

Available Fall 2000

# ALONE IN THE DARK

## THE NEW NIGHTMARE



Infogrames Entertainment S.A. 5300 Stevens Creek Blvd, Suite 500 San Jose, CA 95129 1-800-245-7744 www.us.infogrames.com  
The Ring: Terror's Realm © 2000 Kadokawa Shoten Publishing Co., LTD / Asmik Ace Entertainment, Inc. All Rights Reserved. Published under license by Infogrames Entertainment S.A. All other trademarks and trade names are the properties of their respective owners.  
Published under license by Infogrames Entertainment, S.A. Infogrames is a trademark of Infogrames Entertainment S.A.

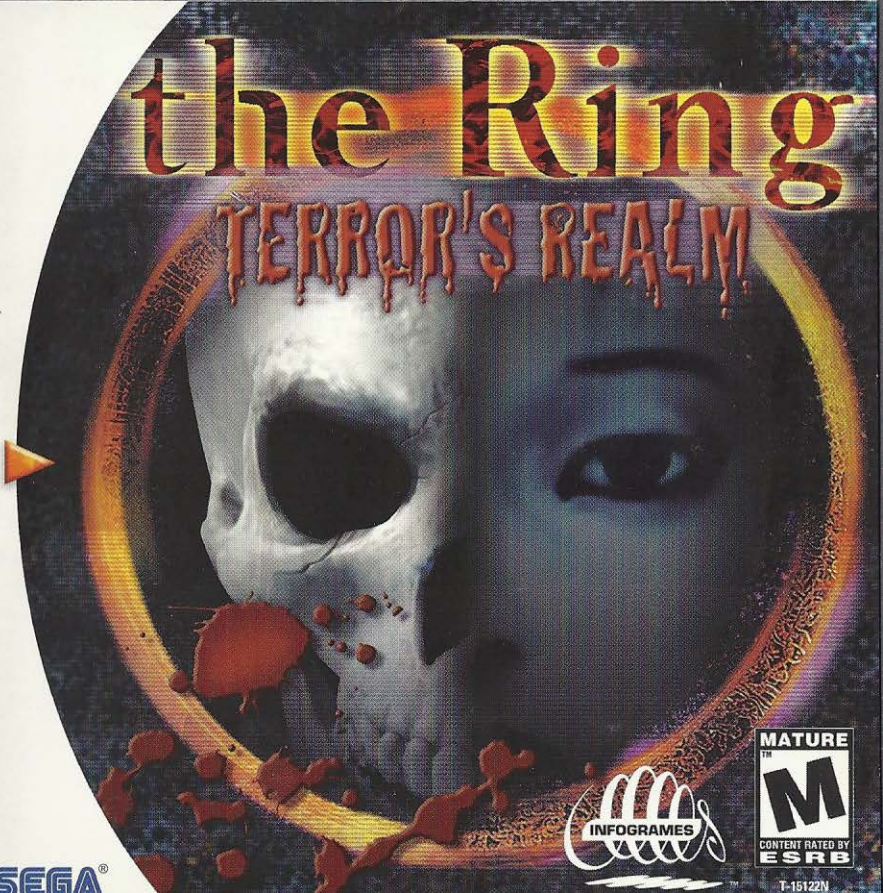


Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo are registered trademarks or trademarks of Sega Enterprises, LTD. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,574; 5,525,770; 5,627,895; 5,888,173; 4,442,486; 4,454,594; 4,462,076; 4,462,076; 4,462,076; 4,462,076; 4,462,076; 4,462,076 (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.



# the Ring

## TERROR'S REALM



T-15122N

## 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.

## Table of Contents

Power Up! .....	4
Sega Dreamcast Controller .....	5
Deadly Games .....	6
Reality .....	7
Imaginary .....	7
Characters .....	8
CDC .....	10
Controller .....	12
Game Start .....	13
Data Save .....	14
Options .....	15
Action .....	16
Battle .....	20
Status .....	22
Items .....	24
Credits .....	25
Customer Service .....	26

## Power Up!



Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

Open the Disc Door by pressing the Open Button and insert your **the Ring: Terror's Realm** Sega Dreamcast Specific Disc. Shut the Disc Door.

Press the Power Button to start your Sega Dreamcast.

Follow the on-screen instructions.

**The Ring** is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

For more information on the Sega Dreamcast controller, see page 12.

## Sega Dreamcast Controller

The controller configuration is described on page 12. Note: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON.

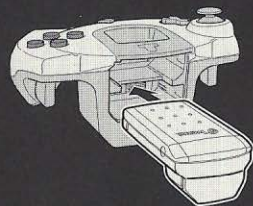
Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.



## Jump Pack

Make sure to insert Sega Dreamcast Jump Pack into Expansion Slot 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out or otherwise inhibit game operation.

Note: To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.



# DEADLY GAMES

When Robert, a scientist at a private virus research facility, suddenly and mysteriously dies, newly hired researcher, Meg Rainman, begins to investigate her boyfriend's death. Aided by an ex-boyfriend, Jack Nikson, Meg discovers that three other staff members died under mysterious circumstances on the same day as Robert. All four of the lab workers died while playing "the Ring," a new computer game.

Meg, determined to get to the bottom of this mystery, installs and begins to play "the Ring." She is thrown into the mystery and horror, and must travel back and forth between the worlds of Reality and the Imaginary to find a cure and stop the dreadful, mysterious virus from spreading!

You must help Meg solve this mystery!



# REALITY

Meg can search the lab and find certain items that will give her access to new areas. At the same time, she can contact Jack and John and try to gather the information needed to solve the mysteries that confound them.



# IMAGINARY

In the world of the Imaginary, mysterious and deadly monsters appear. Meg will need to get some weapons in order to defend herself. Once she is equipped, she can travel around the Imaginary world to gather information, find clues, and do what she needs to do to solve the mystery.



# CHARACTERS



## MEG RAINMAN

Meg's boyfriend, Robert, died suddenly on the same day she started working at the research facility. Driven to solve the mystery behind his death, she began to play the strange computer game, "the Ring," and began to travel between the two worlds of Reality and the Imaginary.



## ROBERT DANIEL

**Researcher and Meg's boyfriend.**

Robert was responsible for having Meg hired to work there. He died under mysterious circumstances before her first day, after starting to play "the Ring."



## JOHN BRAD

**Chief of the Lab.**

John believes that it may be a virus that is killing off his researchers, and is secretly investigating the cause of their deaths. He would be a good source for the confidential information Meg needs to solve this mystery.



## JACK NIKSON

**Journalist and Meg's ex-boyfriend.**

Jack helps Meg search for the cause of his friend, Robert's death. He has also started to play "the Ring" and has been drawn into its deadly game.



### John Brad's Office

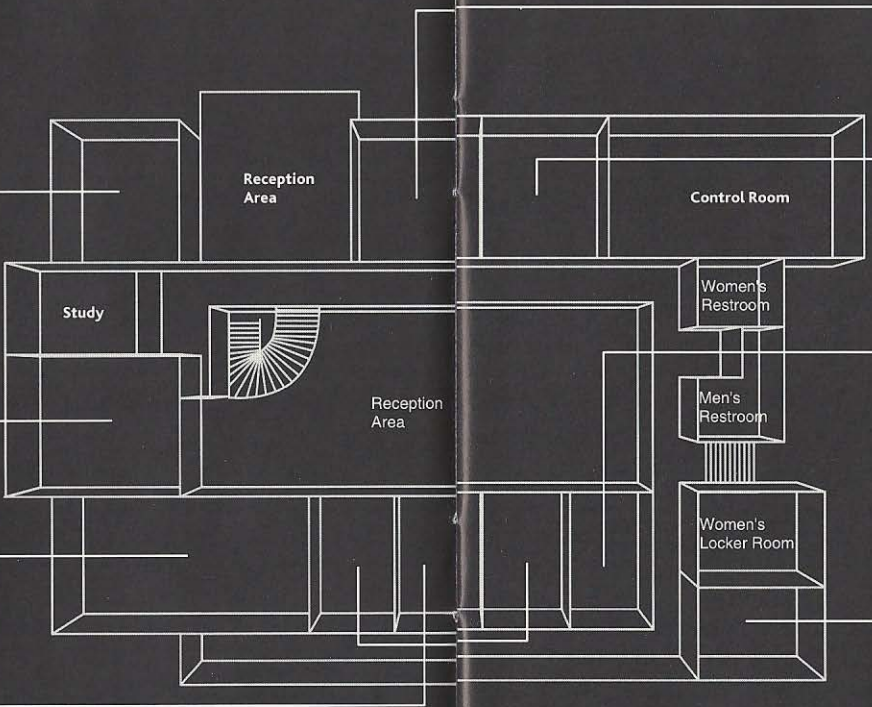


John will welcome you at the start, but he doesn't like it if you come to his office too often.

**Reference Room:** A repository of vital and secret documents, this room is kept well-locked.

**Audio Visual Room:** Contains the film projectors.

**Research Labs 2-4:** These are standard research labs, with layouts that are identical to Meg's lab.



**Medical Lab**  
This is the domain of Dr. Timothy, who may have some useful information for Meg.



**Pharmacy:** Connected to the medical lab, this room stores a variety of medicines.

### Research Lab 1



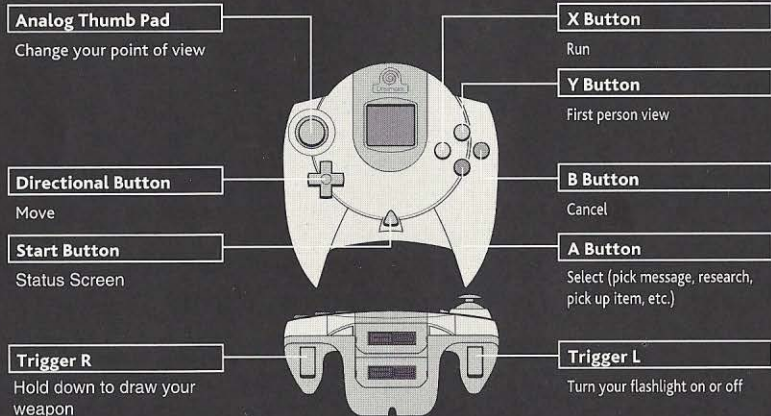
Formerly Robert's research lab, this room is now Meg's lab and office.

**Men's Locker Room**  
Robert has a locker in the back of this room.



# CONTROLLER

## The Basic Game Controls:



To return to the title screen at any time, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

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

# GAME START

## Starting The Game

Make sure you have a Sega Dreamcast Controller plugged into Control Port A before you turn the Power Button ON.

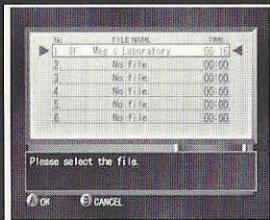
**Main Menu:** Once you have seen the introduction, press the Start Button to move to the Main Menu. Use D-Button  $\blacktriangle$  and  $\blacktriangledown$  to move between the items, and press the A Button to make your choice.



**New Game:** Start a brand new game.

**Load Game:** Load a previously-saved game from your Visual Memory Unit (VMU).

**Options:** Set your game options; see page 15 for more details.



**Load Game Screen:** Use D-Button  $\blacktriangle$  and  $\blacktriangledown$  to select the game file and press the A Button to load it for play.

File Content  
Location, Total Play Time

# DATA SAVE

## Saving Your Game:

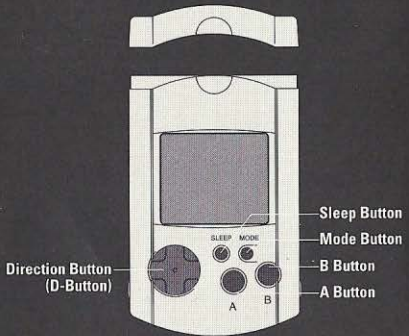
You can save your game anytime you find a Save Point. Save Points look like radios, such as the one in Meg's lab. You will also find other radios, scattered throughout the research facility. You will need a Sega Dreamcast VMU to save your games.



Save Point

### VISUAL MEMORY UNIT (VMU)

**Caution:** While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



# OPTIONS

## Camera:

Set your camera view. The default camera view is fixed.

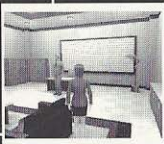
**A:** The camera looks from above when you use a melee weapon, otherwise it follows the player.



**B:** Fixed camera angle.



**C:** The camera follows the player.



**D:** Sets the camera to first person view.



## Vibration:

If you are using a Jump Pack (sold separately), you can turn the vibration On or Off here.

## Sound:

Switch between Stereo and Mono sound.

## Exit:

Return to the Main Menu.



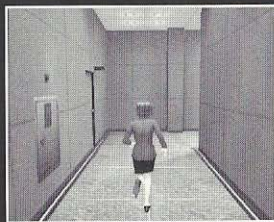
# ACTION

## Move



- D-Button** ▲: Move forward.
- D-Button** ▼: Move back.
- D-Button** ◀ or ▶: Rotate left or right.

## Run



- D-Button** ▲: Run forward.
- D-Button** ▼: Take a quick "hop" back.
- D-Button** ◀ or ▶: Rotate left or right (very fast).

You can use the A Button for several different types of actions:

## Research/Speak:

You can talk to various people and search different places.



You never know where you might find some useful information.

## Turn Switch On/Off:

You can turn light switches on or off. If the lights are off, monsters can't find you.



If the lights are on, you can look around the room without using your flashlight.

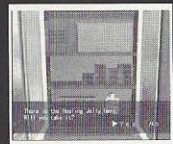
## Open Door/Climb Stairs:

Some rooms are locked, and you'll need a key or item to open the door.



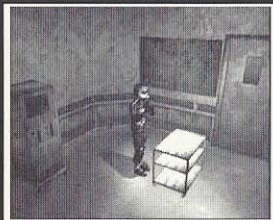
## Pick-Up Items:

Use the **A Button** to pick up any item or weapon you find.



(See Equipment Status Screen, page 22)

## Pushing Objects:



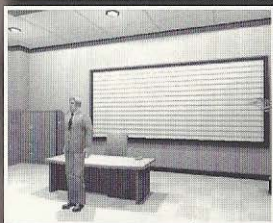
There are some objects that you can move; stand in front of it and press and hold D-Button  $\blacktriangle$  to move it. If you don't get it to the right place, exit the room and then return. You'll find that the object has returned to its original location.

## Climbing Obstacles:



To climb an obstacle, stand in front of it and press and hold the A Button. You'll need to climb things to find certain objects.

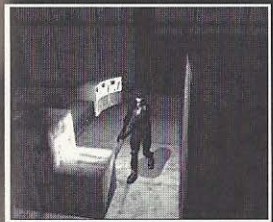
## First Person View:



**Y** + Analog Thumb Pad

Press and hold the Y Button and then use the D-Button to look around a room in First Person View. You can set the Game to always be in First Person View from the options menu; when you are in that mode, follow the instructions above to look around.

## Flashlight



### Trigger L

Turn your flashlight on or off.

**On:** Your flashlight will illuminate the room, and you will be able to attack your enemies.

**Off:** Your enemies won't be able to find you, but you won't be able to see, and might miss discovering important items.

# BATTLE

## Shoot The Gun:

Trigger R then **A**

## Aiming:



Tap **D-Button** **▲** or **▼** with **Trigger R** depressed.

You can only aim at different parts of an enemy's body (head, chest/stomach or legs) if you have your light on. If you shoot a foe in the legs, they will run much slower, making your escape easier.

## Changing Targets:



With **Trigger R** depressed, tap **D-Button** **◀** or **▶**.

If you have your flashlight on, you will aim at the closest enemy by default. However, you can change which foe you are targetting with this control sequence. If your flashlight is off, you will need to aim at your targets manually.

## Knife:

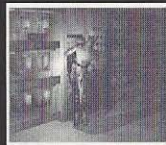
Press and hold **Trigger R** then press the **A Button** to slash or stab.



You can aim your knife just as you would your gun.

## Breaking A Hold:

If you are caught by an enemy, press **D-Button** **▶**, **◀**, **▶**, **◀** ...



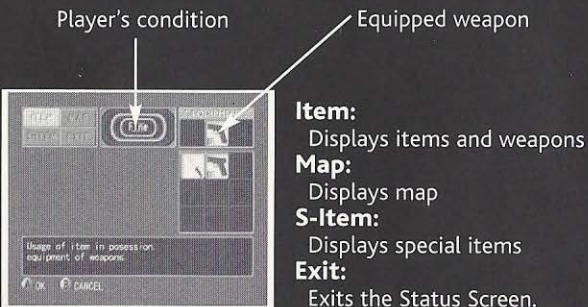
The faster you press the button, the less damage you'll take.

**Use both light and darkness to defeat your enemies!** Your foes will tend to go to the bright areas. Learn to use both the room light and your flashlight in the best combination.

# STATUS

## Status Screen:

Press the Start Button to bring up the Status Screen.



## Player's Condition:

Your hit points will drop every time you are hit by an enemy. If you run out of hit points, you will "die" and the game will end. Your hit points are measured by descriptive terms, each one representing about 20% of your health. "Fine" is the best condition, followed by "Better," "Normal," "Bad," and finally "Danger." As your hit points approach the "Danger" end of the scale, you will begin to move more slowly. When the Game Over screen appears, press the Start Button to return to the title screen.

## Item/ S-Item



This menu allows you to use items or change weapons. Special items are more powerful than their normal counterparts.

**Use:** Use items

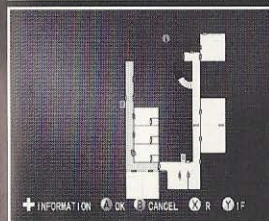
**Equip:** Change equipment

**Reload:** Reload gun

**Delete:** Removes the item from your inventory.

**Info:** This will give you a brief explanation of the item.

## Map



You can view areas you've already visited with the Map. Use the D-Button to move the cursor to an 'I' and press the A Button to read the information there. Press the X Button to look at the Upstairs map and the Y Button to look at the Downstairs map.

**Blue:** This is your current location.

**Yellow:** Shows the areas you have already visited.

**Arrow:** "You are here"

**I:** Indicates an information source.

# ITEMS

You will find a variety of items in the game. Here is a brief list; there are more items to find than are mentioned here.

**Knife:**  
Your knife it isn't very powerful and you have to get in close to the enemy to use it.

**Handgun:**  
This weapon isn't very powerful, but ammunition for it is plentiful.

**Shotgun:**  
The shotgun will let you hit more than one enemy at a time.

**Grenade Launcher:**  
This powerful weapon can fire various types of grenades.

**Napalm Grenades:**  
Shoot these from the grenade launcher to burn your enemies!

**Healing Jelly:**  
This will restore 20 to 80 points of strength, depending on the color of the liquid.

**Small Battery:**  
Replacement battery for your flashlight.



# CREDITS

**Developed by** Asmik Ace  
**Entertainment Inc.**

**Executive Producer:**  
Hiroaki Kai

**Producer:**  
Masashi Suzuki

**Assistant Producer:**  
Atsuhito Isoda

**KADOKAWA SHOTEN  
PUBLISHING CO., LTD.**

**Producer:**  
Hitoshi Iida

**Game Development:**  
TYCOON

**DIRECTOR:**  
Atsushi Suzuki

**Published by** Infogrames  
**Entertainment, S.A.**

**Producer:**  
Matt Powers

**Director of Product Marketing:**  
David Riley

**Product Marketing Manager:**  
Jean Raymond

**Director of Studio Operations:**  
Michael Gilmartin

**SQA Manager:**  
Tom MacDevitt

**Lead Tester:**  
Jamie Fike

**Testers:**  
D'Artagnan Greene

**Manual:**  
Bruce Harlick

**Packaging:**  
Price Design, Eric Larson

**Creative Services:**  
Sheryl Knowles

**Corporate Communications:**  
Erica Krishnamurthy, Meridith Braun,  
Wiebke Vallentin

## Customer Service and Technical Support

Infogrames provides customer service, news, demos and technical support on these on-line services:

**Phone:** Infogrames has some of the friendliest and knowledgeable Technical Support Representatives in the industry. We can help you by phone between the following hours: Monday - Friday 8:00 am - 6:00 pm Pacific time at (425) 951-7106.

**FAX:** Faxes may be sent anytime to: (425) 806-0480. Please include your phone number on all fax transmissions.

**Online:** <http://www.ina-support.com>  
[help@us.infogrames.com](mailto:help@us.infogrames.com)

**Postal Contact:** Humongous Tech Support  
13110 North East 177th Place  
Suite B 101 Box 180  
Woodinville, WA 98072-9965

## Infogrames Hint Line

1-900-454-HINT: \$.99/minute. If you're under 18, please get a parent's permission before calling.

## Other Infogrames Products

To order other fine products from Infogrames, call 1-800-245-7744 or visit our web site, <http://www.us.infogrames.com>.

## 90-Day Warranty

Infogrames Entertainment S.A. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1. DO NOT return your defective disc to the retailer.
2. Notify Infogrames Entertainment S.A., Customer Service of the problem by calling (425) 951-7106 between the hours of 8 am to 6 pm Monday through Friday (Pacific Time). Please do not send your disc to Infogrames before calling. Infogrames can also be reached 24 hours a day by FAX at (425) 806-0480 or on the World Wide Web at <http://www.ina-support.com>.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your disc (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller.) Send the disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Humongous Tech Support, 13110 North East 177th Place, Suite B 101 Box 180, Woodinville, WA 98072-9965.

After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars, plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames Entertainment S.A., and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

IN NO EVENT SHALL INFOGRAMS ENTERTAINMENT S.A. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE WITH RESPECT TO THE SOFTWARE OR USER MANUAL EXCEPT AS PROVIDED ABOVE. INFOGRAMS NORTH AMERICA, INC. MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE OR USER MANUAL, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION, THE WARRANTY OF MERCHANTABILITY AND OF FITNESS FOR A PARTICULAR PURPOSE.

## COPYRIGHT NOTICE

Infogrames is a trademark of Infogrames Entertainment S.A. ©2000 Kadokawa Shoten Publishing Co., LTD./Asmik Ace Entertainment, Inc. All Rights Reserved. Published under license by Infogrames Entertainment S.A.. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

## 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.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 2000. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All rights reserved. Programmed in Japan. Made and printed in the USA.

Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.