EGG

ELEMENTAL GIMMICK GEAR

SEGA®

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ENTERTAINMENT

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
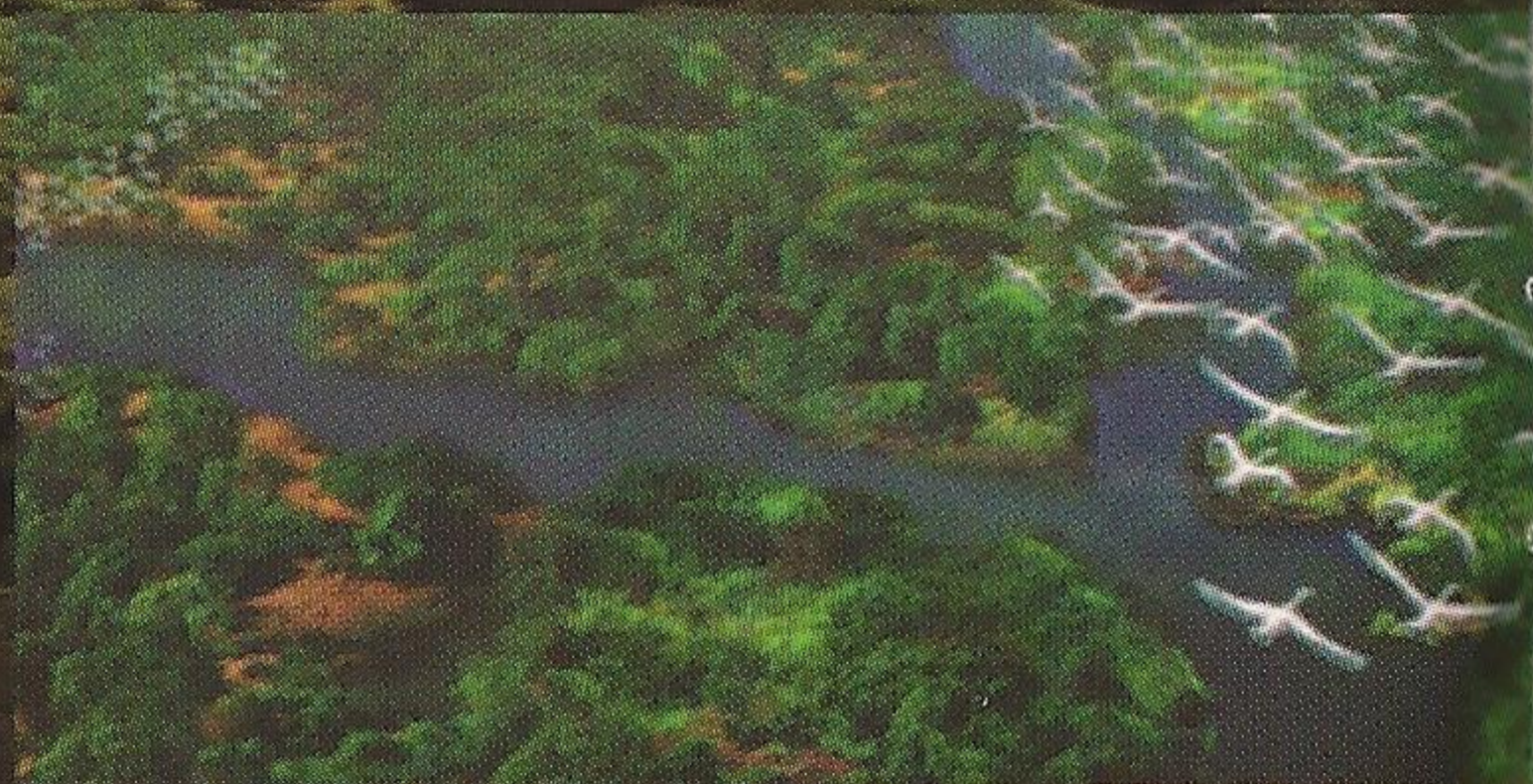
EGG
## ELEMENTAL GIMMICK GEAR

Table Of Contents

BACKGROUND STORY

In the undeveloped jungle, dome shaped ancient ruins were discovered. The area was hard to access because of the dense forest. For this reason, research of the ruins did not begin until 100 years after they were found.

TOKION: YEAR 1353

When excavation of the ancient ruin began, a mysterious machine was unearthed there. In the cockpit, a man was found sleeping. After the research, scientists discovered that the ruin was over 5000 years old. The scientists analyzed the structure of the strange machine. They could not find anything. The machine appeared to have no power source. It looked spiritual. People started calling it "Elemental Gimmick Gear." Through developments in science and technology, the EGG was continuously analyzed over a long period of time. Copies of the EGG were produced and used as vehicles.

Meanwhile, the man found in the EGG's cockpit continued to sleep, no matter how hard the scientists tried to wake him. He was named "The Sleeper". He did not age.
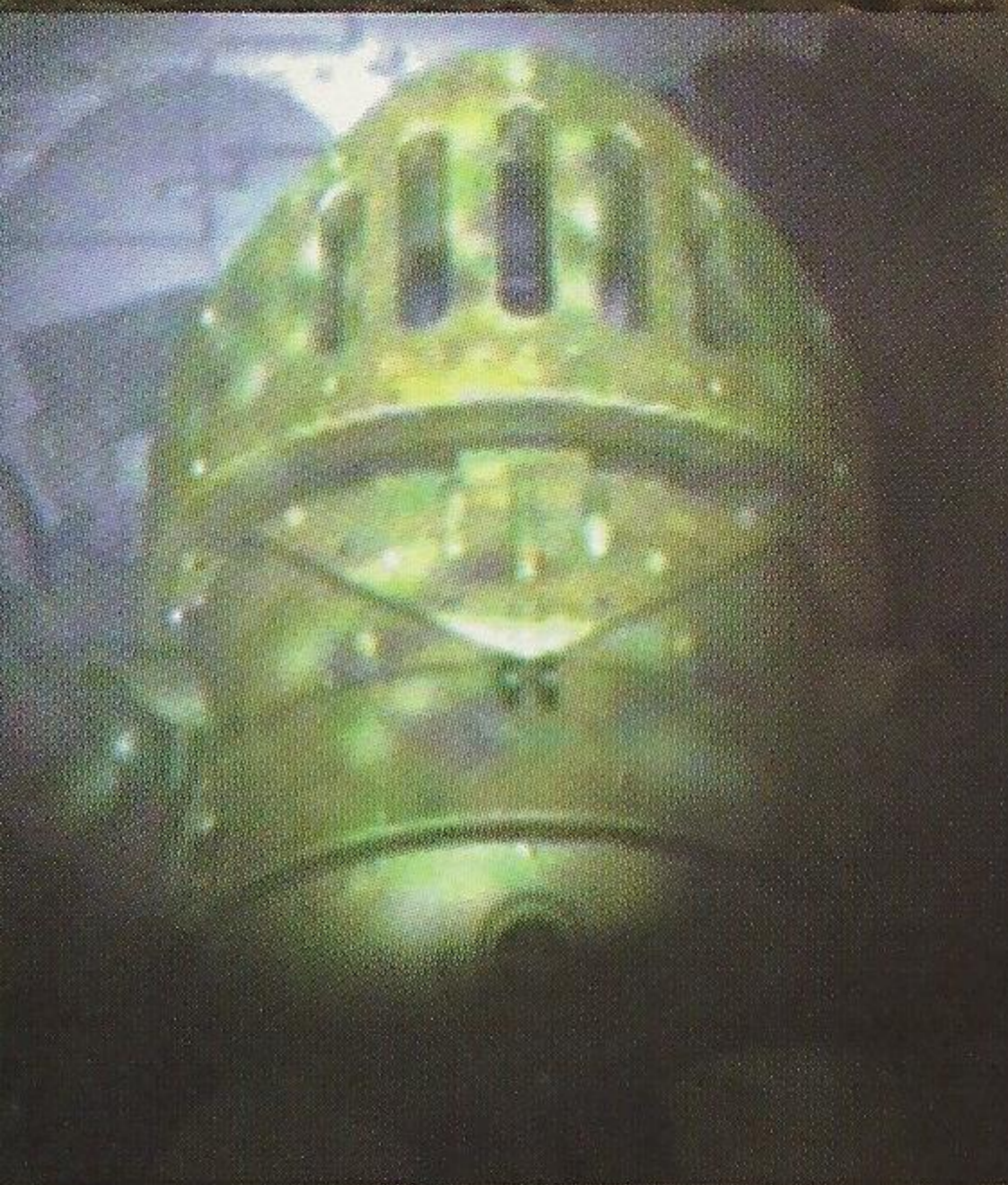
TOKION: YEAR 1453

The ruin suddenly became active as if it had a life. It violently extended many tentacles and tore the ground.

People ran helplessly. The tentacles destroyed buildings, streets and rich forests. It looked like they were sucking life. They never stopped breeding. They kept growing and expanding.

The ruin breathed out and a thick fog surrounded it. Then people naturally called the place "Fogna". Researchers, even pirates, tried not to step in that area because of fear.

The man found in the cockpit suddenly awoke at the same time as the ruin's breeding started. He had no memory of his past. He did not even remember his own name.

A scientist, Ms. Selen, who was with the man when he awoke released Sleeper without saying anything to the other scientists. Selen sent him to Fogna to begin searching for clues of what happened so long ago, and to stop the breeding.

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STARTING UP

After loading Elemental Gimmick Gear, turn on Sega Dreamcast. The opening movie* will begin.

After the opening movie, the Title Screen will be displayed.

Press the Start Button.

*To skip opening movie, press Start Button.

NEW GAME

Before the opening movie reappears, move the cursor to NEW GAME and press the A Button.

CONTINUE

Start from the location where you last saved. Move cursor to the data from the listing of the saved files and press the A Button.

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MAIN MENU

While on the MAP, you can PAUSE by pressing the Start Button. STATUS/OPTION window will be displayed on the upper-left side of the screen. Select by pressing the A Button.

STATUS

You can check the status of EGG, such as each parameter and the items you have. Please refer the STATUS screen shown on page 12.

OPTIONS

You can change the settings of the game.

KEY CONFIGURATION: Move the cursor to the button you want to change by using the Analog Thumb Pad or Directional Button. Decide by pressing the A Button. DEFAULT settings are the originals. Pressing EXIT takes you back to the OPTION screen.

MESSAGE: You can select either NORMAL or FAST. Move the cursor by using the Analog Thumb Pad or the Directional Button. Press the A Button to decide.
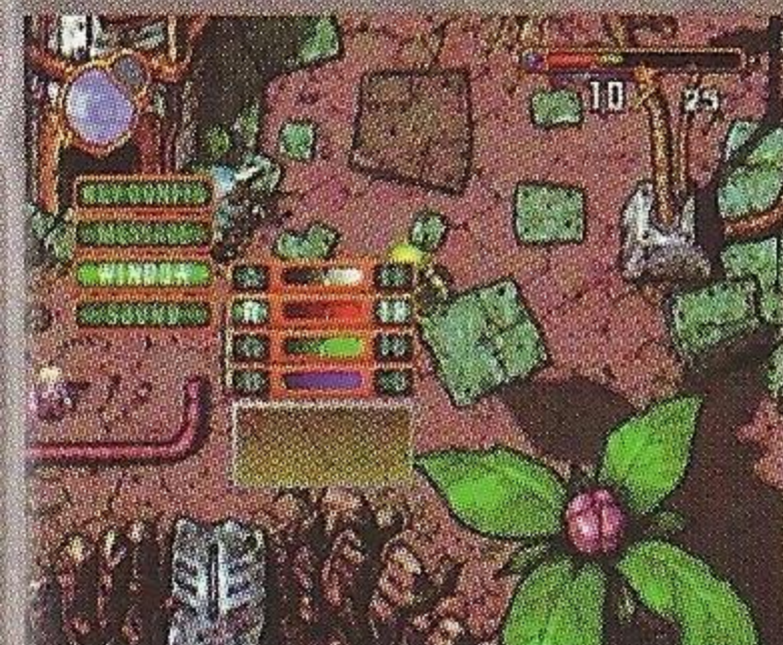
WINDOW: You can change the color of the window by setting the number using the Analog Thumb Pad or Directional Button. Press the A Button to decide. Decreasing the number will make the screen darker. Increasing the number will make the screen appear clearer.

SOUND: Select STEREO or MONO by using the Analog Thumb Pad or Directional Button and press the A Button to decide.

OPERATION

This is a ONE Player game. Before turning on power, please make sure controller or other peripherals are all connected to the Sega Dreamcast system. The game will be reset by pressing A+B+X+Y+ Start Buttons simultaneously.

Analog Thumb Pad

X Button
Y Button
B Button
A Button

Directional Button
(D-Button)

Start Button

Expansion Slot 1

Right Trigger
(Trigger R)

Left Trigger
(Trigger L)

Expansion Slot 2
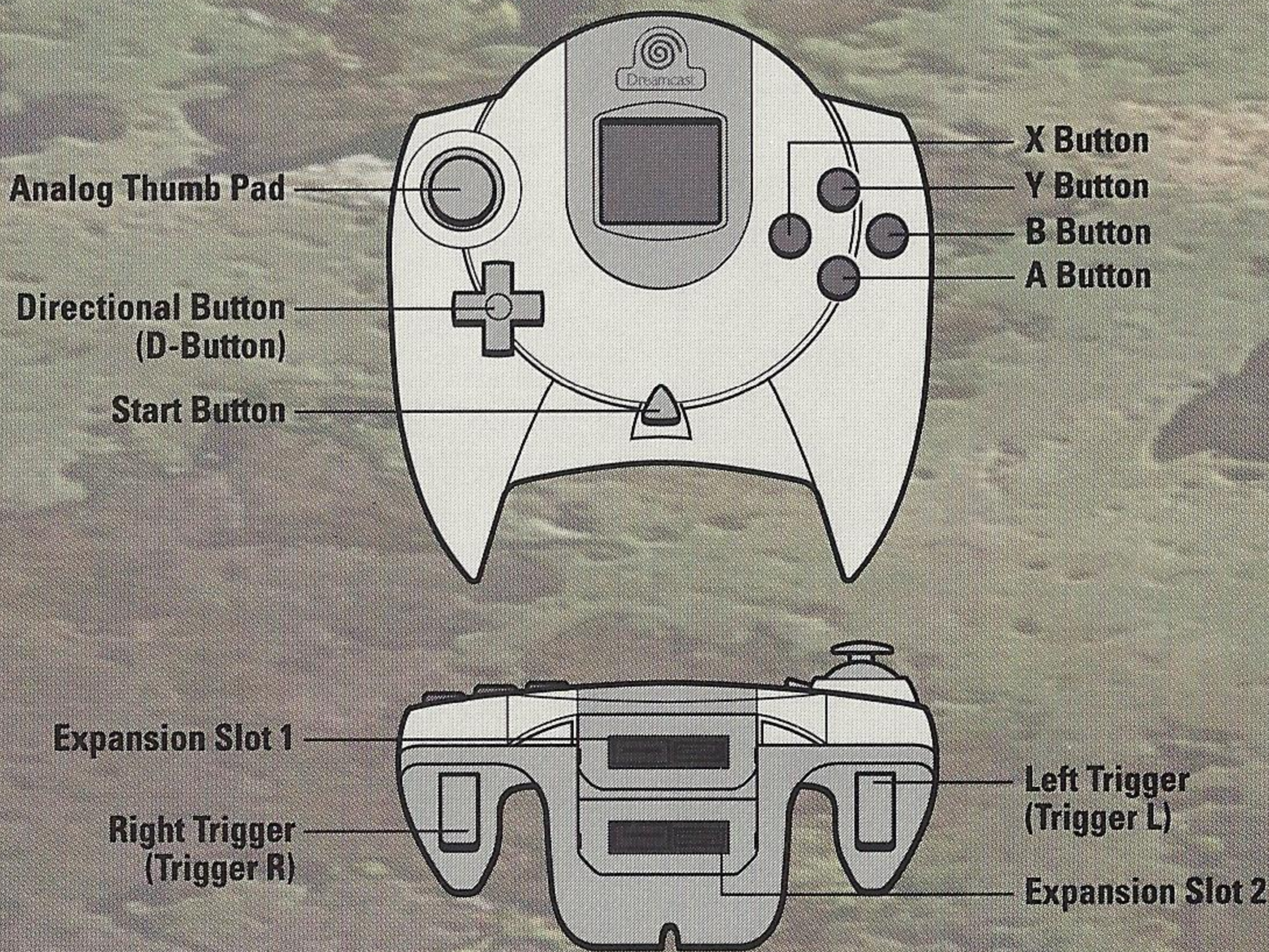
Please do not touch Analog Thumb Pad or L/R Triggers when you turn on the system. If you do, the system may not operate properly.

SLEEPER (IN EGG)

A BUTTON	Punch, talk, investigate or use an Auto Item (Game Screen) Decide (Equipment Menu/Option Menu/In a Shop)
B BUTTON	Start spinning (Game Screen) Cancel (Equipment Menu/Option Menu/In a Shop)
X BUTTON	Use an Equipment Item
L TRIGGER	Displays Equipment Menu
R TRIGGER	Guard or Block
ANALOG THUMB PAD	Controls movement direction
START BUTTON	Displays the Option Menu
DIRECTIONAL BUTTON	Moves cursor on Menu Screen

SLEEPER (WITHOUT EGG)

A BUTTON	Talk or Decide
B BUTTON	Cancel
ANALOG THUMB PAD	Move
START BUTTON	Pause
DIRECTIONAL BUTTON	Move cursor

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ACTIONS

PUNCH

Press the A Button while standing near opponent or object.

WIRE PUNCH

Once you have the item WIRE ARM, you may use WIRE PUNCH.

To use, press the A Button until you see a flash, then release. Use WIRE PUNCH to fight an opponent, pull an item, hook an item, or to cross a creek.

SPIN

Press the B Button and EGG will transform to "egg shape". Press the B Button again to return to original shape. Press and hold the B Button and EGG will transform to "egg shape" and start spinning.

SPIN DASH

Spin Dash*: Press and hold the B Button to spin until you see a flash. While still pressing the B Button, use the Analog Thumb Pad to move. Use Spin Dash to fight opponents or to break doors. Spin Dash is only available if Energy Points (EP) are 10 or greater. Spin Dash will not work if EP are less than 10.

*While using Spin Dash, EP are consumed. If EP fall below 10, EGG will stop Spin Dash.

ACCESS EQUIPMENT

Press the L Trigger to display the EQUIPMENT MENU. Use the Analog Thumb Pad to move the cursor to select the item you want to use. Press the A Button to choose your selection. When you want to use an ATTACK ITEM (like Flame Stone or Freeze Stone), press and hold the X Button until you see a flash, then release.
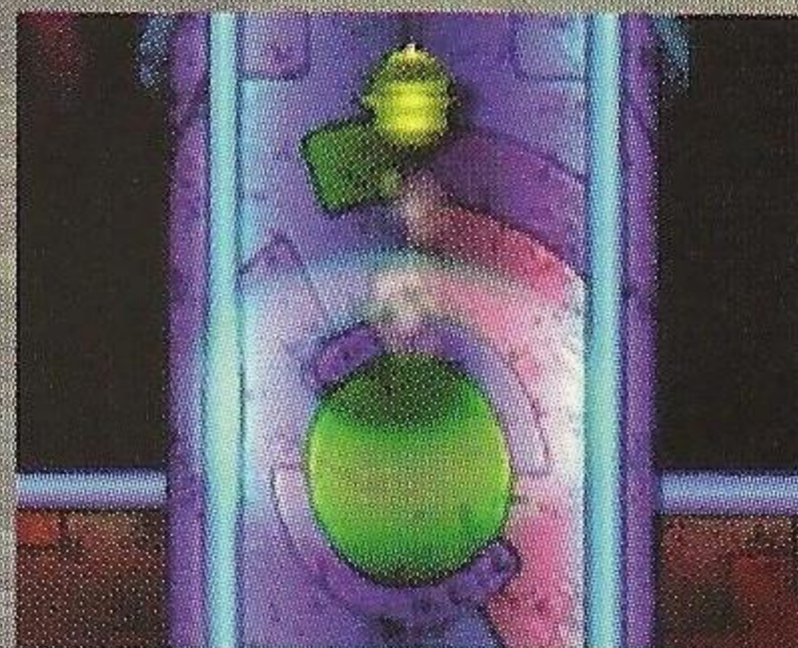
PUSH

To push a block, use the Analog Thumb Pad to push EGG against the block.

CARRY

Once you have the item SKILL ROM, you can carry a block by pressing and holding the A Button. Release the block by releasing the A Button.

CATCH

If your Skill Level is 3 or greater, you may catch objects that have been thrown at you by pressing the A Button.

PULL

After you get a "Special Item", you can pull the blocks. Press and hold the A Button, then use Analog Thumb Pad to pull the block.

SHOP

Use Analog Thumb Pad to navigate, the A Button to decide and the B Button to cancel.

1 Shows Item description

2 Displays the number of Items

3 Shows how much the Item costs

DISPLAY

GAME SCREEN

1. Shows Equipment Items
2. Number of Stones needed to use the Equipment Item
3. Shows how many Stones you have
4. Shows how many EP you have and maximum EP

STATUS SCREEN

1. EP; current EP/maximum EP allowed
2. Shows how much money you have (Unit = 1 Gabaro)
3. Energy Tank level
4. Attack Level
5. Defense Level
6. Mind Level (Experience)
7. Element Maximum
8. Displays Equipment Items in your inventory
9. Access Level
10. Skill Level

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1 EP; c

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6 Mind

7 Elem

8 Disp

9 Acce

10 Skill

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SAVE

To save a game, you must first find one of the floating, blue Capsules in the Game.*

1 Displays number of Stones
2 Displays EP/Maximum EP
3 Displays the name you saved under
4 Shows where the game was saved
5 Shows how long the game has been played

Select the file to load

NO. 1 **(1)** **(2)** 400 / 400
(3) Leonhalt
Laboratory **(4)** TIME **(5)** :11

NO. 2 400 / 400
Leonhalt
Laboratory TIME 0:11

NO. 3 400 / 400
Leonhalt
Laboratory TIME 0:11

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VISUAL MEMORY UNIT (VMU)

Cap

Connector

LCD Screen

Sleep Button
Mode Button
B Button
A Button

Direction Button
(D-Button)

SLEEP MODE

A   B
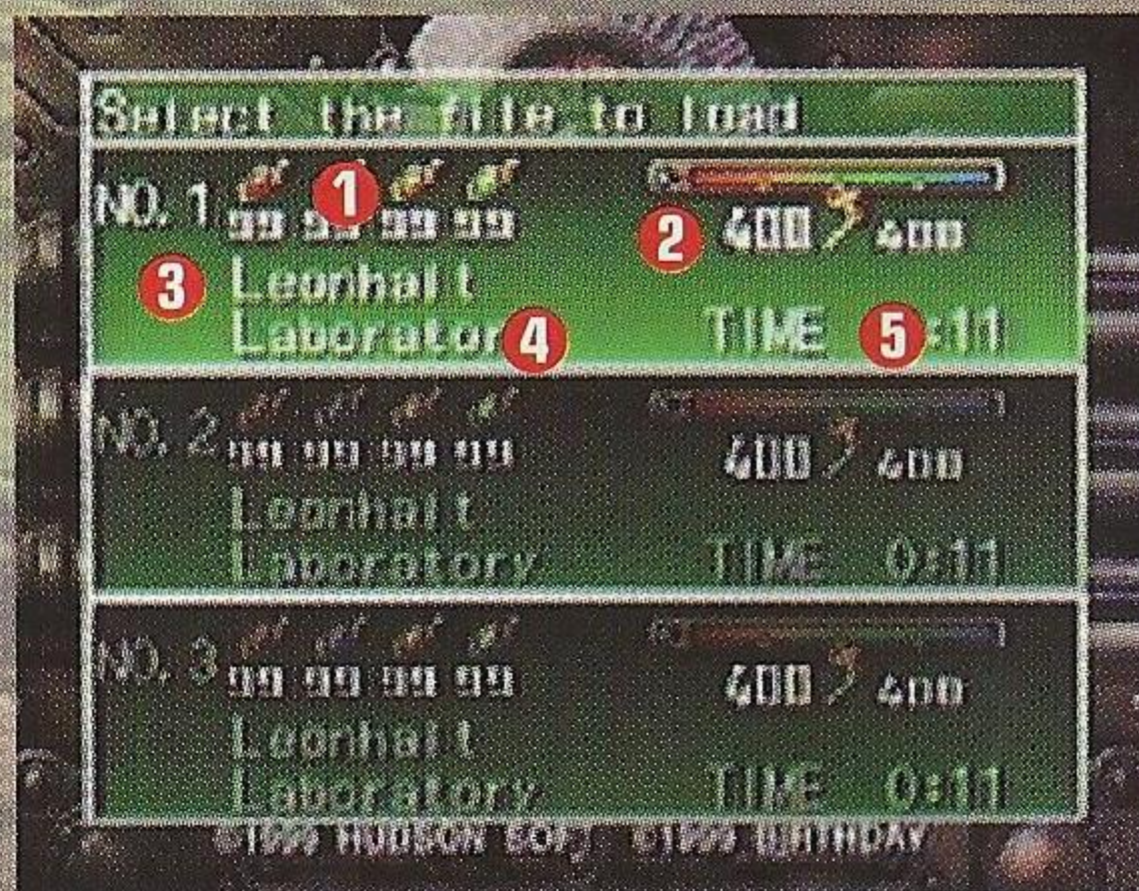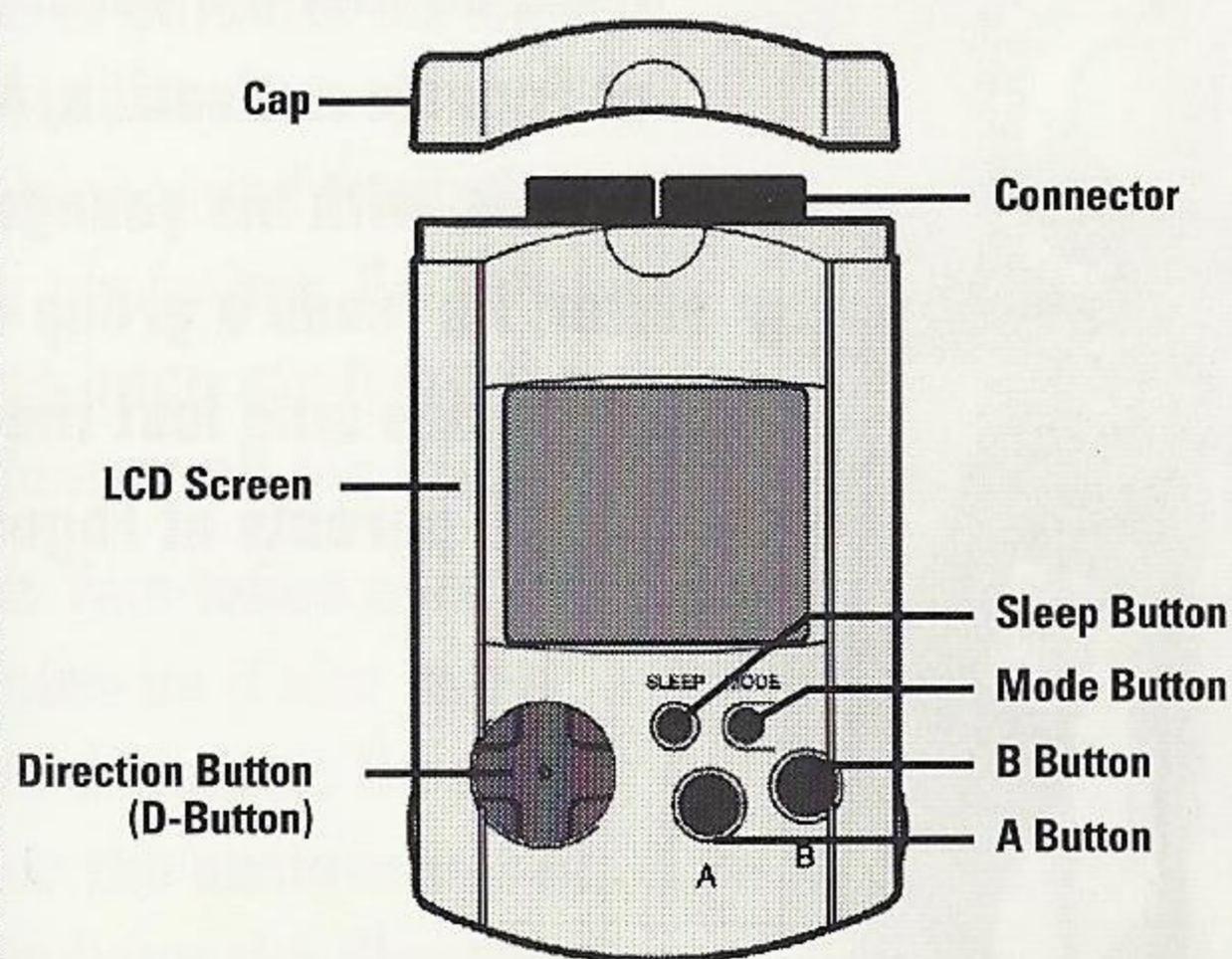
*To save a game, you need a Visual Memory Unit (VMU) sold separately.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

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SLEEPER (LEON)

A man in the EGG was excavated from an ancient ruin after having slept for more than 5000 years. 100 years after the man was found, he wakes up at the same time Fogna was activated. He completely lost his memory. To regain his memory, he has to go back to Fogna where he was found and start to explore.

LUCKIE

Since he lost his parents at Fogna's activation, he lives with his younger sister. He leads a group of kids who lost their parents at Fogna.

SELEN

She is a scientist who was with the Sleeper when he awoke. She releases the Sleeper to start exploring without saying anything to the other scientists. She always supports the Sleeper.
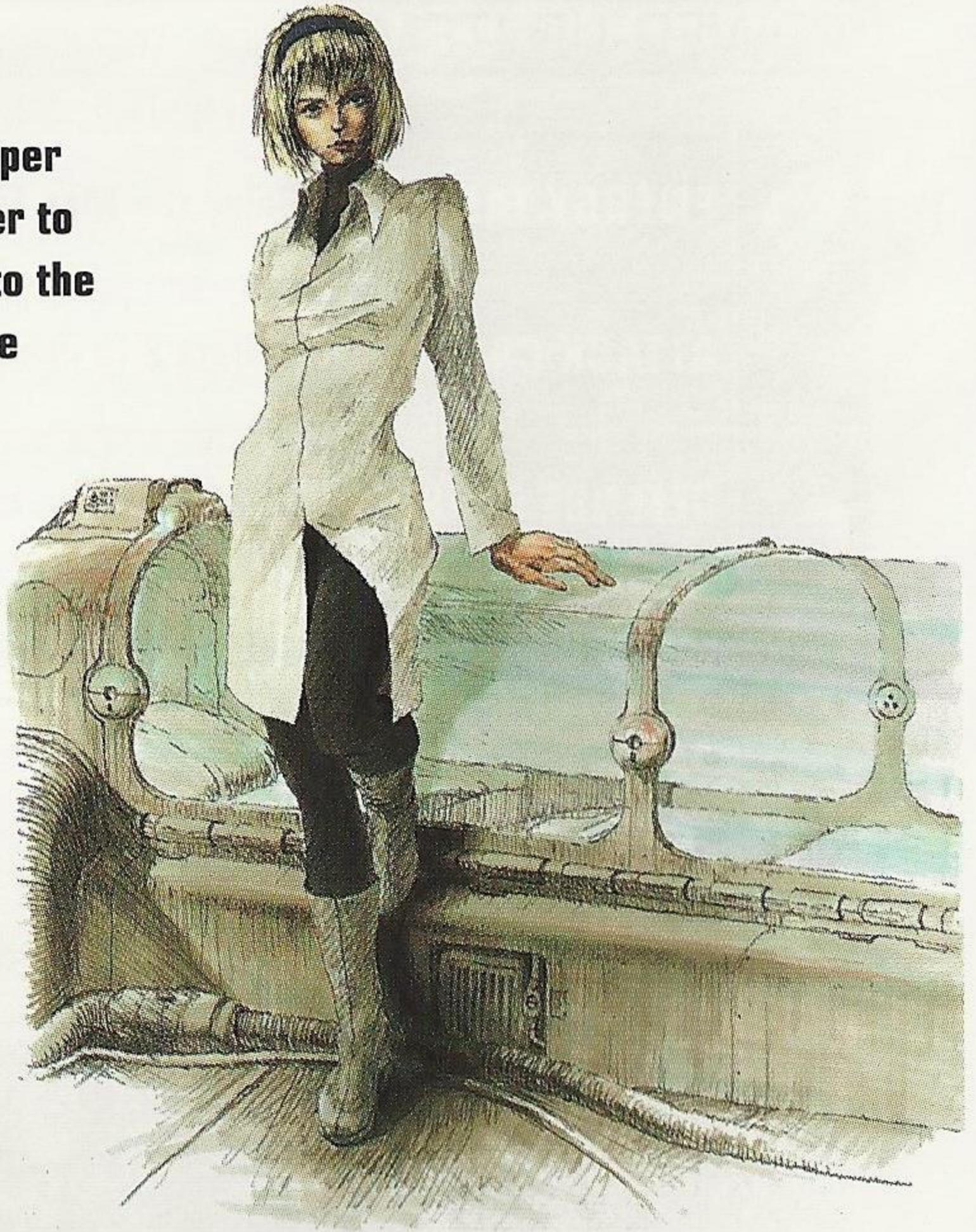
DR. YAM

He is a Doctor at YAM Ruin Laboratory which was founded by his father. Dr. Yam has been studying the Sleeper all his life.

Dr. Yam takes care of Selen as if she were his daughter. He gave her the assignment of studying the Sleeper.

ITEMS

POWER-UP ITEMS (INCREASE ABILITY UP ONE LEVEL)

	ENERGY TANK	**Raise the Max EP by 25 (400 max)**
	ATTACK CAPSULE	**Collect 3 to raise Attack Level up 1 (Level 7 max)**
	DEFENSE CAPSULE	**Collect 3 to raise Defense Level up 1 (Level 7 max)**
	MIND CAPSULE	**Collect 3 to raise Mind Level up 1**

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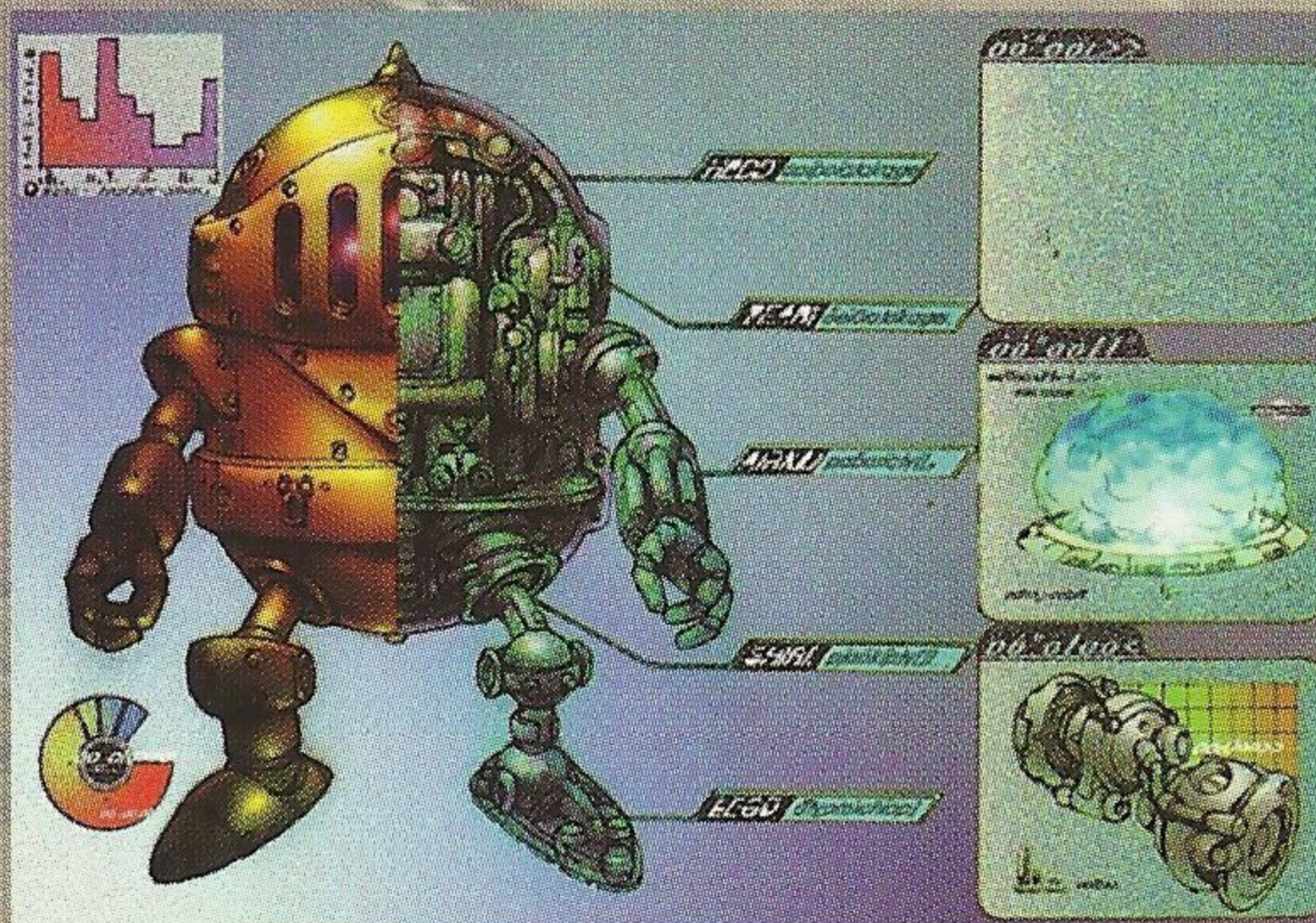
POWER-UP ITEMS (SPECIAL SKILLS)

	SKILL ROM	Raises Skill Level up 1. Allows you to carry or catch a block. (Level 3 max).
	ACCESS CHIP	Raises Access Level up 1. Allows you to operate a computer. (Level 3 max).
	WIRE ARM	Allows you to pull a block or cross a creek.

EQUIPMENT ITEMS (SPECIAL ATTACK AND RECOVERY)

	FLAME STONE	Allows you to use Flame Ball to burn an enemy or an object.
	FREEZE STONE	Allows you to use a Freeze Ball to freeze an opponent or water.
	SUB TANK	Allows you to store Recovery Items.

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ITEMS

ELEMENT ITEMS (CONSUMABLES)

			S	M	L
	RED ELEMENT	To use Flame Stone	5	15	30
	BLUE ELEMENT	To use Freeze Stone	5	15	30
	YELLOW ELEMENT	To use Earthquake Stone	5	15	30
	GREEN ELEMENT	To use Plasma Stone	5	15	30
	ENERGY STOCK	To recover EP (requires a Sub Tank)			

OTHER ITEMS

			S	M	L
	MONEY	Units are in Gabaro	5	10	20
	ENERGY RECOVERY BALL	Recover EP	5	10	20

HINTS

HINTS

BEWARE OF HIGH PLACES

If EGG comes to a creek or a chasm and you fall off, your game may be over. Look to see if there is someplace to cross. If you fall, you lose 20% of EP* and you start the game at the location where you entered the MAP.

On some areas, you can jump down without any damage. The difference is whether you can see a floor or not.

*Elements, Stocks and Money are same as before.
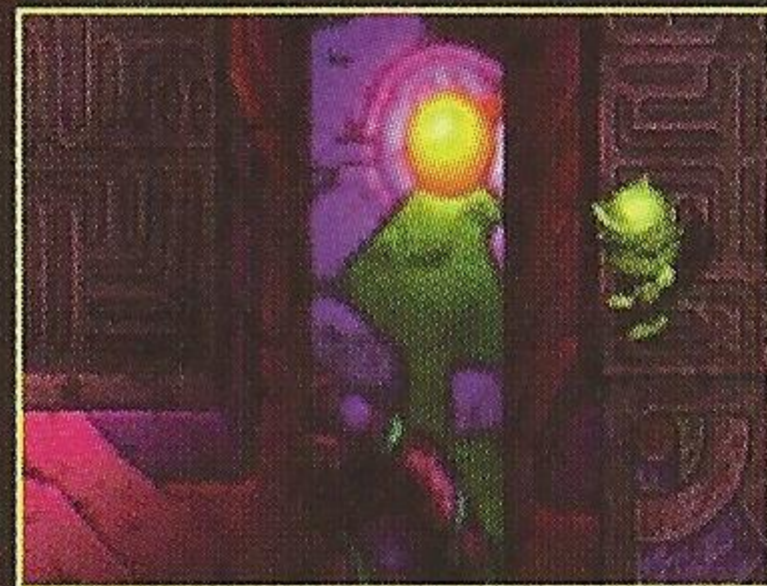
WHAT IS AN ACCESS CHIP?

To operate the computer at YAM Ruin Laboratory you do not need any items. However, at Fogna or Fog Tower, there are some computers that need an Access Chip to operate. Each computer needs a different Access Chip based on each level. After you find the Access Chip, go to the front of the computer and punch it by using the A Button. Turn on the computer and it will be fully functional to help you complete your actions (e.g. a gate will open).

JUNK SHOPS - BUY ENERGY POINTS

The "Junk Shop" sells items that will fill you with EP. To access these items, punch the EP Recovering Machine near the counter.

TO GET INTO A HOUSE - GET OUT OF EGG

SHOW GOOD MANNERS

You may not enter a house while you are in the EGG. To get out of the EGG, step on the platform at the entrance of the house and press the A Button. Once you are out of the EGG, use the A Button to TALK/DECIDE, the Analog Thumb Pad to MOVE, Start Button to PAUSE and Analog Thumb Pad to move the Cursor. When you return to the EGG, use the A Button to get back into the EGG.

HINTS

CONTINUE AT GAME OVER

If your game is over, you don't have to go back to the location you saved before. Select CONTINUE and start to play the game at the location you enter MAP before the GAME OVER. If you lose a fight with the Boss Character, you can start the game at the first MAP before the MAP of Boss fighting.

MINI GAME CENTER

After you have achieved a certain level, the Mini Game Center will be open. If you find it, please try playing and have fun. If you earn a high score at the Mini Game, you could get a reward.

PLAYER NOTES

CREDITS

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ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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