƒgƒJƒbƒgƒL□[□F,e,X
□@□@ƒzƒbƒgƒL□[(±¸¾½·°)□F,m

ƒlƒbƒgƒ□□[ƒN□Ú‘±,ÉŠÖ,µ,Ä,Ì□Ú□×,Í**,±,±**,ðƒNƒŠƒbƒN,µ,Ä‰º,³,¢□B

BookKeeping...

□@fo□[f`fff□f“,ðfvfŒfC,µ,½‰ß’ö,Å,Å,«,½—l□X,È‹L˜^,ðŒ©,é,±,Æ,ª□o—ˆ,Ü,·□B,R,Â,Ìf^fu,ª, ,è□A,RŽí—Þ,Ì‹L˜^,ªf`fFfbfN,Å,«,Ü,·□B



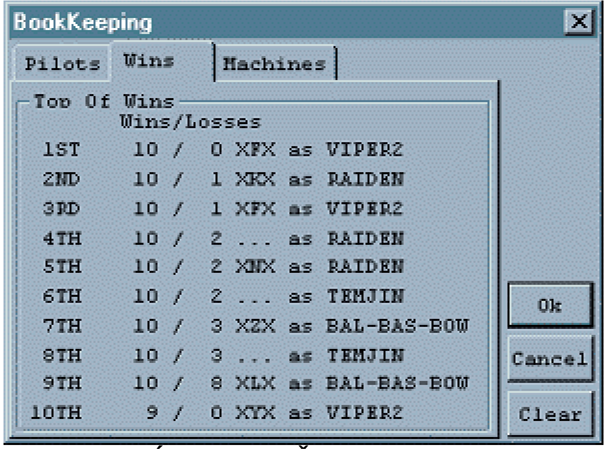
BookKeeping

Pilots | Wins | Machines

```
BEST  PILOTS
  1ST 06,17"33 XFX as VIPER2
  2ND 08,35"84 XKX as VIPER2
  3RD 09,36"96 XFX as VIPER2
  4TH 09,46"72 ... as RAIDEN
  5TH 09,55"74 XNX as BAL-BAS-BOW
  6TH 10,10"57 ... as TEMJIN
  7TH 10,23"45 XZX as RAIDEN
  8TH 10,29"51 ... as TEMJIN
  9TH 10,42"82 XLX as RAIDEN
 10TH 16,59"88 XYX as BAL-BAS-BOW
```

Ok Cancel Clear

,Pfy□[fW–Ú□^Pilots□F□@fQ□[f€fI□[fo□[,É,È,é,Ü,Å,ÌfNfŠfAŽžŠÔ,Å,·□B’Z,¢,Ù,Ç□ã ˆÊ,Éf‰f“fN,³,ê,Ü,·□B



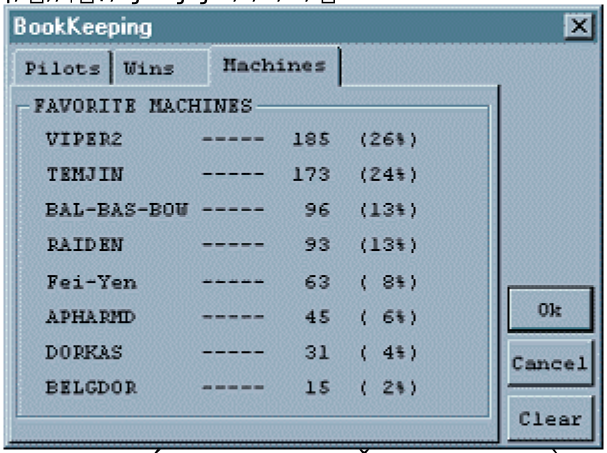
BookKeeping

Pilots | Wins | Machines

```
Top Of Wins
        Wins/Losses
 1ST     10 /  0 XFX as VIPER2
 2ND     10 /  1 XKX as RAIDEN
 3RD     10 /  1 XFX as VIPER2
 4TH     10 /  2 ... as RAIDEN
 5TH     10 /  2 XNX as RAIDEN
 6TH     10 /  2 ... as TEMJIN
 7TH     10 /  3 XZX as BAL-BAS-BOW
 8TH     10 /  3 ... as TEMJIN
 9TH     10 /  8 XLX as BAL-BAS-BOW
10TH      9 /  0 XYX as VIPER2
```

Ok Cancel Clear

,Qfy□[fW–Ú□^,v,‰,Ž,“□F□@fQ□[f€fI□[fo□[,É,È,é,Ü,Å‰½□Ÿ‰½”s,¾,Á,½,©□A□Ÿ—¦,Ì□‚,¢□‡,Éf‰f“fN,³,ê,Ü,·□B



BookKeeping

Pilots | Wins | Machines

```
FAVORITE MACHINES
  VIPER2       -----  185  (26%)
  TEMJIN       -----  173  (24%)
  BAL-BAS-BOW  -----   96  (13%)
  RAIDEN       -----   93  (13%)
  Fei-Yen      -----   63  ( 8%)
  APHARMD      -----   45  ( 6%)
  DORKAS       -----   31  ( 4%)
  BELGDOR      -----   15  ( 2%)
```

Ok Cancel Clear

,Rfy□[fW–Ú□^,l,□,f,ˆ,‰,Ž,…,“□F□@,Ç,Ìfo□[f`fff□fCfh,ª‘½,Žg—p,³,ê,½,©,Ì’ÊŽZ‰Ò“—¦,Å,·□B

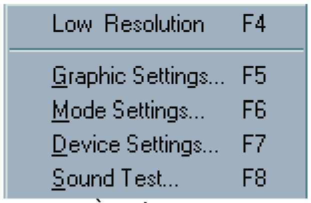
* **Clearƒ{ƒ^ƒ“:**□@‹L˜^“à—e,ð□Á‹Ž,µ,Ü,·□B

Exit Game □FƒQ□[ƒ€,Ì□I—¹

□@ƒo□[ƒ`ƒƒƒ□ƒ“,Ìƒvƒ□ƒOƒ‰ƒ€,ð□I—¹,µ,Ü,·□B

□@□@ƒVƒ‡□[ƒgƒJƒbƒgƒL□[□F,`,Œ,”□{,e,S
□@□@ƒzƒbƒgƒL□[(±¸¾½·°)□F,w
□@

,n,o,s,h,n,m,r


Low Resolution F4
Graphic Settings... F5
Mode Settings... F6
Device Settings... F7
Sound Test... F8

ƒQ□[ƒ€,Ì'€□ì□EƒOƒ‰ƒtƒBƒbƒNŠÂ‹«,ð•Ï□X,·,é,à,Ì,Å,·□BƒNƒŠƒbƒN,µ,Ä□Ú□×□î•ñ,ðŽQ□Æ,µ,Ä‰º,³,¢□B

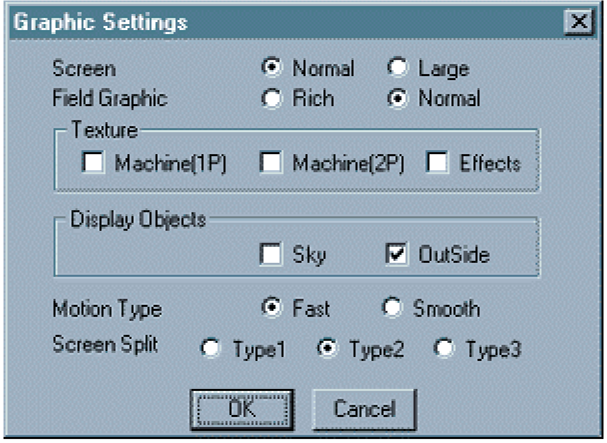
High(Low) Resolution

□@ƒL□[,ð‰Ÿ,·–ˆ,É(,à,µ,,Í‘I‘ð,³,ê,é–ˆ,É)□AƒQ□[ƒ€‰æ–Ê,ª□,‰ð‘œ“x•\Ž¦,©□A’á‰ð‘œ“x•\Ž¦,É,È,é,©,ð□Ø,è‘Ö,¦,ç,ê,Ü,·□B,±,±,ÉHigh Resolution,ª•\Ž¦,³,ê,Ä,¢,éŽž,É‰Ÿ,·,Æ□,‰ð‘œ“x,É□Ø,è‘Ö,¦,ç,ê,Ü,·□B,±,±,ÉLow Resolution,ª•\Ž¦,³,ê,Ä,¢,éŽž,É‰Ÿ,·,Æ’á‰ð‘œ“x,É□Ø,è‘Ö,¦,ç,ê,Ü,·□B

ƒVƒ‡□[ƒgƒJƒbƒgƒL□[□F,e,S
ƒAƒNƒZƒXƒL□[□@□@□@□F,È,µ

Graphic Settings...^fOf‰ftfBfbfNÝ’è‰æ–Ê F5

@fQ[f€,Ì‰æ‘œÝ’è,ð•ÏX,Å,«,Ü,·B,¨Ž,¿,ÌfRf“fsf…[f^,É,æ,Á,Ä,Í‘I‘ð,Å,«,È,©,Á,½,èA,¤ ,Ü,‹@”\,µ,È,¢ê‡,ª, ,è,Ü,·B



Screen ● Normal ○ Large
Field Graphic ○ Rich ● Normal
Texture ☐ Machine(1P) ☐ Machine(2P) ☐ Effects
Display Objects ☐ Sky ☑ OutSide
Motion Type ● Fast ○ Smooth
Screen Split ○ Type1 ● Type2 ○ Type3

@@fVf‡[fgfJfbfgfLF,e,T
@@fzfbfgfL[(±¸¾½·°)F,f

Screen@F‰æ–Ê,Ì•\Ž¦f^fCfv,ð‘I‘ð

› Normal@Ff,fjf^‰æ–Ê,æ,è¬,³,ß,Ì‰æ–Ê•\Ž¦,ðs,¢,Ü,·B
› Large Ff,fjf^‰æ–Ê,ðˆê”t,ÉŽg,Á,Ä•\Ž¦,µ,Ü,·B

Field Graphic@Fí“¬‰æ–Ê,Ì’nŒ`,ÌfefNfXf`ff,ÌŽ¿

› Rich@ F‘S,Ä—Ç,¢fefNfXf`ff,Å•\Ž¦,µAfXfe[fW,S,Ì–ØX,à•\Ž¦,µ,Ü,·B
› Normal F’Êí,ÌfefNfXf`ff,Å•\Ž¦,µAfXfe[fW,S,Ì–ØX,ð•\Ž¦,µ,Ü,¹,ñB

Texture@FŠeŽífefNfXf`ff,ÌOn/Off

› Machine[1P]FPlayer1fo[f`fffCfh,ÌfefNfXf`ff,ª,Â,«,Ü,·B
› Machine[2P]FPlayer2fo[f`fffCfh,ÌfefNfXf`ff,ª,Â,«,Ü,·B
› Effects F”š”,â’e,ÌfefNfXf`ff,ð,Â,¯,Ü,·B

Display Objects@F’n–Êf|fŠfSf“,Ì•\Ž¦On/Off

› Sky Ff`fFfbfN,³,ê,Ä,¢,éê‡A‹ó,ð•\Ž¦,µ,Ü,·B
› Outside Ff`fFfbfN,³,ê,Ä,¢,éê‡A’n–Ê,ÌŠO‘¤,Ì•¨‘Ì,Ì•\Ž¦,ð,µ,Ü,·B

Motion Type@F“®,«(fAfjf[fVf‡f“),ð,Ç,¤,·,é,©B

› Fast Fr,¢fAfjf[fVf‡f“,Å,·,ªAˆ—Ž,¿,Ì‰Â”\«,Í,Ù,Æ,ñ,Ç ,è,Ü,¹,ñB
› Smooth F,È,ß,ç,©,ÈfAfjf[fVf‡f“,Å,·,ªAf,[fh,É,æ,Á,Äˆ—Ž,¿,·,é,± ,Æ,ª, ,è,Ü,·B

Screen Split@F,QPlayersf,[fh,ÌŽž,Ì‰æ–Ê•ªŠ„f^fCfv,Ì‘I‘ð,Å,·B

› Type,P F‰æ–Ê,ª¶‰E…•½,É,È,ç,Ñ,Ü,·B
› Type,Q F‰æ–Ê,ª¶‰E,¸,ê,Ä,È,ç,Ñ,Ü,·B
› Type,R F‰æ–Ê,ªã‰º,¸,ê,Ä,È,ç,Ñ,Ü,·B

Mode Settings...□^ƒ,□[ƒh□Ý’è‰æ–Ê   F6

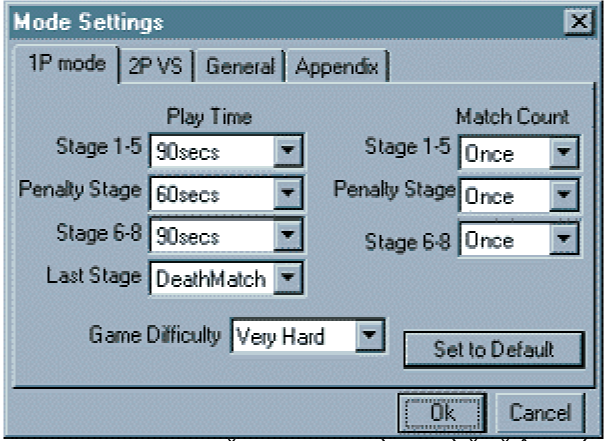
1 Player Mode□A2 Players versus□ANetwork versus□AGeneral(‹¤’ÊŽ–□€)□@Šeƒ,□[ƒhŽž,Ì□Ý’è,ð•Ï□X,Å,«,Ü,·□BŠeƒ^ƒu,ð‘I‘ð,µ,Ä‰º,³,¢□B

□@□@ƒVƒ‡□[ƒgƒJƒbƒgƒL□[□F,e,U

□@□@ƒzƒbƒgƒL□[(±¸¾½·°)□F,l

ˆÈ‰º,Ì□€–Ú,ª□Ý’è,Å,«,Ü,·□B

,P,o□@,l,□,„,…□@ƒ^ƒu‰æ–Ê□@□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□


Mode Settings
1P mode
2P VS
General
Appendix
Set to Default
Ok
Cancel

Play Time
Stage 1-5: 90secs
Penalty Stage: 60secs
Stage 6-8: 90secs
Last Stage: DeathMatch

Match Count
Stage 1-5: Once
Penalty Stage: Once
Stage 6-8: Once

Game Difficulty: Very Hard

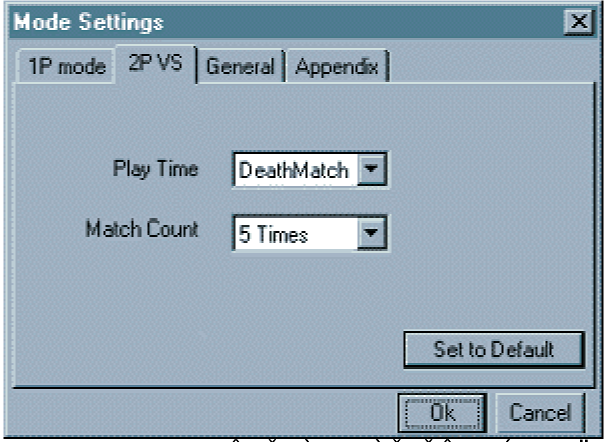
Play Time□@□FŠeƒXƒe□[ƒW,Ì□§ŒÀŽžŠÔ,ð□Ý’è,µ,Ü,·□B

Match count□FŠeƒXƒe□[ƒW,ÌƒZƒbƒg□”,ð□Ý’è,µ,Ü,·□B,±,Ì–{□”,¾,¯□æ,É□Ÿ—˜,µ,½ƒvƒŒƒCƒ„□[,ª□ŸŽÒ,É,È,è,Ü,·□B

Game Difficulty□FƒRƒ“ƒsƒ…□[ƒ^‘Î□íŽž□A“G,Ì‹,³,ð□Ý’è,Å,«,Ü,·□B1 Player ModeŽž,Ì,Ý□Ý’è‰Â”\,Å,·□B,S’iŠK,Ì“ïˆÕ“x,©,ç‘I‘ð,Å,«,Ü,·□B□‰Šú□Ý’è,ÍNormal,Å,·□B

Set to Default□@□F□‰Šú□Ý’è,É–ß,µ,Ü,·□B

,Q,o□@,l,□,„,…□@ƒ^ƒu‰æ–Ê□@□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□


Mode Settings
1P mode
2P VS
General
Appendix
Set to Default
Ok
Cancel

Play Time: DeathMatch
Match Count: 5 Times

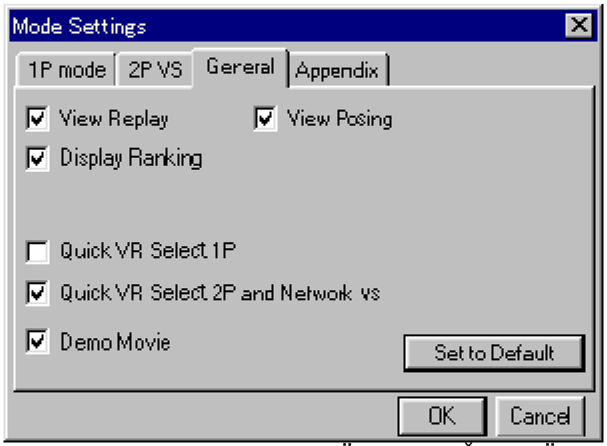
Play Time□@□F‘Î□íŽž,Ì□§ŒÀŽžŠÔ,ð□Ý’è,µ,Ü,·□B

Match count□F‘Î□íŽž,ÌƒZƒbƒg□”,ð□Ý’è,µ,Ü,·□B,±,Ì–{□”,¾,¯□æ,É□Ÿ—˜,µ,½ƒvƒŒƒCƒ„□[,ª□ŸŽÒ,É,È,è,Ü,·□B

Set to Default□@□F□‰Šú□Ý’è,É–ß,µ,Ü,·□B

□@

,f,…,Ž,□,’,□,Œ□@ƒ^ƒu‰æ–Ê□@□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□\□

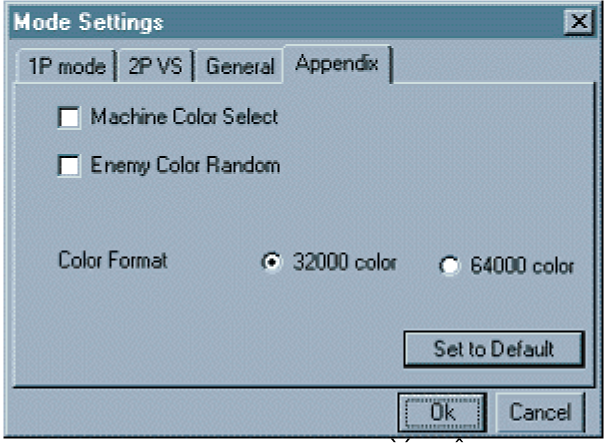

Mode Settings

1P mode | 2P VS | General | Appendix

☑ View Replay ☑ View Posing
☑ Display Ranking
☐ Quick VR Select 1P
☑ Quick VR Select 2P and Network vs
☑ Demo Movie

View Replay FŸ”sŒˆ’…ŽžAŸ•‰,ª,Â,¢,½uŠÔ,ÌƒŠƒvƒŒƒC,ð•\Ž¦,·,é,©,Å,·B
View Posing FŸ”sŒˆ’…ŽžAƒo[ƒ`ƒƒƒƒCƒh,Ìƒ|[ƒY,ð•\Ž¦,·,é,©,Å,·B
Display Ranking Fƒƒƒ,,É,¨,¢,Äƒ‰ƒ“ƒLƒ“ƒO•\Ž¦,ðs,¤,©,Å,·B
Demo Movie Fƒƒƒ,,É,¨,¢,Äƒ€[ƒr[,ðÄ¶,·,é,©,Ç,¤,©,Å,·B
Quick VR Select 1P@F1 Player ModeŽžƒo[ƒ`ƒƒƒƒCƒh‘I‘ð‰æ–Ê,ðŠÈ—ª
‰»,µ,½,à,Ì,É,µ,Ü,·B
**Quick VR Select 2P and NetworkF,QPlayer versusANetwork
versus**Žž,Éƒo[ƒ`ƒƒƒƒCƒh‘I‘ð‰æ–Ê,ðŠÈ—ª
‰»,µ,½,à,Ì,É,µ,Ü,·B
Set to Default@F‰ŠúÝ’è,É–ß,µ,Ü,·B

**,`,,,…,Ž,„,‰,˜@ƒ^ƒu‰æ–Ê@\\\\\**


Mode Settings

1P mode | 2P VS | General | Appendix

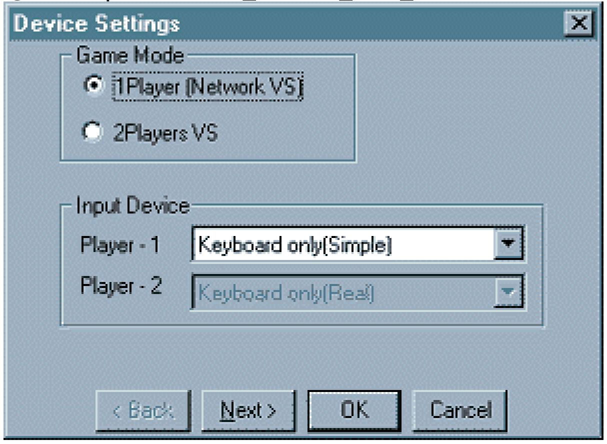
☐ Machine Color Select
☐ Enemy Color Random

Color Format ● 32000 color ○ 64000 color

Machine Color SelectF,±,ÌÁª¯¸Îÿ¯¸½,ðON,É,·,é,ÆŽ©ƒo[ƒ`ƒƒƒƒCƒh,ÌƒJƒ
‰[ƒZƒŒƒNƒg,ª,Å,«,Ü,·BƒoLƒ`ƒƒƒƒCƒh‘I‘ð‰æ–Ê,É,¨,¢,Ä**ã‰º,ÅƒJƒ
‰[,ð•ÏX**,Å,«,Ü,·BŒˆ’è,Í’Ê,í,Æ“¯,¶,Å,·B
Enemy Color Random@F,±,ÌÁª¯¸Îÿ¯¸½,ðON,É,·,é,Æ“GƒJƒ‰[,ðƒ‰ƒ“ƒ_ƒ€,ÉƒJƒ
‰[ƒZƒŒƒNƒg,ðs,Á,Ä“oê,³,¹,é,©,ð‘I,×,Ü,·B
Color Format@F’Êí,A,¨Žg,¢,ÌƒRƒ“ƒsƒ…[ƒ^[,ÌŠÂ‹«,É‡,í,¹,ÄƒJƒ
‰[Ý’è,ð’²®,µ,Ü,·,ªA,Ü,ê,É’²®,ª,¤,Ü,s,©,È,¢‹@Ží,ª, ,è,Ü,·B,»,Ìê‡A,
±,ÌÝ’è,ð•Ï,¦,Ä,Ý,ÄA“K“–,ÈƒJƒ‰[,É, ,í,¹,Ä,,¾,³,¢B
Set to Default@F‰ŠúÝ’è,É–ß,µ,Ü,·B

Device Settings... ^ƒfƒofƒCƒXÝ’è   F7

@Šeƒ‚[ƒh,É‚¨‚¢‚Ä‚Ç‚ÌƒfƒofƒCƒX^‘€ì•û–@‚ð‘I‚Ô‚©‚ð•ÏX‚Å‚«‚Ü‚·BÚ‘±‚³‚ê‚Ä‚¢‚È‚¢ƒfƒofƒCƒX‚ð‘I‘ð‚·‚é‚Æ‘€ì‚ª‚Å‚«‚È‚‚È‚é‚Ì‚Å‚²’ˆÓ‰º‚³‚¢B•K‚¸Ú‘±‚³‚ê‚Ä‚¢‚éƒfƒofƒCƒX^‘€ì•û–@‚ð‘I‘ð‚µ‚Ä‰º‚³‚¢B‚Ü‚½ðŒ‚É‚æ‚Á‚Ä‘I‚×‚È‚¢‚à‚Ì‚à‘I‘ð‚Å‚«‚È‚‚È‚è‚Ü‚·B


Device Settings

Game Mode
- ● 1Player (Network VS)
- ○ 2Players VS

Input Device
- Player - 1: Keyboard only(Simple)
- Player - 2: Keyboard only(Real)

@@ƒVƒ‡[ƒgƒJƒbƒgƒL[F‚e‚V
@@ƒzƒbƒgƒL[(±¸¾½·°)F‚c

Game ModeF
@1 Player(Network VS)@F‚P‚of‚[ƒh‚Æ‚A’Ê‚M‘Îí‚[ƒhŽž‚Ì‘€ì•û–@‚ðŒˆ‚ß‚Ü‚·B
2 Players VS@F‚Q‚of‚[ƒh‚ÌŽž‚Ì‘€ì•û–@‚ðŒˆ‚ß‚Ü‚·B

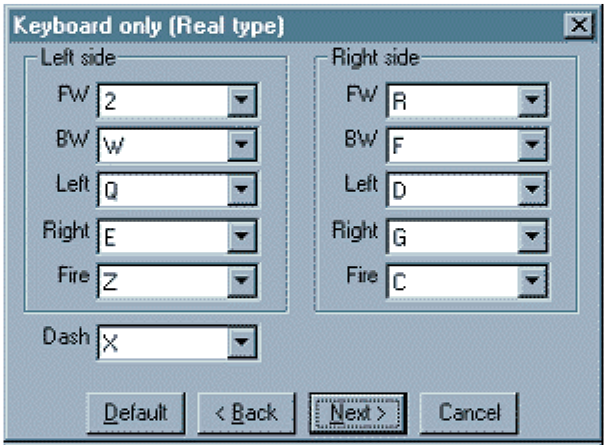
Input DeviceF
@Player-1APlayer-2‚»‚ê‚¼‚ê‚Å‚Ç‚Ì‘€ì•û–@‚ðŽg‚¤‚©‘I‚ð‚µ‚Ü‚·BŽg—p‚Å‚«‚é‘€ì•û–@‚ÍA

Keyboard Only(Real) FƒIƒŠƒWƒiƒ‹‚Æ“¯‚¶‘€ìŠ´Šo‚ðƒL[ƒ{[ƒh‚ÅÄŒ»‚µ‚Ü‚·B
Keyboard Only(Simple)FQ[ƒ€ƒpƒbƒh‚Ì‚æ‚¤‚È‘€ìŠ´Šo‚ðƒL[ƒ{[ƒh‚ÅÄŒ»‚µ‚Ü‚·B
Joystick + Keyboard   FƒWƒ‡ƒCƒXƒeƒBƒbƒN‚ÆƒL[ƒ{[ƒh‚Å‚·B
2 Joysticks   FƒWƒ‡ƒCƒXƒeƒBƒbƒN‚Q–{‚Å‚·B
Microsoft(R) SideWinder(TM)
GamepadFMicrosoft(R)ŽÐƒTƒCƒhƒEƒCƒ“ƒ_[(TM)ƒQ[ƒ€ƒpƒbƒh‚ðŽg‚¢‚Ü‚·B

Back   F‘O‚ÌÝ’è‰æ–Ê‚É–ß‚è‚Ü‚·B
Next@@F‘€ì•û–@‚ÌÝ’èŒãA×‚©‚¢ƒL[”z’u‚ðÝ’è‚µ‚½‚¢ê‡‚âA•ÏX‚µ‚½ƒL[”z’u‚ðÝ’è‚·‚éê‡‚É‰Ÿ‚µ‚Ä‰º‚³‚¢B
OK   FŒ»Ý‚ÌÝ’è‚Å—Ç‚¯‚ê‚ÎOK‚Å‚·B
Cancel   FƒLƒƒƒ“ƒZƒ‹‚µ‚Ü‚·B
Default@F‰ŠúÝ’è‚É–ß‚µ‚Ü‚·B

ƒL[”z’u‰æ–Ê‚Å‚Íˆµ‚¢‚â‚·‚¢‚æ‚¤‚ÉƒL[‚ðÝ’è‚µ‚Ä‰º‚³‚¢B‚½‚¾‚µAMicrosoft(R)ŽÐƒTƒCƒhƒEƒCƒ“ƒ_[(TM)ƒQ[ƒ€ƒpƒbƒh‚Ìƒpƒbƒh‚ÌÝ’è‚`‚d‚ÍA•ÏX‚Å‚«‚éÝ’è‚É‚Í‚È‚Á‚Ä‚¨‚è‚Ü‚¹‚ñB

<‰æ–Ê‚Ì—á„

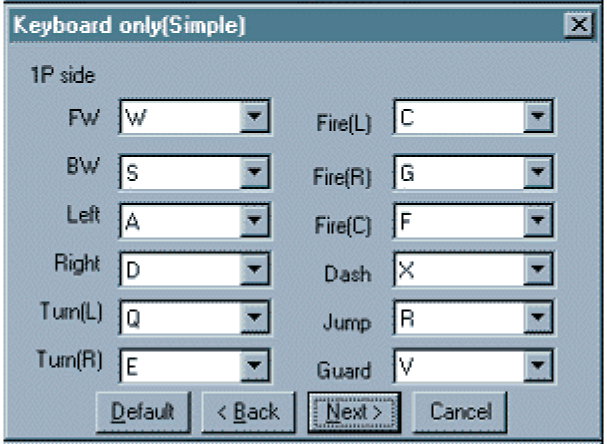


Keyboard only (Real type)

	Left side	Right side
FW	2	R
BW	W	F
Left	Q	D
Right	E	G
Fire	Z	C

Dash: X

Default
< Back
Next >
Cancel

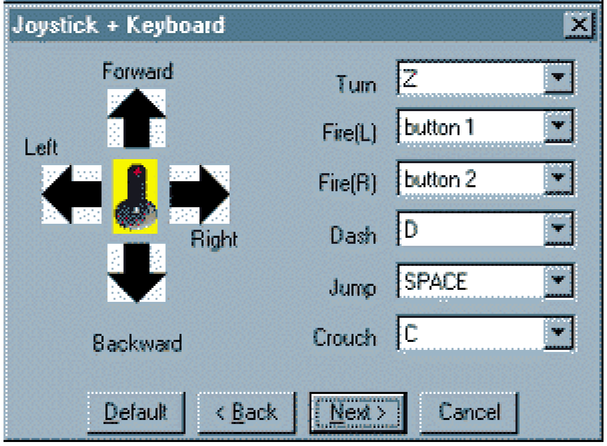


Keyboard only(Simple)

1P side

FW	W	Fire(L)	C
BW	S	Fire(R)	G
Left	A	Fire(C)	F
Right	D	Dash	X
Turn(L)	Q	Jump	R
Turn(R)	E	Guard	V

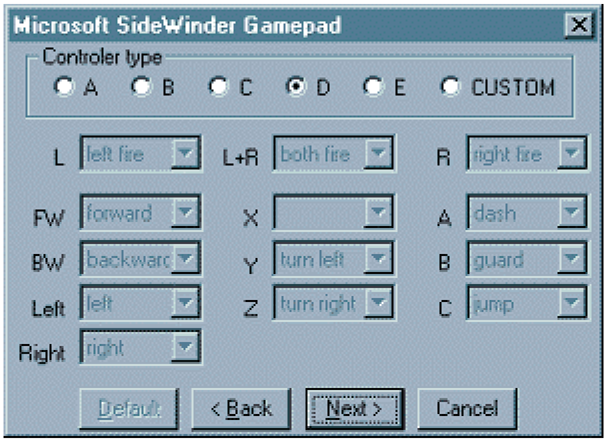
Default
< Back
Next >
Cancel



Joystick + Keyboard

Turn	Z
Fire(L)	button 1
Fire(R)	button 2
Dash	D
Jump	SPACE
Crouch	C

Forward
Left
Right
Backward
Default
< Back
Next >
Cancel



Microsoft SideWinder Gamepad

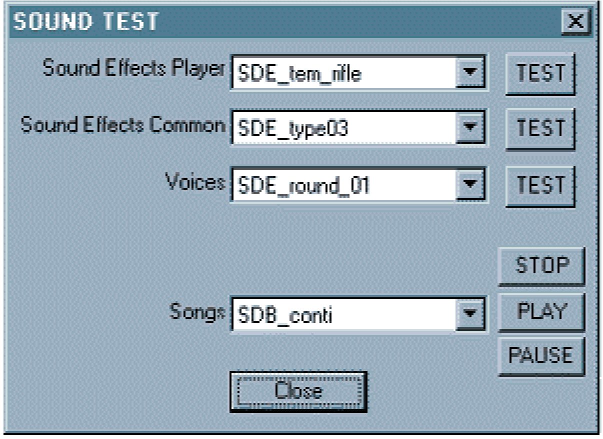
Controler type
○ A ○ B ○ C ● D ○ E ○ CUSTOM

L: left fire
L+R: both fire
R: right fire
FW: forward
X:
A: dash
BW: backwarc
Y: turn left
B: guard
Left: left
Z: turn right
C: jump
Right: right

Default
< Back
Next >
Cancel

Sound Test... ^ƒTƒEƒ“ƒhƒeƒXƒg   F8

@ƒQ[ƒ€’†,ÅŽg—p,³,ê,Ä,¢,éƒTƒEƒ“ƒhƒGƒtƒFƒNƒgA‹È,È,Ç,ð’®,,±,Æ,ª,Å,«,Ü,·BƒeƒXƒgƒ{ƒ^ƒ“,ÅÄ¶,ðs,¢,Ü,·B


SOUND TEST

Sound Effects Player: SDE_tem_rifle

Sound Effects Common: SDE_type03

Voices: SDE_round_01

Songs: SDB_conti

@@ƒVƒ‡[ƒgƒJƒbƒgƒL[F,e,W
@@ƒzƒbƒgƒL[(±¸¾½·°)F,r

Sound Effects Player(ÌßÚ²Ô°‘¤,ÌŒø‰Ê‰¹)
Sound Effects Common(,»,Ì‘¼,ÌŒø‰Ê‰¹)
Voices(ƒQ[ƒ€’†,Ì‰¹º)
Songs(ƒQ[ƒ€’†,Ì‹È)

cˆÈã,ÌŽí—Þ,ð’®,,±,Æ,ª,Å,«,Ü,·B

,g,d,k,o F1

ƒwƒ‹ƒv,Ì□€–Ú,ð•\Ž¦,µ,Ü,·□BƒQ□[ƒ€,Í□Å□¬‰»,³,ê□Aƒwƒ‹ƒv,Ì□€–Úˆê——,ª•\Ž¦,³,ê,Ü,·□BŽQ□Æ,µ,½,¢“à—e,ð,²——‰º,³,¢□BƒQ□[ƒ€,É•œ‹A,·,é,É,Í□A

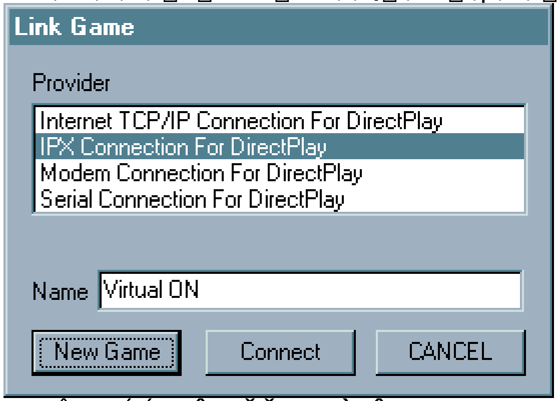
□@‡@□@ƒwƒ‹ƒv,ð□I—¹,³,¹,é□B

□@‡A□@ƒ^ƒXƒNƒo□[,ÉŠi”[,³,ê,Ä,¢,é¢ƒo□[ƒ`ƒƒƒ□ƒ“£,ðƒNƒŠƒbƒN,·,é□B

,±,ê,Å□AƒQ□[ƒ€,ðŒÄ,Ñ□o,¹,Ü,·□B

’Ê□Mƒ‚□[ƒh

□@ƒ^ƒCƒgƒ‹‚Å**Network versus**‚ð‘I‘ð‚µ‚Ä•\Ž¦‚³‚ê‚é’Ê□Mƒ‚□[ƒh‚Í^È‰º‚Ì’Ê‚è‚Å‚·□B□IŠÔ‘Î□IŠÔ‚Ì‚Q□l‚Å‘Î□í‚µ‚Ü‚·□B


Link Game

Provider

Internet TCP/IP Connection For DirectPlay
IPX Connection For DirectPlay
Modem Connection For DirectPlay
Serial Connection For DirectPlay

Name: Virtual ON

□@’Ê□M‚É‚Í□u**‘Î□í‘ŠŽè‚ð‘Ò‚Â□ê□‡**□v‚Æ□u**‘Î□í‘ŠŽè‚ª‘Ò‹@‚µ‚Ä‚¢‚é□ê□‡**□v‚ª ‚è‚Ü‚·□B‚±‚±‚Å‚Í‚Q‚Â‚Ì•û–@‚É‚Â‚¢‚Ä□à–¾‚µ‚Ü‚·□B‚¢‚¸‚ê‚Ì□ê□‡‚à□A‘Î□í‘ŠŽè‚ÆŽ–‘O‚ÉƒQ□[ƒ€‚Ì□Ý’è‚É‚Â‚¢‚Ä‘Å‚¿□‡‚í‚¹‚ð□s‚Á‚Ä‚¨‚‚Ì‚ª–]‚Ü‚µ‚¢‚Å‚µ‚å‚¤□B’Ê□M‘Î□íƒvƒŒƒCŽž‚Í‚Ù‚Æ‚ñ‚Ç‘S‚Ä‚Ì□Ý’è‚ª•Ï□X‚Å‚«‚Ü‚¹‚ñ□BŽ–‘O‚É□Ý’è‚µ‚Ä‚¨‚«‚Ü‚µ‚å‚¤□B‚Ü‚½□AMode Settings(‚e‚U)‚Í’Ê□MƒzƒXƒg‘¤(’Ê□M‚ð‘Ò‚Á‚Ä‚¢‚é‘¤)‚Ì□Ý’è‚É‚È‚è‚Ü‚·‚Ì‚Å‚²’□ˆÓ‰º‚³‚¢□B

‚¢‚¸‚ê‚Ì□Ý’è‚Å‚àŽ–‘O‚É□AŠe’Ê□M□Ý’è‚ð□s‚Á‚Ä‚¨‚¢‚Ä‰º‚³‚¢□B

’Ê□MƒvƒŒƒC’†‚Í’Ê□M‰Û’ö‚Å”□¶‚·‚é’Ê□MƒGƒ‰□[□AƒmƒCƒY□A’Ê□M‹@Ší‚Ì‹@”\□ã”□¶‚·‚é–â‘è‚É‚æ‚è□AŽv‚¢‚ª‚¯‚¸‚ÉƒQ□[ƒ€‚Ì’x‚ê□A’†’f‚ª‹N‚±‚è“¾‚Ü‚·□B‚²—¹□³‰º‚³‚¢□B‚±‚Ì□ê□‡‚Í‘o•û□Ú‘±‚µ’¼‚µ‚Ä‰º‚³‚¢□B

’Ê□MƒQ□[ƒ€‚ð□I—¹‚·‚é‚É‚Í□A**‚e‚X**‚ð‰Ÿ‚µ‚Ä‰º‚³‚¢□B

¢□**Ú‘±•ûŽ®□^Provider**£‚É‚Â‚¢‚Ä
¢**‘Î□í‘ŠŽè‚ð‘Ò‚Â□ê□‡**□v
¢**‘Î□í‘ŠŽè‚ª‘Ò‹@‚µ‚Ä‚¢‚é□ê□‡**□v

□@ƒVƒŠƒAƒ‹‘Î□í‚ðƒOƒ‰ƒtƒBƒbƒNƒIƒvƒVƒ‡ƒ“‚ð‚Ù‚Æ‚ñ‚Ç‚¢‚È‚µ£□ALow Resolution‚É‚µ‚½‚à‚Ì□A
□@‚h‚o‚w’Ê□M‚ðƒOƒ‰ƒtƒBƒbƒNƒIƒvƒVƒ‡ƒ“‚ð‚Ù‚Æ‚ñ‚Ç‚¢‚È‚µ£□ALow Resolution‚É‚µ‚½‚à‚Ì□A
□@□c‚±‚Ì‚Q“_‚ª’Ê□MƒvƒŒƒC‚ð□‚‘¬‚É□s‚¤□ã‚Å‚Í**‚¨Š©‚ß**‚Ì□Ý’è‚Å‚·□B
□@ƒ‚ƒfƒ€‚ðŽg‚Á‚Ä‚Ì’Ê□MƒvƒŒƒC‚Í‘¼‚Æ”ä‚×‚Ä’x‚‚È‚è‚Ü‚·‚ª□A‚±‚ê‚Í‹**@□\□*ã‚Ì□§–ñ‚É‚æ‚é‚à‚Ì‚Å□AŒÌ□á‚Å‚Í ‚è‚Ü‚¹‚ñ□B***‚²—¹□³‰º‚³‚¢□B

’Ê□Mƒ‚□[ƒh□**Ú‘±’†**‚Í^È‰º‚Ì□Ý’è‚ªŽg—p‚Å‚«‚È‚‚È‚è‚Ü‚·□B

□@□@□@□@**Restart(Alt+F2)**‚ÍŽg—p‚Å‚«‚Ü‚¹‚ñ□B‚e‚X‚Å□I—¹‚µ‚Ä‰º‚³‚¢□B

□@□@□@□@**BookKeep**‚ÍŽQ□Æ‚Å‚«‚Ü‚¹‚ñ□B

□@□@□@□@**‰ð‘œ“x‚Ì•Ï□X(‚e‚S)**‚ÍŽg—p‚Å‚«‚Ü‚¹‚ñ□B

□@□@□@□@**Graphic Settings(,e,T)**,ÍŽg—p,Å,«,Ü,¹,ñ□B

□@□@□@□@**Mode Settings(,e,U)**,ÍŽg—p,Å,«,Ü,¹,ñ□B

□@□@□@□@**Device Settings(,e,V)**,ÍŽg—p,Å,«,Ü,¹,ñ□B

□@□@□@□@**Sound Test(,e,W)**,ÍŽg—p,Å,«,Ü,¹,ñ□B

□c,±,Ì,½,ß□A’Ê□M‘Î□íƒvƒŒƒC,ð□s,¤ƒvƒŒƒCƒ„□[,»,ê,¼,ê,Í’Ê□M‘O,É,± ,ê,ç,Ì□Ý’è,ð□s,¢□A‘Î□í‘ŠŽè,Æ‘Å,¿□‡,í,¹,ð,·,éŽ–,ð,¨Š©,ß,µ,Ü,·□B

‘Î□íQ□[ƒ€’†,Ì**,e,U□FMode Settings**,Ì□Ý’è,Í□AƒzƒXƒg‘¤□A,Â,Ü,è□A□u‘Î□í‘ŠŽè,ð‘Ò,Á,Ä,¢ ,½‘¤□v,Ì□Ý’è,É**“□ˆê**,³,ê,Ü,·□BƒQ□[ƒ€’†,Ì•Ï□X,Í,Ç,¿,ç,©,ç,Å,à**□o—ˆ,Ü,¹,ñ**□B**,»,êˆÈŠO,Ì□Ý’è,Í’Ê□M‘O,ÉŠeŽ©,Å□Ý’è,Å,«,Ü,·**□BDevice Settings□AGraphic Settings,Í’Ê□MƒvƒŒƒC‘O,É,¨□D,Ý,Ì□Ý’è,É,·,é,±,Æ,ð,¨Š©,ß,µ,Ü,·□B

ƒCƒ“ƒ^□[ƒlƒbƒg,ð‰î,µ,Ä,Ì’Ê□M‘Î□í,Ì•Û□Ø,Í□o—ˆ,Ü,¹,ñ□B

ƒ‚ƒfƒ€‘Î□í,É,Í□A•Ê“r“d˜b—¿‹à,ª,©,©,è,Ü,·□B

LAN,ð,²Žg—p,Ì□ê□‡□Aƒlƒbƒgƒ□□[ƒN,Ì□ó‘Ô,É,æ,Á,ÄƒQ□[ƒ€,Ì‘¬“x,ª’˜,µ,’x,,È,é□ê□‡,â□AƒQ□[ƒ€ ,ª’†’f,³,ê,é□ê□‡,ª, ,è,Ü,·□B

’Ê□MƒvƒŒƒC,É,Íƒ\ƒtƒg,ªŠe1–‡•K—v,Å,·□Bƒ^ƒCƒgƒ‹,Å□uNetwork versus□v,ð‘I,ñ,Å‰º,³,¢□B

□|‘Î□í‘ŠŽè,ð‘Ò,Â□ê□‡□|

,P□jƒQ□[ƒ€,ð‹N“®,³,¹,Ä,©,ç□Aƒ‚□[ƒhƒZƒŒƒNƒg‰æ–Ê,Ì’†,ÌNetwork versus,ð‘I‘ð,·,é,Æ□A’Ê□M□Ý’èƒEƒCƒ“ƒhƒE,ª,Ð,ç,«,Ü,·□B

□i,±,Ì□ó‘Ô,ÅCANCEL,ð‘I‘ð,·,é,Æ’Ê□í,ÌƒQ□[ƒ€,É–ß,è,Ü,·□B□j

,Q□j**Provider**,©,ç□A’Ê□M•ûŽ®,ð‘I‘ð,µ,Ü,·□B’Ê□M•ûŽ®,Í

□EInternet TCP/IP Connection For Direct play

□EWinSock IPX Connection For Direct play

□EModem Connection For Direct play

□ESerial Connection For Direct play

□@,Ì’†,©,ç‘I‘ð,Å,«,Ü,·□B□**Ú‘±•ûŽ®□^Provider**,É,Â,¢,Ä,Í**,±,±**,ðƒNƒŠƒbƒN,µ,Ä‰º,³,¢□B

,R□j**Name**,ÉŽ©•ª,Ì–¼‘O,ð“ü—Í,µ,Ü,·□B,·,Å,É•\Ž¦,³,ê,Ä,¢,é–¼‘O,É–â‘è,ª,È,¯,ê,Î“ü—Í,Ì•K—v,Í, ,è,Ü,¹,ñ,ª□A‘ŠŽè,É•ª,©,è,â,·,¢,æ,¤,É□‰Šú□Ý’è,Ì–¼‘O,©,ç‘ŠŽè,É•ª,©,è,â,·,¢–¼‘O,É,·,éŽ–,ð,¨Š©,ß,µ,Ü,·□B

,T□j**New Game**,ðƒNƒŠƒbƒN,µ,Ü,·□B□i**Modem Connection**,ð‘I‘ð,µ,½□ê□‡,ÍNew Game‘I‘ðŒã□Aƒ‚ƒfƒ€□Ý’èƒEƒCƒ“ƒh,ª•\Ž¦,³,ê,Ü,·,Ì,ÅŽg—pƒ‚ƒfƒ€,ð‘I‘ð,µ**‰ž“š**,ðƒNƒŠƒbƒN,µ,Ä,,¾,³,¢□B,Ü,½□A **Serial Connection**,Ì□ê□‡,Í□A,b,n,lƒ|□[ƒg,Ì□Ý’è,ª•\Ž¦,³,ê,Ü,·,Ì,Å□A,»,Ì□Ý’è,Å—Ç,¯,ê,Î**‰ž“š**,ð‰Ÿ,µ,Ä‰º,³,¢□B,È,¨□A¢ƒrƒbƒg/•b£,Ì□Ý’è,Ì□”’l,Å,Í□A**,P,P,T,Q,O,O**bps□AƒXƒgƒbƒvƒrƒbƒg,P□AƒpƒŠƒefƒB,È,µ□Aƒtƒ□□[□§ŒäRTS/DTS,ð‘I‘ð,µ,Ä‰º,³,¢□B□”’l,ª‘Î□í‘ŠŽè“¯Žm,ÅˆÙ,È,é□ê□‡□A“®□ì,ÉŽx□á,ð,«,½,·□ê□‡,ª, ,è,Ü,·□B, ¢,¸,ê,à□A•Ï□X,Í,±,Ì’iŠK,Å□s,Á,Ä‰º,³,¢□B ˆê“x□A‰ž“š,ð‰Ÿ,µ,Ä,©,çƒLƒƒƒ“ƒZƒ‹,µ,Ä□Ý’è,ð•Ï,¦,æ,¤,Æ,µ,Ä,à□Ý’èƒpƒlƒ‹,ªŠJ,©,È,¢,±,Æ,ª, ,è,Ü,·□B,±,Ì□ê□‡,Í□AƒQ□[ƒ€,ð‹N“®,µ’¼,·,µ,©, ,è,Ü,¹,ñ□B□j

,U□j Waitingƒ_ƒCƒAƒ□ƒO,ª,Ð,ç,«□A’Ê□M‘Ò‹@□ó‘Ô,Æ,È,è,Ü,·□B

,V□j‘Î□í‘ŠŽè,ªŒ»,ê,é,Æ□A Ž©“®“I,É□Ú‘±,³,ê□AƒQ□[ƒ€,ªŽn,Ü,è,Ü,·□B

,W□jƒo□[ƒ`ƒƒƒ□ƒCƒh‘I‘ð‰æ–Ê,É,È,è,Ü,·□B**,P,o‘¤** ,É,È,Á,Ä,¢ ,Ü,·,Ì,Å□Aƒo□[ƒ`ƒƒƒ□ƒCƒh,ð‘I‘ð,µ□A, ,Æ,ÍƒvƒŒƒC,ð□s,Á,Ä‰º,³,¢□B

|‘Îí‘ŠŽè,ª‘Ò‹@,µ,Ä,¢,éê‡|

,PjƒQ[ƒ€,ð‹N“®,³,¹,Ä,©,çAƒ,[ƒhƒZƒŒƒNƒg‰æ–Ê,Ì’†,ÌNetwork versus,ð‘I‘ð,·,é,ÆA’ÊM Ý’èƒEƒCƒ“ƒhƒE,ª,Ð,ç,«,Ü,·Bi,±,Ìó‘Ô,ÅCANCEL,ð‘I‘ð,·,é,Æ’Êí,ÌƒQ[ƒ€,É–ß,è,Ü,·Bj

,Qj **Provider**,©,çA’ÊM•ûŽ®,ð‘I‘ð,µ,Ü,·B’ÊM•ûŽ®,Í

EInternet TCP/IP Connection For Direct play

EWinSock IPX Connection For Direct play

EModem Connection For Direct play

ESerial Connection For Direct play

@,Ì’†,©,ç‘I‘ð,Å,«,Ü,·B**Ú‘±•ûŽ®^Provider**,É,Â,¢,Ä,Í**,±,±**,ðƒNƒŠƒbƒN,µ,Ä‰º,³,¢B

,Rj **Name**,ÉŽ©•ª,Ì–¼‘O,ð“ü—Í,µ,Ü,·B,·,Å,É•\Ž¦,³,ê,Ä,¢,é–¼‘O,É–â‘è,ª,È,¯,ê,Î“ü—Í,Ì•K—v,Í, ,è,Ü,¹,ñ,ªA‘ŠŽè,É•ª,©,è,â,·,¢,æ,¤,É‰ŠúÝ’è,Ì–¼‘O,©,ç‘ŠŽè,É•ª,©,è,â,·,¢–¼‘O,É,·,éŽ–,ð,¨Š©,ß,µ,Ü,·B

,Sj**Connect**,ðƒNƒŠƒbƒN,µ,Ü,·B

@@Internet TCP/IP,ð‘I‘ð,µ,½ê‡,ÍA‘Îí‘ŠŽè,ÌƒAƒhƒŒƒX,Ì“ü—Í‰æ–Ê,ª•\Ž¦,³,ê,Ü,·,Ì,ÅA‘Îí,µ,½,¢‘ŠŽè,Ì**IPƒAƒhƒŒƒX,à,µ,,ÍƒzƒXƒg,Ì–¼‘O**,ð“ü—Í,µ,Ä,,¾,³,¢B

@@**Modem Connection**,ð‘I‘ð,µ,½ê‡,ÍA“d˜b”Ô†“ü—Í,Ìƒ_ƒCƒAƒƒOƒ{ƒbƒNƒX,ª•\Ž¦,³,ê,Ü,·,Ì,ÅA‘Îí,µ,½,¢‘ŠŽè,Ì“d˜b”Ô†,ð“ü—Í,µ,Ä‰º,³,¢B“d˜b,ð,©,¯Žn,ß,Ü,·B

@@**Serial Connection**,ð‘I‘ð,µ,½ê‡,ÍA,b,n,lƒ|[ƒg,Ì‘I‘ðƒ_ƒCƒAƒƒOƒ{ƒbƒNƒX,ª•\Ž¦,³,ê,Ü,·,Ì,ÅAƒP[ƒuƒ‹,ÌÚ‘±,³,ê,½ƒ|[ƒg,ð‘I‘ð,µ,Ä‰º,³,¢B¢ƒrƒbƒg/•b£,ÌÝ’è,Ì”’l,Å,ÍA**,P,P,T,Q,O,O**bpsAƒXƒgƒbƒvƒrƒbƒg,PAƒpƒŠƒeƒB,È,µAƒtƒ[§ŒäRTS/DTS,ð‘I‘ð,µ,Ä‰º,³,¢B

@–@ˆê“xA‰ž“š,ð‰Ÿ,µ,Ä,©,çƒLƒƒƒ“ƒZƒ‹,µ,ÄÝ’è,ð•Ï,¦,æ,¤,Æ,µ,Ä,àÝ’èƒpƒlƒ‹,ªŠJ,©,È,¢,±,Æ,ª, ,è,Ü,·B,±,Ìê‡,ÍAƒQ[ƒ€,ð‹N“®,µ’¼,·,µ,©, ,è,Ü,¹,ñ

,Tj**Select Session**,É‘ÎíƒQ[ƒ€‘Ò‹@’†,ÌƒvƒŒƒCƒ„[ˆê——,ª•\Ž¦,³,ê,Ü,·Bƒ,ƒƒ€,Ìê‡,Í“d˜bÚ‘±,ª¬—§,µ,Ä,±,Ìˆê——,ª•\Ž¦,³,ê,é,Ü,Å,ÉŽáŠ±,ÌŽžŠÔ,ª,©,©,è,Ü,·B,±,±,Å‘Îí,µ,½,¢‘ŠŽè,Ì–¼‘O,ð‘I‘ð,µA,n,j,ðƒNƒŠƒbƒN,·,é,ÆWaitingƒ_ƒCƒAƒƒO,ªŠJ,«,Ü,·B‘ŠŽè,ªÚ‘±,µ,Ä,¢,éƒnƒY,È,Ì,ÉŒ©,¦,È,¢ê‡,ÍA**Retry**,ð‰Ÿ,µ,Ä,Ý,Ä‰º,³,¢B

,UjƒQ[ƒ€,ªŠ®‘S,ÉÚ‘±,³,ê,Ä’ÊMƒQ[ƒ€,ªƒXƒ^[ƒg,µ,Ü,·B,±,Ìê‡ƒvƒŒƒCƒ„[,Í**2P‘¤**,Æ,È,è,Ü,·B‘ŠŽè,ª‘Îí,É‰ž,¶,È,©,Á,½ê‡,ÍLINK GAMEƒEƒCƒ“ƒhƒE,É,à,Ç,è,Ü,·BƒQ[ƒ€,ªƒXƒ^[ƒg,µ,½,çƒo[ƒ`ƒƒƒCƒh,ð‘I‘ð,µA,Æ,ÍƒvƒŒƒC,ðs,Á,Ä‰º,³,¢B

Ú‘±•ûŽ®^Provider,É,Â,¢,Ä

EInternet TCP/IP Connection For Direct playc InternetŠÂ‹«A,Ü,½,ÍTCP/IP‘Î‰ž,ÌLAN,ð,²Žg—p,Ìê‡‘I‘ðBiInternet TCP/IP,É‘Î‰ž,µ,½LANŠÂ‹«,ª•K—v,Å,·B,Ü,½Ž–‘O,É‘ŠŽè,ÆƒvƒŒƒCŽžŠÔ,ð‘Å,¿‡,í,¹,Ä,,¾,³,¢Bj

EIPX Connection For Direct play cccccSPX/IPX‘Î‰ž,ÌLAN,ð,²Žg—p,Ìê‡‘I‘ðBiSPX/IPX,É‘Î‰ž,µ,½LANŠÂ‹«,ª•K—v,Å,·Bj

EModem Connection For Direct play cccc “d˜b‰ñü,Å’ÊMƒvƒŒƒC,ðs,¤ê‡‘I‘ðBi“d˜b‰ñüAWindows95‘Î‰žƒ‚ƒfƒ€i28800bpsˆÈã•K{A33600bpsˆÈã„§j,ª•K—v,Å,·Bƒ‚ƒfƒ€,ÌÝ’è,Í•Ê“rA³í,ÉÝ’è,µ,Ä‰º,³,¢B,Ü,½Ž–‘O,É‘ŠŽè,ÆƒvƒŒƒCŽžŠÔ,ð‘Å,¿‡,í,¹,Ä,,¾,³,¢Bj

ESerial Connection For Direct play cccc ’ÊMƒ|[ƒg,ðŽg—p,µA’¼ÚPC“¯Žm,ðÚ‘±,µ,Ä’ÊMƒvƒŒƒC,ðs,¤ê‡‘I‘ðBi’ÊMƒ|[ƒgÚ‘±—p,ÌƒP[ƒuƒ‹,ª•K—v,Å,·Bj

ƒ‚ƒfƒ€‘Îí,É,ÍAƒ‚ƒfƒ€‹@Ší,ª•K—v,ÅA•Ê“r“d˜b—¿‹à,ª,©,©,è,Ü,·B

ƒVƒŠƒAƒ‹‘Îí,É,ÍAƒVƒŠƒAƒ‹(,q,r,Q,R,Q,b),ÌƒNƒƒXƒP[ƒuƒ‹,ª•K—v,Å,·B

IPX/TCP‘Îí,É,ÍAŠY“–ÌßÛÄºÙ,ÌŠÂ‹«,ª•K—v,Å,·B

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(,b) SEGA ENTERPRISES, LTD. 1995, 1997

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