SEGA SATURN

DUKE NUKEM 3D

New Exclusive Saturn Only Level!

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

81071

3D REALMS

DEEP WATER

GT Interactive Software

WARNINGS
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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SEGA SATURN VIDEO GAME USE

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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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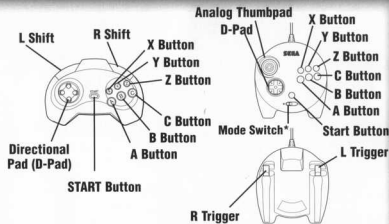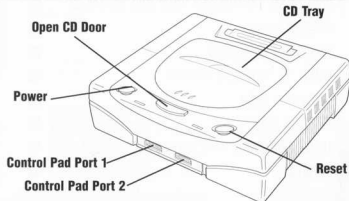Instructions en français, téléphoner au: 1-800-872-7342

Contents

Getting Started

1. Set up your Sega Saturn™ System as described in its instruction manual. Plug in Control Pad.

2. Make sure the power is off, then insert this CD-ROM into the Saturn Console.

3. Turn the power switch on. In a few moments the title screen will appear.

4. Press the START Button on the Saturn Control Pad to advance past the title sequence and begin play.

5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the CD-ROM is properly inserted. Then turn the power switch on.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Open CD Door
CD Tray
Power
Control Pad Port 1
Control Pad Port 2
Reset

Controls
This manual refers to the following directions.

L Shift, R Shift, X Button, Y Button, Z Button, C Button, B Button, A Button, Directional Pad (D-Pad), START Button

Analog Thumbpad, D-Pad, X Button, Y Button, Z Button, C Button, B Button, A Button, Mode Switch*, Start Button, L Trigger, R Trigger

* Mode switch for 3D Controller: "+" uses digital D-Pad, "o" uses analog thumbpad.

8-Button Controls

Control	Function
START	Pause/Access item list and Options Menu
D-Pad/Analog Thumbpad	Move Duke in any direction/Aim weapon/Scroll through inventory
A BUTTON	Fire weapon/Activate items on inventory screen
B BUTTON	Jump/Swim/Fly
C BUTTON	Action
X BUTTON	Look UP or DOWN (with D-Pad)-Press again for normal view
Y BUTTON	Return to previous weapon
Z BUTTON	Choose next weapon
L SHIFT	Strafe LEFT/Fly and swim DOWN (while swimming or flying with jetpack equipped, hold B Button and the L Shift to move down.)
R SHIFT	Strafe RIGHT/Fly and swim UP (while swimming or flying with jetpack equipped, hold B Button and the R Shift to move up.)

Crosshair
You can activate a crosshair target reticle by pressing the START Button during gameplay and moving the cursor to "Crosshair." Next, press the D-Pad LEFT or RIGHT to turn the crosshair on or off. If you turn the crosshair on you will have a small targeting crosshair to help you aim while playing the game.

Duke Nukem 3D

NOTHING LIKE THE SMELL OF ENTRAILS IN THE MORNING...

First there was Dr. Proton and his dastardly robotic legions. Then the Rigelatins and their X5G Think-o-matic War Computer torched 'em all. See ya bye-bye! And now this... Los Angeles on the brink of total devastation — and with it, humankind on the brink of annihilation.

Some welcome home party. But hey, it's a party nonetheless, as you have the pleasure of painting the once-pristine sidewalks with the entrails of Reptilian Enforcers, mutated Pig Cops, and heinous Octabrains — all in a noble (and extremely brutal) quest to thwart the aliens' Machiavellian plot to crack Mother Earth wide open and reap her bountiful resources.

So without further ado, get your platinum-domed, square-jawed bad-ass out there and fire-up those intergalactic freakazoids like there's no tomorrow. Because if you wait for back-up, there will be no tomorrow.

Rock on, Duke!

MAIN GAME MENU

To make a selection, press the D-Pad UP or DOWN to choose an option and press the A or C Button to enter your selection.

The following selections appear on the Main Game Menu:

NEW GAME

Begin a new game.

LOAD GAME

Restore a previously saved game.

CONTROLLER SET-UP

Here you can configure the Control Pad button assignments to your preferences.

SOUND OPTIONS

Configure the sound set-up to your preferences.

Duke Nukem 3D

NEW GAME

Once you've selected "New game", you can play through the episodes in sequence.

LOAD GAME

You can resume a previously saved game with this option. When loading a saved game, choose the game you wish to continue and press the START Button.

Difficulty level

Choose from four difficulty levels:

PIECE OF CAKE
(EASY - Few enemies, and lots of stuff.)

LET'S ROCK
(MEDIUM - Normal difficulty.)

COME GET SOME
(HARD - Lots of enemies.)

DAMN I'M GOOD
(EXPERT - Same number of enemies as Come Get Some, but here they regenerate!)

SOUND OPTIONS

Here you can adjust the following sound options:

Mode:
Stereo or Mono

Music:
On or Off

Music Volume:
Raise or Lower

MAIN GAME SCREEN

Current weapon
Health
Armor
Weapons (selected weapon is highlightd)
Ammo level for selected weapon
Keys held
% remaining
Selected inventory item

For each weapon there is a two part number. The first set of numbers indicates the amount of ammo you have for a particular weapon. The second set is the maximum amount of ammo you can carry for that weapon.

Brightly lit numbers indicate the currently selected weapon. Medium brightness indicates you have the weapon in your arsenal, but it is not currently selected. If the numbers are dark, you do not yet possess the weapon.

The following items appear on the Main Game Screen.

Health
Displays your health level. If this drops to zero, you're dead.

Armor
Shows percentage of your armor that remains.

Weapons Ammo
Displays the amount of ammo remaining for use with your currently selected weapon.

Inventory
Displays the percentage and status (if applicable) of the currently selected inventory item.

Access Cards
Displays the keys currently in your possession. Access Cards are required to unlock certain doors. Once you use an Access Card to unlock a door, it will no longer appear in your inventory.

Duke Nukem 3D

WEAPONS

The right hardware and firepower make all the difference when trying to save the world. You begin with a Handgun, but your survival depends on your ability to locate and upgrade your weapons collection. The following is a summary of available weaponry.

The Mighty Foot

You'd be surprised at how effective five toes, a heel, and an arch can be — especially against a Pig Cop, or when you want to bash through an air duct grill, break a window or squash an unwitting opponent. When in doubt, stomp it out!

The Pistol

Although more powerful than The Mighty Foot, the Handgun is the least effective of all your weaponry. It is a godsend, however, when no other weapon is available. Fires a 12 round succession from a full 48-round clip. The maximum number of bullets you can carry is 200.

The Shotgun

The first order of business when beginning a new level is to locate a Shotgun. Makes easy work of bipedal aliens, including Pig Cops, who also carry Shotguns. Shotguns come with 10-shell boxes and the most shells you can carry at one time is 50.

The Ripper Chaingun Cannon

The weapon of choice for mowing down Pig Cops, Troopers and Captains. Also very effective in shredding an Octabrain's pulpy flesh. Comes with 50 rounds, as do its ammo cases. You can hold up to 200 rounds at one time.

The Rocket Propelled Grenade (RPG) Launcher

No other weapon equals the impact of an RPG projectile. Not only can you blow mutants away from great distances, but you can also blow holes right through walls and even bore tunnels through solid rock. Ammo available in 5-round charges. Most you can haul is 50 rounds. Exercise caution when using this weapon in close quarters.

Pipe Bombs

These crude creations are a guerrilla-type weapon you can fling and detonate remotely. Pipe Bombs are strategic weapons. Because you can detonate from a distance, you can set up traps for your alien adversaries. Most you can carry at one time is 50. Press A Button to throw a pipe bomb and press again to detonate.

The Shrinker

This one shrinks your opponent into squishable, bug-sized pests you can dispose of using The Mighty Foot. The Shrinker is only activated for a brief period of time so hop to it.
NOTE: While Duke is shrunk (via mirror, ricochet, or in Dukematch) he can not pick up or use Powerups, or use any of his weapons.

The Devastator

This double-barreled weapon of awesome destruction launches explosive charges with concentrated impact. Makes short work of most enemies. Exercise caution when using this weapon in close quarters.

The Tripbomb

Another strategic weapon, the Tripbomb is placed on flat walled surfaces. After a two second delay, a bright red laser beam is emitted across to the opposite wall. Crossing the beam sets off an incredible blast annihilating everything within range.

The Freezethrower

One blast from this cold piece changes the molecular structure of any opponent, transforming it into an ice sculpture capable of being shattered with The Mighty Foot, or vaporized with a shotgun blast. Be sure to do away with any frozen mutant fast, as this weapon's effects melt away quickly.

LINE MAP

As you navigate into more complex installations, you will find the online maps to be quite handy.

The map shows the installation's various rooms and areas, so you can see where you've been and where you still need to go.

Press the START Button and move the D-Pad to "MAP" and press left or right to switch the map "ON" for a top-down view of the areas where Duke has explored. You will be displayed as a small arrow in the center of the map. In this mode, you can use the Automap while still viewing the action. To zoom the map in or out, press the press the START Button and use the A, C or X Buttons to change the size of the map. A Button and C Button make the map smaller while the X Button makes the map bigger (to see more detail). Press START Button again to return to action.

DUKE'S POWER-UPS

Weapons are a must, but without power-ups, you haven't a chance in Hell. Power-ups are not necessarily destructive, but rather bestow you with special abilities. The following is a detailed description of each power-up.

To activate some of the Power-ups, press the START Button to access the Options Menu. Those items that are available are highlighted. Move the D-Pad to select the item and press the A or C Button to switch that item on or off.

Health Items

Medkits

Medkits come in two sizes: small and large. Portable medkits are also available. Small and large medkits increase your health by 10% and 30%, respectively. Portable kits carry a full 100% of health and you activate them when needed.

Atomic Health Units

These glowing atom-like units enable you to overcome even the most incredible odds. A single atomic health unit will cause your health to soar by 50% — even above and beyond 100%. The most health you can amass with the atomic health unit is 200%.

Armor

Armor can be found in secret areas, as well as on the bodies of rotting corpses. A fresh set provides you with 100% protection. But be careful, armor wears out with abuse, so when your armor level drops below 50%, it's time to rely on your defensive skills.

Inventory Items

To activate an inventory item, press the START Button during gameplay to access your inventory. The items you hold in your inventory will be displayed across the top of the Options Screen. Press the D-Pad LEFT or RIGHT to move the cursor until it highlights the item you want to activate. Once you've highlighted the correct item, press the A Button to activate it. For certain items, you can turn them off by following the same procedure — press START, highlight the correct item and press the A Button again.

Selected inventory item

Inventory

Access Cards

Access Cards enable you to open special doors or latches. Your strategy for solving a level includes determining what cards you need and in what order you must have them. Without this knowledge, many level areas will remain a mystery.

Steroids

Steroids deliver a rush of power and speed you will quickly come to appreciate. Boosts your kicking prowess and overall speed to amazing levels. Use steroids wisely as the adrenaline pump-up lasts only 30 seconds.

Holoduke

This full-size decoy (complete with comic book-style jawline) provides a solution in the most desperate of situations. Most effective when accompanied by a strategically placed pipe bomb! When you activate the Holoduke, it will appear next to where you are standing so make sure that you're in the correct spot. The Holoduke runs on an internal battery and will keep going until it runs out of juice.

Jetpack

This amazing device allows you to fly for about 45 seconds at a time, so use in moderation. Ideal for reaching high places and uncovering secrets that would otherwise remain hidden. Also effective for plotting direction and short routes to lofty destinations. When the Jetpack is active, you will see an on-screen countdown indicating how much fuel is left in your Jetpack. You can't fill the tank up, so once you've used all the fuel, your Jetpack is junk. Turn the Jetpack on and off from the Option Screen.

Night Vision Goggles (NVG)

NVGs allow you to see in the dark, where your enemies cannot. Lasts for about 35 seconds, so use it when you are sure enemies are lurking nearby. You can turn the goggles on and off from the Options Screen. While the goggles are active, you will see an on-screen countdown indicating how much battery life they have left. Once the battery runs out, you better make sure that you know where the light switches are.

Scuba Gear

Scuba gear allows you to breathe underwater. Once you have obtained the scuba gear, it will automatically activate whenever you submerge. Tanks are good for 45 seconds, so make haste as you waste.

Protective Boots

These fancy galoshes keep your toes free from harmful toxic substances and chemicals that circulate throughout many levels. Like the scuba gear, they automatically activate in times of need. When active, you will see an onscreen countdown indicating how much time until the protective boots are worn out. Make sure that you make it to safe ground before the timer runs out.

This hostile cast of alien invaders is here to subjugate our world. Not to mention conduct bio-genetic experiments with human females. It's your job to bounce them back to the void where they belong.

Assault Troopers

These are the grunts of the alien alliance. Although capable of being destroyed with a few rounds of your hand-gun, troopers are never easy to deal with and are seldom discouraged in their pursuit. Beware, as each trooper blast can cause a 15% reduction in your health status.

Assault Captains (Captains)

Like their minion troopers, the captains sport laser pistols and jetpaks. They also wear phase-induced teleporter devices on their wrists, which means they can dematerialize and appear when you least expect it. Each strike saps 20% off your energy.

Protozoid Slimers (Slimers)

These gelatinous bodies suck your brain out through your nose. We recommend your Pistol or Shotgun, or the Ripper Chaingun. If you let them crawl up your pant leg and through your nose — and it's all over! They colonize, too. Beware: you can't kick them once they grab onto your face, so blast away.

Pig Cops

The mutant police are faithful servants of evil, devoted to serve and protect the alien alliance. Pig Cops are unyielding and wrapped in armor, making them hard to destroy, but worth it, as you can loot their protective cover once destroyed. Capable of inflicting an incredible 20% damage rate (25% if you are not wearing body armor).

Recon Patrol Vehicles (RPVs)

RPVs are single-user, anti-gravity transports that allow Pig Cops to take to the air. Here they can follow your every move and attack from above using powerful side-mounted laser cannons that can inflict 30% worth of energy-tapping damage.

Enforcers

Enforcers are the alien armada's clean-up crew. Armed with Ripper Chainguns, these mutant mercenaries usually attack in packs and wear protective gear. You can usually remove their chainguns and chaingun ammo after each kill.

Octabrains

Lurking in dark, moist areas, these disgusting things take to the air as easily as they dominate the depths of water bodies. By focusing their immense mental energy, an Octabrain can nearly paralyze you, sapping 50% of your energy in a single shock.

Battlelord

This is the first boss Duke will encounter. If his size doesn't give you a cardiac, the sheer impact of his over-under Ripper Chaingun Cannon surely will. A sustained attack from the Battlelord can decrease your health at a rate of 5% to 10% per second.

Battlelord Sentry

A much smaller version of the original, the Battlelord Sentry is not quite as ferocious as his taller cousin and is easier to kill. Good practice for the real thing.

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Assault Commander (Commander)
A massive hovering torso connected to a free-floating anti-gravity deck, this dude is devastation on thin air. He can levitate and dash without warning. He can dice you up like a food processor. And he can launch deadly projectiles that will reduce your health by 50% to 75% with a single shot. Good luck.

Sentry Drone (Drone)
Sporting anti-gravity units, Sentry Drones are highly maneuverable and elusive. Once they track you down they can shave up to 35% off your health. Seek shelter behind a thick door or wall when you hear them coming, as drones often collide with obstacles in their zeal to execute their programs.

Overlord
Equipped with a heavy harness that holds weapons and also protects him from injury, the Overlord is also blessed with keen eyesight, lightning quick reflexes and a self-contained arsenal. It's gonna take all your heavy assault weaponry to incapacitate this moon man.

Cycloid Emperor (Emperor)
This walking abomination is a one-eyed giant whose breath is capable of emanating energy blasts in rapid succession, overwhelming opposition in a matter of seconds. And his built-in ports fire charges so harmful to your health, we're not allowed to put their effects in print.

CLASSIFIED

LEVELS 17

After defeating the Rigelatins and thwarting their megalomaniacal dreams of an enslaved humanity, you return to your hood, L.A., only to find it under siege at the slimy appendages of another wave of malevolent aliens. Now you must unload your wicked arsenal on the underworld's most voracious band of scum this side of Hollywood Blvd. And in the process, return your old stomping grounds — the epicenter of hapless humanity — to the once-pristine bastion it once was. Ah heck, just blow the ?@*¿ out of anything that breathes. Enjoy!

Hollywood Holocaust
Stars are made here. Yet the only way you're gonna get a spot on the Walk of Fame is by having one of your body parts land there. Moral decay abounds, as evident by roaming Pig Cops and Captains. Have a blast!

The Red Light District
Welcome to the seedier side of L.A. Beware of temptation as this place is a sure test of your stamina. Access Cards are your way through this extremely graphic neighborhood. Expect plenty of Pig Cops, Captains and Alien Troopers.

Death Row
You've been sentenced to die in the chair and there's no time for pardons. Get out of that hot seat, get hold of some weaponry, then commence to blasting Troopers and Captains. Use Keycards to work your way through this labyrinth of cell blocks and courtyards, and don't forget to stop at the prison chapel for guidance — you haven't a prayer out here!

Toxic Dump
A booby-trapped cargo sub has landed you boot deep in toxic sludge

at the Dump site. Guess who gets to clean up the mess? Radioactive substances are everywhere, as are more Pigs, Troopers and Captains. Don't forget to pick up your Scuba Gear as you may have to immerse yourself in your work.

The Abyss
Prepare to discover how far these alien infiltrators have gone in their quest to possess the earth. Don't let mutant mythology poison your train of thought as your primary goal is to descend into the depths of hell and ignite the Battlelord in a fiery inferno. There'll be plenty of time for Martian mysticism after the fire.

The Launching Facility
(secret level)
Your mission here is basic, yet in no way simple: find it. This secret level challenges you to stop the rocket to the Moon and rescue the female specimens enshrined in cocoons on board. Activate the self-destruction mechanism, then push the big red detonation button on the remote control switch. Just remember to get the *?¿!# off the ship first!

LEVELS(Continued)

Spaceport
Your first stop along your tour of duty in Lunar Apocalypse finds you aboard a hovering, man-made station in orbit. Infested with aliens, you must board the shuttle and infiltrate The Incubator. The Shrinker and Devastator await your arrival. Walls of mutant mercenaries abound.

The Incubator
This is where the aliens' ghastly young hatch. Dozens of eggs litter the area waiting to spew new members of the alien race. Get to the Incubation chamber immediately and destroy the nests — before mommy gets home!

Warp Factor
Expect the unexpected as you penetrate this sci-fi-influenced multi-level facility and locate further clues into the alien's plot to crack the earth open like a walnut.

Fusion Station
This is the mechanism that juices up all the lunar stations. Your job is to blow the damn thing's head off. But first you must penetrate this gargantuan structure and use your most powerful weaponry to torch Sentry Drones and Assault Commanders.

Occupied Territory
Occupied Territory is daunting by the sheer number and viciousness of your co-occupants. A fearsome force of fiendish foes has come together to ensure your fall. Remember, it's BYOBB (Bring Your Own Body Bag).

Tiberius Station
Housing an elaborate duct maze that will test your wits as well as your patience, Tiberius does have one safeguard: plenty of power-ups. Blow up everything in sight.

Lunar Reactor
Twice as large as Tiberius Station, the Lunar Reactor is a mass of hallways, chambers and multiple secrets. Your mission is to seek out and destroy the core reactor, after you face and defeat your oppressors.

The Dark Side
Somewhere among the convergence of Alpha, Beta and Gamma transports you will become closer to your own soul as you ponder some very deep mysteries here. Your findings just might blow you away.

Overlord
Prepare to come face to face with the charmless Overlord and his close companion — a massive cannon aiming a concentrated energy beam at California's San Andreas Fault.

Raw Meat
Begin by teasing your taste buds on the perimeter, then devour the main dish in the dining chambers where the right Access Card gets you preferred seating. Top off the meal with a few libations at the bar or enjoy our outdoor pool just outside the lobby.

Bank Roll
Don't let its unfeeling and self-serving facade fool you. This place has plenty to offer — given you have the right Access Cards. Blast the vault wide open and reap the fruits of your labor. No need for a loan officer here.

Flood Zone
L.A. didn't fare well in the big quake. Prepare to spend half your time under water as you search for Access Cards among Octabrains and Assault Commanders. Watch that oxygen level!

L.A. Rumble
Concrete, steel, glass, and other materials forged by human hands for one purpose only: sheer brutality. Hollywood Boulevard and the East Town Towers provide the ideal backdrop for this extremely uncivilized carnage classic.

Movie Set
Give the aliens a few weeks in Los Angeles and the next thing you know, they're taking over Tinsel Town, too. Yet the only shooting that'll take place here is the B-movie, drive-in splatter genre. Collect Access Cards before they run the credits.

Rabid Transit
It's time for an old fashioned train battle in the subways of LA-LA Land. This level punishes carelessness and rewards fighting prowess, dexterity, and sheer guts.

Fahrenheit
Prepare to sweat bullets through a TV studio, a fire station, even through a cozy apartment. Sentry Drones and Assault Commanders dominate this landscape. Bring some pipebombs.

Hotel Hell
If it weren't for its dubious clientele, this flea-bag joint might actually be a nice place for power lounging. Enforcers, Troopers, Pig Cops and RPVs, however, give this place a bad name. No time for martinis at poolside, if you get our drift.

Stadium
Prepare for the ultimate showdown between the home town favorite — you — and the formidable Cycloid Emperor. There's much more at stake here than just ratings and home team pride: Earth.

FIGHTING SOLO — TIPS TO LIVE BY

Bottom line: You're gonna want to hone your skills before Duke-ing it out in DukeMatch mode. Take notes!

Moving With Agility
Your chances for overcoming your opponents are directly related to how well you can move in your virtual environment. After mastering your dance steps, add a bit of speed to the mix for optimum agility.

Sidestepping
Sidestepping allows you to plug your opponent, then retreat to reload behind an obstacle. Sidestepping also allows you to fire from behind a wall or barrier, making it very difficult for your opponent to get a good shot at you.

Strategic Movement
Good gaming strategy dictates that you learn to take advantage of your full range of motion. And there will be plenty of opportunities to strafe, jump and perform 180-degree turns.

ITEMS TO WATCH OUT FOR

Given the diversity and types of ground you will be covering, you must make the most of every sense and take in as much info about your whereabouts as possible. Keep an eye out for the following helpful items:

Exit Symbol
Activate this to exit the level.

C9 Canisters
Exploding barrels and canisters are strategically placed throughout each level. Shoot these and get away, as they say.

Teleporters
Walk through these futuristic passageways and find yourself in another part of the level.

Water
You can make small health gains by drinking deeply from such sources as water fountains, broken fire hydrants, and broken toilets.

Monitors and Camera
Use security monitoring systems to locate possible enemies and power-ups.

Ventilation Shafts
You can crawl through vents where you will often find power-ups and other helpful items. Blast or kick to open.

Cracks In Walls
Look for cracks in walls and rock as you can usually blow these open with a Pipe Bomb, RPG or Devastator to create tunnels or emergency exits.

The Babes
Be nice to these women. You don't even want to know what happens if you mess with them.

Net Link Play

Duke Nukem 3D and Net Link let you play with another player over telephone lines. You can dial a friend, or locate an opponent on-line, then connect directly for two-player shooting action—cooperate to get through as many levels as possible or take each other on in a fight-to-the-finish DukeMatch.

To get on-line with Duke Nukem 3D, you will need:

• Saturn Net Link

• PPP compatible Internet account (see Net Link browser manual for more details). If you don't have an Internet account, simply insert your Duke Nukem 3D disc in your Sega Saturn and click on the Net Link Zone when it appears. Follow the on-screen directions to establish an account with WebBullet™ Internet Service, the fastest connection you can get with Net Link. Note: you don't need an Internet account to connect to another player directly. However, without an Internet account, you will not be able to connect to the Net Link Zone.

To communicate easily with other players, you may also want to use a keyboard with the Sega Saturn Net Link Keyboard Adapter. See your Net Link Browser manual for more information.

Quick Start

With a Net Link modem properly inserted into your Saturn, place the game disc in the Sega Saturn and power on the system. The Duke Nukem 3D and Sega Saturn Net Link splash screens will appear. Next you will see the Duke Nukem 3D Net Link Main Menu. (Note: these screens will appear only if you have a Net Link correctly inserted into your Saturn).

To setup your character:

These settings will be saved to the Saturn's internal memory and will remain there until you change them. Your portrait, nickname and taunt will be displayed each time you connect with an opponent for any Net Link game. If you decide that you want to change them, return to the Setup menu and repeat the selection steps.

• Choose Quick Link to create a character and connect with an opponent. Press any button at the X-band splash screen to continue. Then choose Setup from the six icons on the Quick Link menu.

• Choose "Character" to select a picture of your character persona. Press right or left with the D-pad to find a portrait you like, press Up or Down with the D-pad to select the color and then press "A" or "C" to select the character.

• Choose "Code Name" and "Taunt" to input your character nickname as well as a taunt to challenge your opponent. Use the on-screen keyboard or a keyboard attached to your Sega Saturn with the optional Net Link Keyboard Adapter. Choose "Done" when finished. Your character's portrait, nickname and taunt will appear when you connect with your opponent, before the game begins.

• Click on "Return" to go back to the Quick Link Main Menu.

- Click on "Phone Setup" to select pulse or touchtone dialing, or if you need to dial a prefix before placing a call (such as a "9"). You will only need to do this once (unless you change your telephone service or move your Saturn to a different phone number); the information you enter will be saved to the Saturn's internal memory.

- Click on "Dial" from the Quick Link Main Menu. Type in a phone number with the on-screen keyboard, or a keyboard attached to your Sega Saturn. Click on "Dial" (right lower corner of the on-screen keyboard) to connect.

Important! The player who dials pays for the call. Net Link calls are like any other phone call; you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Quick Link call. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.

To receive a call:

- Click on "Wait" from the Quick Link Main Menu. Your Net Link will go into standby mode while it waits to receive a call from your opponent. When your opponent calls, the Net Link will automatically answer the call and establish a connection so you can begin to play head-to-head.

You can practice the game while waiting for an incoming call. If you choose to practice, Net Link will automatically interrupt your practice game when your opponent calls and connect to start the on-line match. You don't need to worry about missing your on-line game.

When you connect with an opponent, you will see a screen showing both characters' portraits, nicknames and taunts.

The player who dialed will get to select the style of play (Cooperative or Dukematch), the game level and the difficulty setting (from No Monsters [easiest] to Damn I'm Good [hardest]).

Note: When playing a Quick Link game, one player must choose "Dial" and the other player must choose "Wait", make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

How to use the Internet with Duke Nukem 3D

If you would like to use the Net Link Zone to locate other players and chat live on-line you will need a PPP dial-up account with an Internet Service provider (ISP). See your Net Link Browser manual for more information.

- If you have already set up an ISP account using the Net Link Browser or another Net Link game, your account information is already stored in your Saturn. All you need to do is load the game disc with your Net Link properly inserted into your Saturn and choose "Net Link Zone" from the Main Menu.

- If you already have an ISP account set up for your computer, and would like to use it with your Saturn, see the Net Link Browser manual for instructions on how to enter your account information into your Saturn.

- If you don't currently have an Internet account and would like to sign up for an Internet account with WebBullet, the fastest connection available for Net Link games, load the game disc with a Net Link properly inserted into your Saturn, click on the Net Link Zone to register and the software will step you through the registration process.

Registration is a one-time process to set-up an Internet account. You will need a valid credit card to register with WebBullet

Choose "Yes" when asked if you would like to sign up with WebBullet. To enter information, move the pointer with the D-pad on the Saturn controller over the desired entry space and press the A button. An onscreen keyboard will appear. To use the onscreen keyboard, move the pointer and click on desired characters with the A button on the controller, or use a PC keyboard attached to your Sega Saturn with the optional Net Link Keyboard Adapter.

See the Net Link Browser 3.0 instruction manual for detailed instructions on how to establish an account with WebBullet. If you don't have the Net Link Browser 3.0 (or later), use your existing Browser to connect to the Net Link "What's New" area for information on how to order the latest browser from Sega.

Choose "Submit" when finished.

Duke Nukem 3D

How to use the Internet with Duke Nukem 3D (Continued)

You will be connected automatically to WebBullet's toll-free registration line. Fill in the requested information on the registration screen.

Please make sure that you select a dial-up phone number that is a local call for you. If you would normally have to pay to make a normal phone call to the dial-up phone number you selected during the registration process, you will pay the same rate when dialing with Net Link. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK TO CONNECT TO WEBBULLET OR ANY OTHER INTERNET SERVICE PROVIDER.

If WebBullet does not have a local phone number in your area, please call their customer service department at (650) 429 - 3131 for assistance. You may also want to investigate alternate ISPs with local dial-up access in your area—local computer users groups or computer retailers might be able to make recommendations for you.

When you are finished creating an account, your account information will be stored in the Sega Saturn's internal memory. **Make sure to write down your account information in the space provided in your Net Link Browser manual.** In case somebody accidentally erases your Sega Saturn's internal memory, you will be able to re-enter the necessary information and keep using your account.

To view your account information, press the START button on the controller and choose "Options" from the Command Cluster. View the "General Preferences," "Network Preferences," and "Mail Preferences" screens to see your account information. Note that all passwords will be displayed as asterisks for security purposes; write down in the Net Link Browser manual the original password you selected so you don't forget it. See the Net Link Browser manual for more information. **Remember, never give out your account information and passwords so that nobody can misuse your account.**

Your credit card will be billed monthly once you've established your account. If you have questions about your WebBullet service or wish to cancel your account, **call WebBullet customer support at**

(650) 429-3131

or send an e-mail to

support@webbullet.com.

Important note: Once you have completed the registration process to establish a WebBullet account, you must disconnect, reset your Saturn and wait for approximately 15 minutes for WebBullet to process your credit card information and create your account. After waiting approximately 15 minutes, you should be able to connect successfully. If you have problems, call WebBullet's customer service department at (650) 429 - 3131.

Note: Once you have established an Internet account, you can use it for all Net Link games as well as exploring the Internet with the Net Link Browser.

Game Interface

With Net Link, Duke Nukem 3D has several special menus and options for on-line play.

Selecting play options

The Duke Nukem 3D Net Link Main Menu has three options:

- **Traditional** - This is the standard Duke Nukem 3D game for one player with no on-line gameplay. This option does not require an Internet account.

- **Quick Link** - This option lets you dial an opponent or wait for an incoming call from another Duke Nukem 3D player. This option does not require an Internet account but does require that the person with whom you connect have Duke Nukem 3D loaded on his/her Saturn.

- **Net Link Zone** - This option connects you to the Internet to contact other Duke Nukem 3D players on-line via chat and e-mail. This option requires an Internet account.

Click on the question mark button at the upper right corner of the screen to display a brief description of each option.

Creating a Character

Before you connect with another player in Quick Link mode, you'll want to create a character to be your on-screen persona. You can choose a nickname, select, a portrait, and enter a taunt to challenge your opponent.

- Choose Quick Link from the Duke Nukem 3D Net Link Main Menu. Press any button at the X-Band splash screen to continue. Click on Setup from the six icons on the Quick Link menu.

- Click on "Code Name" to enter a gameplay nickname. Use the on-screen keyboard or a keyboard attached to your Net Link Keyboard Adapter. Click on "Done" when finished.

- Click on "Character" to select a picture of your character. Press right or left on the D-pad to find a portrait you like and then press up or down on the D-pad to select the color (hold up or down to scroll through the colors). When you are satisfied with your portrait, press the "A" or "C" button.

- Click on "Taunt" to enter a challenge to your opponent. Be creative, but keep it clean-- nobody likes a rude player! This taunt will be displayed when you connect to an opponent via Net Link. Click on "Done" when finished.

Your character's portrait, nickname and taunt are saved to your Saturn's internal memory and are used each time you connect for any Quick Link game. You can change your character's settings by returning to Setup and follow the same steps listed above.

Using the Command Cluster

The Command Cluster allows you to navigate in the Net Link Zone, check and send email and change the network setup.

To display the Command Cluster at the Duke Nukem 3D Net Link Main Menu and in the Net Link Zone, press the START button on the controller.

Select an option with the D-pad and then press the "A" button.

The options on the Command Cluster are:

- Address book: Select an addressee for an email message.
- Mail: Check your email box for new messages.
- Back/Forward : Navigate through places you've already been in the Net Link Zone.
- Home: Return to the Net Link Zone Main menu.
- Options: Change network options and settings.

See the Net Link Browser manual for more information on Command Cluster options.

Note: The Command Cluster for Net Link games does not include all the options shown in the Net Link Browser Command Cluster. It has been specially customized for Net Link games.

Duke Nukem 3D

Quick Link Mode

Select Quick Link from the Duke Nukem 3D Net Link Main Menu to connect directly with another player. Press any button at the X-Band splash screen to continue. The Quick Link menu screen appears with the following six options:

- Dial: Enter and dial an opponent's phone number
- Wait: Wait to receive an incoming call from another player
- Setup: Change character and phone settings
- Back to Web: Return to the Duke Nukem 3D Net Link Main Menu
- Solo Play: Start Duke Nukem 3D in regular, non-network mode
- Return: Return to X-Band splash screen

How to setup phone settings

If you need to change the phone setup to pulse dialing or to dial a prefix such as "9" to reach an outside line, click on "Setup" from the Quick Link Main Menu, then click on "Phone Setup" and make any needed changes. Click on the "Return" icon when finished. Click on "Return" again to go back to the Quick Link Main Menu. These settings are stored in your Sega Saturn's internal memory; you only need to enter them once.

Important! The player who dials pays for the call. Net Link calls are like any other phone call; you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Net Link call. **NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.**

How to dial an opponent

- Choose "Dial" from the Quick Link Main Menu. Type in a phone number with the onscreen keyboard or a key board attached to your Sega Saturn. Then click on "Dial" to connect. The Dialing Opponent screen will appear while dialing and connecting. Make sure that you have entered the phone number correctly before you click on "Dial."

How to receive a call

- Choose "Wait" from the Quick Link Main Menu.

Your Net Link will enter standby mode and will automatically answer when another Net Link owner dials your number. You will have the option of practicing Duke Nukem 3D while you wait for your opponent's call. If you select "Yes" to practice, your Net Link will still wait for your opponent's call and interrupt your game when the call is received so you don't need to worry about missing your on-line challenge.

Remember: One player must choose "Dial" and the other player must choose "Wait." Make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

Duke Nukem 3D

Once you are connected

When you connect with an opponent, you will see a screen showing both characters' portraits, nicknames and taunts.

Then, the game will begin in Net Link mode. The player who dialed will get to select the type of game (Cooperative or Deathmatch), the level and the difficulty.

Dialer   **Kill Count**   **Answerer**   **Kill Count**

Player Code Name
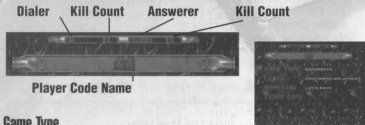
Game Type

- Cooperative: You and your opponent can team up for double the firepower in wiping out monsters. Both players will always start at the beginning of the level and you will restart at the beginning of the level if you get killed during gameplay. Even though you are cooperating, you can still hurt the other player with your weapons, so be careful out there.

- Dukematch! You and your opponent take each other on in an on-line DukeMatch in which the goal is to rack up as many "kills" as possible. You score a "kill" each time you destroy the other player with your weapons.

Level

- Select any level for play. You don't have to start at Hollywood Holocaust if you don't want to! Just move the cursor to the level select and press the D-pad left and right to cycle through all the levels.

- During gameplay, whenever either player exits the current level, the game will immediately end the current level and start both players on the next level. In dukematch both players will lose all their weapons, except for the standard-issue pistol, and powerups but get to take on a bunch of new monsters that are even meaner than before!

Please see the rest of the Duke Nukem 3D manual for more information on game options and how to play.

Difficulty

- Choose the difficulty. "No Monsters" is the easiest—just concentrate on tracking and destroying your human foe. "Damn I'm Good" is the hardest—take out ravenous hordes of enemies intent on gnawing on your bones.

To end a on-line game

Should you need to end your Duke Nukem 3D on-line game for some reason, you can gracefully exit by pressing the START Button and then selecting "Quit Game." On-line gameplay will immediately end for both players and the game will switch to the Quick Link chat mode.

Quick Link Chat Mode

In Quick Link chat mode, you can communicate with your opponent by typing messages on the screen. Messages appear on both players' screens as they are typed. You can use the chat mode to schedule a rematch, congratulate the winner, or taunt the loser.

Remember, even though you can't see or hear the other player, be polite. Treat your opponent as you would like to be treated. Don't use bad language -- who wants to play with a sore loser?

Please note: Neither Sega nor WebBullet take responsibility for the content of the after-game chat. This is a direct connection with your opponent and Sega cannot control the content, language, or anything else about the conversation. If you become offended by the content of the chat, choose "Done" to disconnect.

When you are finished chatting, click on "Done" to return to the Quick Link Main Menu where you can dial another opponent or wait for a call.

Duke Nukem 3D

Net Link Zone

Select Net Link Zone from the Duke Nukem 3D Net Link Main Menu to connect to the Internet and enter the Duke Nukem 3D Net Link Zone and meet other players on-line.

Note: You must have an Internet account programmed into your Saturn for your Net Link to access the Net Link Zone.

The Net Link Zone is a special Web page that contains links designed to help you locate other Duke Nukem 3D players in your area. See your Net Link Browser manual for more information on the Internet and the World Wide Web. The Net Link Zone main page contains the following options:

- Register Now: Enter your name in the Net Link Zone Guestbook so other players can contact you by e-mail to play a game.

- Quick Link: Takes you to the Quick Link Main Menu. See the Quick Link section in this manual for more details.

- Guestbook: Search the Guestbook for Duke Nukem 3D players in your area.

- Chat: Enter the on-line chat area, communicate with other players in real time to set up Quick Link games and trade tips and tricks.

- E-Mail: Check your e-mail box for new messages or send a message to another player.

- Help: View on-line help.

- Main Menu: Return to the Duke Nukem 3D Net Link Main menu.

Guestbook

The Guestbook is an on-line database of players who have registered in the Net Link Zone in order to find opponents for Quick Link games. You can use the Register option to add your name and information to the database. You can also search the database for Duke Nukem 3D players in your area. Any information you enter in the database is used only to help other players contact you to set up Quick Link games.
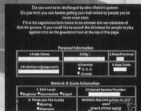
The Guestbook includes the following information:

- Code Name
- Area Code
- City
- State
- Country
- Skill Level
- Preferred Gaming Time
- Net Link Games Owned

Please note: Sega provides the Guestbook as a service to facilitate player matching only. Furthermore, Sega makes no guarantees concerning the accuracy of the information in the Guestbook and takes no responsibility for consequences resulting from the use of the Guestbook.

To register in the Guestbook
Choose "Register Now" from the Net Link Zone Main Menu. Fill out the information boxes on the registration form that appears. Choose "Submit" to add your information to the Guestbook, or "Reset" to cancel.

Important: Never give out your real name or home address to strangers on the Internet. Enter your character nickname in the Name area on the Guestbook registration form.

To Search the Guestbook:

Choose "Guestbook" from the Net Link Zone Main Menu. Enter the information you want to search for. Include more information for a more specific search. For example, enter your area code and a specific game (e.g. Duke Nukem 3D) to find all Duke Nukem 3D players in your area.

You will see the search results as a table on your screen. Each horizontal line represents one player. Click on a name to automatically open a new e-mail message addressed to that player. Click on any other information field to search the database and list all players who have that item in common. For example choosing an area code will list all players in that area code.

Chat

Please note: Neither Sega nor WebBullet are responsible for the contents of any on-line chat area; use at your own risk. NEVER give out your real name, home address, or Internet account information to strangers in a chat room. Use the same common sense rules that you would apply when talking to a stranger on the telephone. Sega has established the chat rooms as a service for Net Link users only. Furthermore, neither Sega nor WebBullet make any guarantees concerning the accuracy of the information shared in chat rooms and take no responsibility for consequences resulting from the use of the chat rooms. If you become offended by the content of the chat area, click on "Main Menu" to exit from the chat room.

You can communicate in real time with other players in the Net Link Zone by using Internet Relay Chat (IRC). When you enter a chat room in the Net Link Zone, you will see a list of all the other players in the room, and a scrolling message area. We highly recommend that you use a keyboard with the Net Link Keyboard Adapter when using chat rooms. Typing messages on a keyboard is much faster and easier than using the on-screen keyboard. If you can't find a Keyboard Adapter at your local retailer, you can order one from Sega—just call 1-888-SEGA-SALES.

Chat Etiquette

Entering a chat room is like joining a party already in progress. Be courteous and keep your messages brief. Don't be rude or use bad language. More people will want to play with you if you are friendly. Using uppercase letters in a chat room is like shouting so don't leave your caps lock key on.

When chatting, be careful about what you say. Since other people cannot see your body language and facial expressions, your comments can be easily misinterpreted. People on-line often use "smileys" to clarify meaning. A smiley is a set of punctuation marks that resembles a smiley face when you turn your head sideways to the left, like this :-). Smileys let the people in the chat room know that your comments are meant to be good natured. Here are some popular smileys:

:-) Smile   ;-) Wink   :-(Frown   :-o Surprise

To use Net Link Zone Chat:

- Choose "Chat" from the Net Link Zone Main Menu. A page will appear listing the Duke Nukem 3D chat rooms.

- Choose a chat room you'd like to join. Each chat room holds a limited number of people but when a room fills up, a new, similar room is created.

List of people in room   *Chat messages*

Your outgoing message

You'll see a page with a list of people in the room on the left and a scrolling message area on the right. You can scroll through the list of people to see all players in the room.

Duke Nukem 3D

To chat:

Enter a message in the text box at the lower right and choose "Done" or press the return key on your keyboard. Your Message appears in the scrolling text area and is visible to everyone in the room. If you do not want to send a message to everybody in the chat room, use the special "Whisper" mode.

To send a Whisper (private message)

You can send a whisper message to a single person in the chat room if you have something private to say. This message will be seen only by the person you choose and will NOT be seen by anybody else in the chat room.

To send a whisper, first find the person to whom you would like to whisper from the list of people in the chat room and click on his/her name to choose that person. If you selected the person correctly, the box containing his/her name will change color. Now, whatever you type will appear in blue and will only be seen by the selected person; nobody else in the chat room will see your messages until you turn off Whisper Mode.

Turn off Whisper Mode by clicking on the selected person's name again. The highlight will disappear to show that you have exited Whisper Mode. Now whatever you type will be seen by everyone in the chat room. If you want to send a private message to a different person, choose his/her name from the list, and it will highlight as described above.

If a message in blue appears on your screen, it is a Whisper from somebody else. Look to see who sent you the Whisper, then click on his/her name from the Names list to enter Whisper Mode to respond. Be careful not to answer a private message by sending an answer to the entire chat room.

Important note: Make sure that you are in Whisper Mode with the correct person BEFORE you send any private messages. Otherwise, you may inadvertently share personal or private information with the wrong person or, worse, with everybody in the chat room!

Tips for matching up with another player in the chat room:

• Send a message asking if there is anyone in your area code who would like to play against you, or wait for someone else to ask.

• When you get a response, choose that player's name from the list on the left to enter Whisper Mode. When in Whisper Mode, you can exchange phone numbers and decide who dials and who waits without bothering the whole room. Don't share phone numbers or other personal information unless you have entered Whisper Mode.

Remember: If you dial you have to pay for the call (if necessary) but you don't have to give out your phone number.

• Once you both decide who will wait and who will dial, click on the "Wait" or the "Dial" button as appropriate. See the Quick Link section in this manual for more information on dialing or waiting for a call.

My game disc boots up into the normal "standalone" game instead of allowing me to choose Net Link options.

Your Net Link is not inserted properly. Turn off your Saturn, unplug the Net Link and then plug it back into your Saturn. Turn your Saturn back on.

I can't connect to the Net Link Zone.

Check to make sure that your phone cord is connected properly between your Net Link and your phone outlet.

Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.

Your ISP is not programmed properly. Try loading the Net Link Browser to see if you can connect to the Internet. If you can't, you may need to establish an account with an ISP. See manual for further information. If you have established an account, you may have accidentally changed or erased the data saved in your Saturn's internal memory. Check to make sure the data saved is the same as the original account information that you recorded in your manual.

Your ISP phone connection is not working. Try loading the Net Link Browser to see if you connect to the Internet. If you can't and you know that you have an ISP account programmed into your Saturn, you may need to wait until your ISP connection comes back on line. Call your ISP for assistance.

Call waiting may be interfering with your connection. Try disabling call waiting.

You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.

If you established an account with WebBullet, you may need to wait a few minutes before connecting. WebBullet takes approximately 15 minutes to process your account information. Wait for 15 minutes, reset your Saturn and you should be able to connect. If you are still having problems, please call WebBullet at (650) 429-3131.

I can't connect to another player via the Quick Link option.

You and your opponent may both have selected Dial or both have selected Wait. You need one player to select each option. Contact your opponent and make sure that you know who is going to "Dial" and who is going to "Wait."

Check to make sure that you have entered your opponent's phone number correctly into the "Dial" menu.

You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.

Check to make sure that your phone cord is connected properly between your Net Link and your phone outlet.

Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.

Your opponent may not have the same game loaded on his/her Saturn. Both players must use the same Net Link game to connect successfully.

You may need to dial "1" or "1 + area code" to reach your opponent if he/she does not live in your local calling area. Remember that you may incur long-distance telephone charges to call someone outside your local calling area. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES THAT YOU INCUR AS A RESULT OF YOUR USE OF NET LINK.

Call waiting may be interfering with your game connection. Try disabling call waiting.

Why do I keep losing the connection in the middle of a game?	Call waiting may be interfering with your game connection. Try disabling call waiting.
Why does my after-game chat end suddenly?	Your opponent probably clicked on "Done". Once one player exits the after-game chat, the Net Link automatically hangs up the phone line.
How come I can't play another game after finishing a match?	Both players must select "Yes" to play again. Your opponent chose to not play again.
Why can't I get into chat rooms in the Net Link Zone game lobby?	The chat room you selected may be full. Try selecting another room.
Why can't I chat with everybody in a chat room?	You have "Whisper Mode" (private chat) selected. See the manual to deactivate Whisper Mode.
I can't select "Dial" or "Wait" to connect to another person.	You may have selected "Traditional Mode" instead of "Quick Link" or "Net Link Zone". Reboot your Saturn and make a new choice from the Net Link Selection Menu.
My opponent has a character picture, nickname and taunt that display when we connect via Net Link. Why don't I have these?	You need to set up your character, name and nickname. See manual for directions.
How come other people seem to type so quickly in chat?	Try getting the optional Net Link Keyboard Adapter so you can connect a PC keyboard. You can order one from 1-800-USA-SEGA if you have trouble finding one at your local Sega retailer.
I have searched the Guestbook in the Net Link Zone and I can't find anybody's e-mail address.	Position your pointer over a person's name in the Guestbook and press the "A" button on your Saturn control pad. This should open a new e-mail already addressed to that person.
I'm using the WebBullet Internet Service and my e-mail does not work.	Your e-mail server address may be incorrect. Press the START button on the controller, choose "Options," and then choose "Mail Preferences." Your e-mail address should be "your logon name@mail.mplayer.com" and your POP3 server name should be "mail.mplayer.com" and your SMTP server name should be "mail.mplayer.com".
I clicked on an ad banner and now I can't get back to the Net Link Zone.	Press START on the controller to bring up the Command Cluster and then click on the "Home" button. This will bring you back to the Net Link Main Menu.
I didn't finish the ISP signup process and now I can't get back to finish it.	Use the Sega Saturn Memory Manager to delete the file "INTERNETCFG". Be very careful that you only delete this specific file so that you don't accidentally erase any of your saved games.
I've read the manual carefully and looked through the troubleshooting tips but still can't figure out my problem.	Call Sega customer service at 1-800-USA-SEGA. If you feel that the problem may be related to your ISP, call your ISP customer service line.

Credits

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Associate Producer:
Richard Wheeler

Net Link Designer:
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Lead Tester:
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Assistant Lead:
Rick Greer

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Manny Granillo
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Manual:
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Duke Nukem 3D

WebBullet
INTERNET SERVICE

Sign Up for a FREE One-Month Trial of WebBullet Internet Service-- The Internet Service Built for Gamers

Before challenging thousands of Sega fanatics on Net Link, join the ranks of serious game players by installing WebBullet Internet Service--the fastest, most reliable connection to Net Link.

Why WebBullet Internet Service?

• WebBullet Internet Service gives you a lightning connection to Net Link

• Get premium service and email for the price of a local provider

Need to be convinced? Get a FREE one-month trial by installing WebBullet Internet Service software from your Sega Saturn game CD. Here's how:

Installing WebBullet Internet Service:

1) Insert your Net Link modem into your Sega Saturn console.

2) Place this Sega Saturn game into your Sega Saturn console.

3) Select 'Net Link Zone' from the game's Main Menu.

4) When asked if you want more information about WebBullet Internet Service, select 'Yes'.

5) Fill out and submit the requested dialing information.

6) Click on the green rocket and blue globe to connect toll-free to WebBullet Internet Service. From there, we'll guide you through the simple sign up process.

If you have any questions or difficulties when signing up for WebBullet Internet, see the troubleshooting section in this manual or call WebBullet Internet Service Technical Support from 3 p.m. to 10 p.m. (PST), seven days a week, at 650-429-3131.