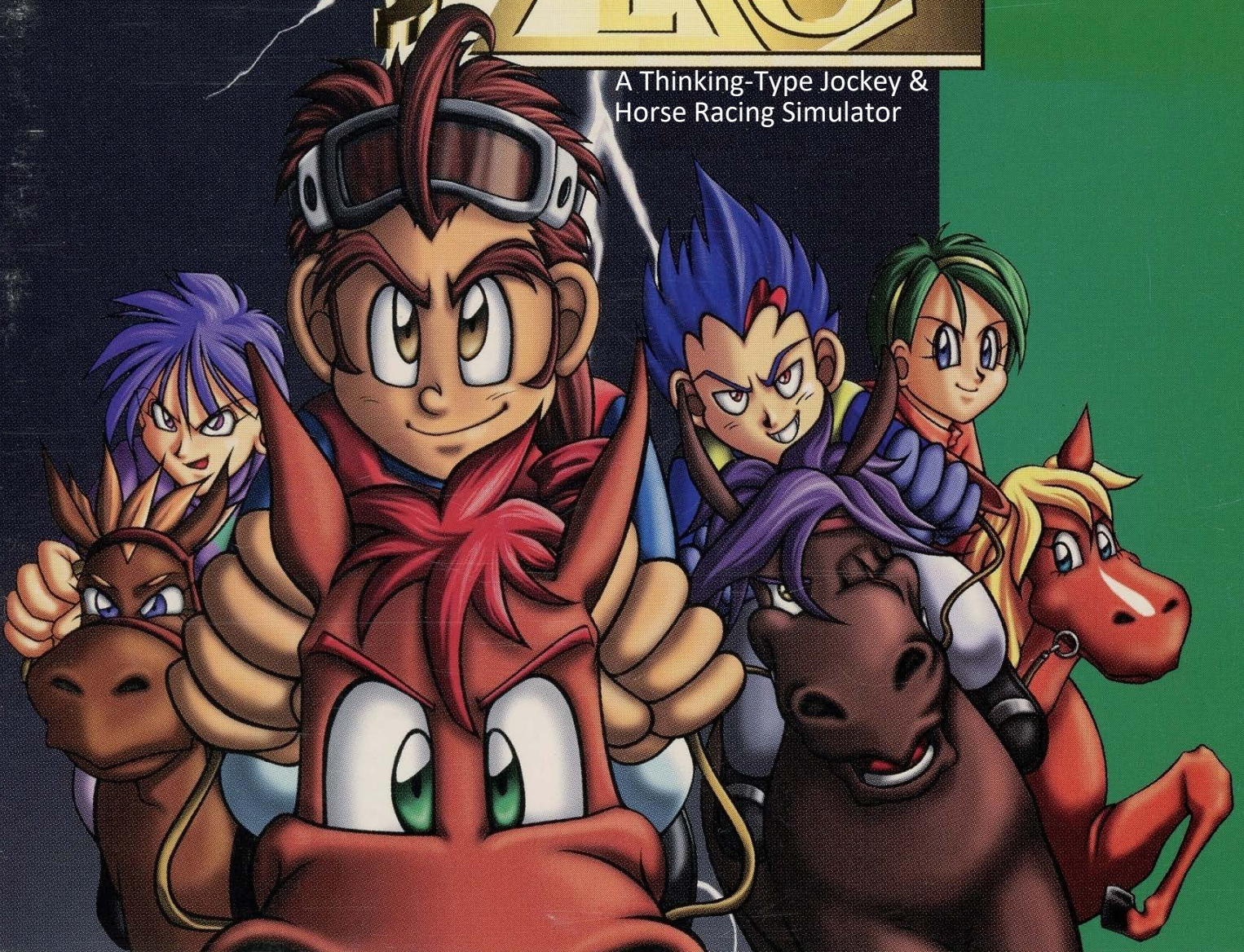


lockey ZERO



A Thinking-Type Jockey &
Horse Racing Simulator



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Hi! I'm the main character of this game. Taking advantage of my ability to talk to horses, I became a jockey in order to win the "Japanese Derby" with a horse raised by my father. However... I was naive.... Formidable opponents have appeared in droves, and to make matters worse, there are bad guys, like the "Kaiser Corps," making it not so easy to make my father's dream come true. Would it be OK if you could help me? I need your ability. For 10 years, I will be counting on you!



For Japan Only



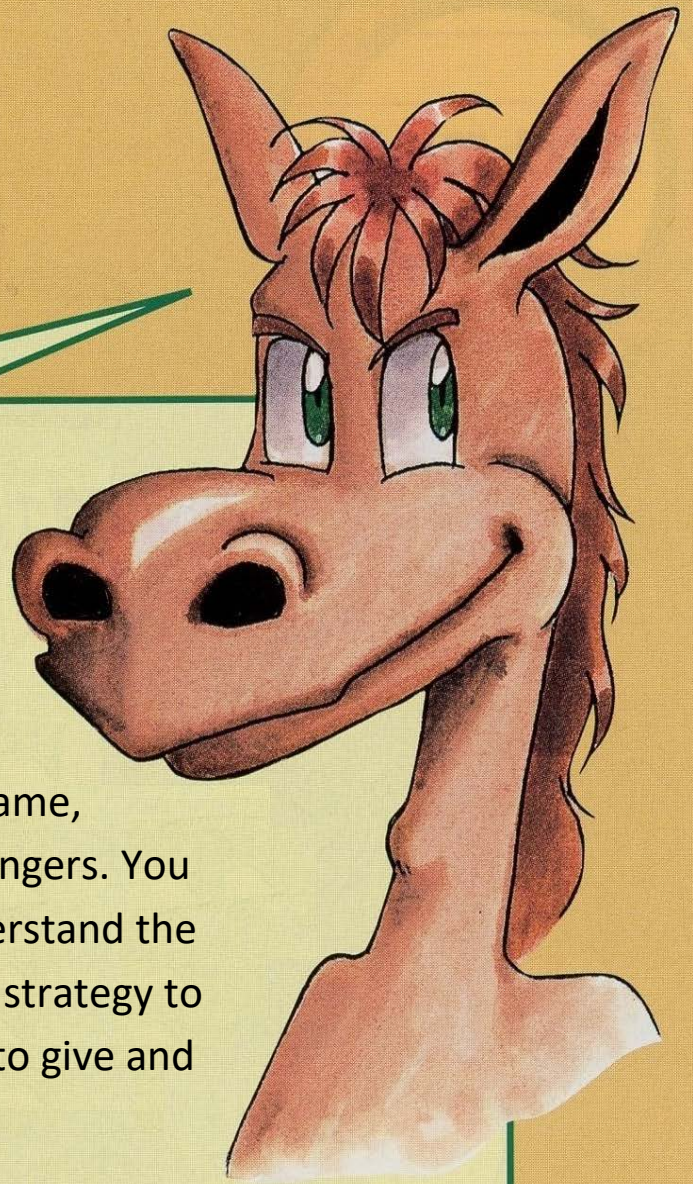
Single-
Player



Memory:
3 Blocks

The most important thing in racing is getting to know us horses well. You can talk to us, right? It would be a good idea to get along well with the horses using that special skill. Don't think that just because it's a racing game, you'll win a race by only using your fingers. You won't be able to win unless you understand the personality of your horse and have a strategy to decide where and what instructions to give and how to run. Well, it's Gate-In time! Let's go! Overtake your rivals and

win, win, win!



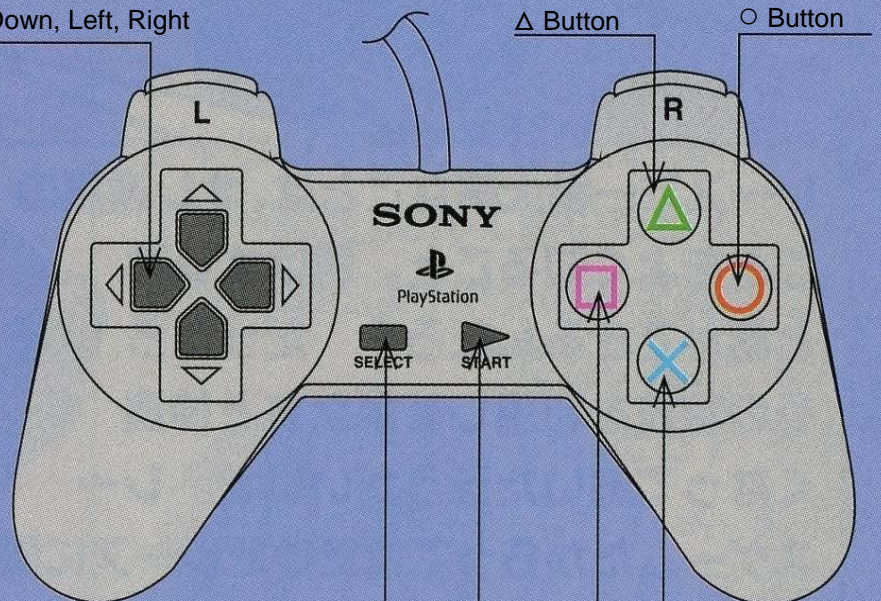
Controller Functions

[FRONT]

D-Pad Up, Down, Left, Right

△ Button

○ Button



[TOP]

SELECT Button

X Button

□ Button

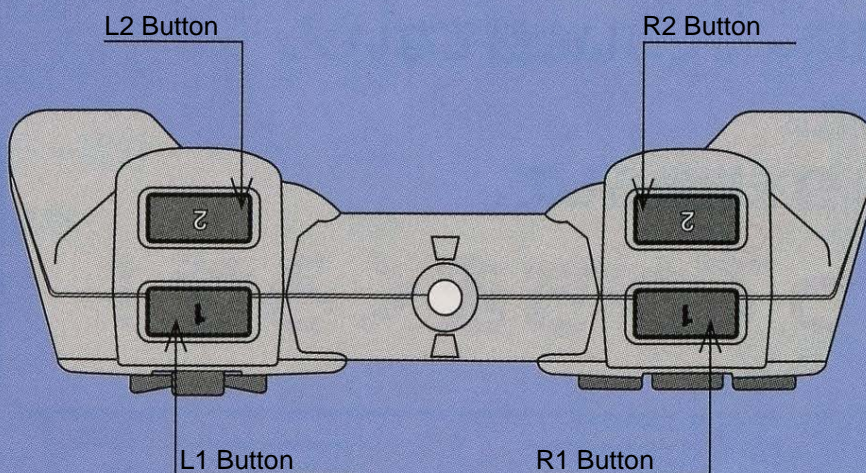
START Button

L2 Button

R2 Button

L1 Button

R1 Button



● When Entering Your Name

D-Pad	○ Button	X Button
Move cursor up, down, left, or right	Decide	Cancel

● Under Normal Circumstances

- D-Pad Up:** Move cursor up; scroll screen up
- D-Pad Down:** Move cursor down; scroll screen down
- D-Pad Left:** Move cursor left; scroll screen left
- D-Pad Right:** Move cursor right; scroll screen right
- Button:** Decide; next page's message
- X Button:** Cancel; return to previous screen
Skip animation, etc. and go to next screen



● During a Race

- D-Pad Up:** Instructs to speed up when pressed.
If the whip button is pressed while this button is pressed, it instructs to speed up by two times.
- D-Pad Down:** Instructs to speed down when pressed.
If the whip button is pressed while this button is pressed, it instructs to speed down by two times.
- D-Pad Left:** Moves you a certain distance to the left when pressed.
- D-Pad Right:** Moves you a certain distance to the right when pressed.
- X Button:** Whips when pressed
- △ Button:** Switches between jockey's point of view and upper point of view when pressed
- L1/L2 Button:** Moves one viewpoint to the left when pressed (jockey's point of view only)
- R1/R2 Button:** Moves one viewpoint to the right when pressed (jockey's point of view only)



Starting the Game



From the Start →

はじめから

Continue →

つづきから

First of all, you'll choose "From the Start" or "Continue." If there is no save data, select "From the Start." Next, you'll let me know your name. When the screen at left appears, move the cursor and enter sequentially. You can enter either Hiragana or Katakana, so choose the one you like. Once you've finished, select "OK!" Then, the opening event will start.

You can also resume the game from where you've played before. In that case, you'll choose "Continue." You'll continue from the beginning of the week where you left off.

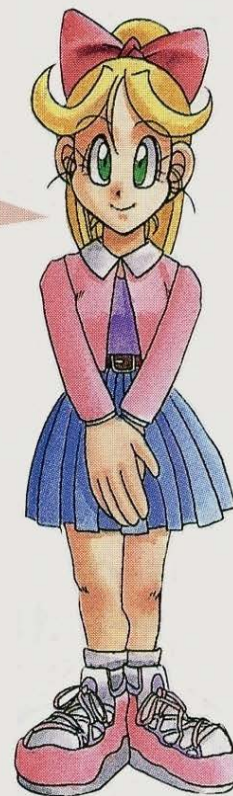
• About Saving

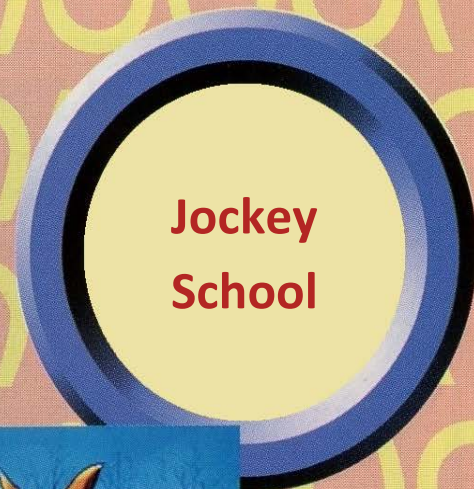
Unfortunately, this game cannot be saved at just any time. It will be saved automatically at the end of each week. So when you continue a game, it'll be from the beginning of the next week.

There's a total of three save data, which take up 3 memory card blocks.

Also, if you don't have a memory card inserted when you try to save, the warning message "Cannot load or save. Do you want to continue?" will appear. Be mindful of the fact that if you choose "Yes", automatic saving will not occur after that.

Nice to meet you!
Thank you for purchasing "Jockey Zero."
I am Satsuki Yasuda, who will take care of you
during the game. It will be a lengthy relationship
for 10 years, so please treat me favorably.
Well then, I'll explain the game!





If you're playing the game for the first time, after choosing "From the Start," you should choose "Enroll in Jockey School." This is a school that teaches you what you need to learn to become a rider or jockey, how to win a race, and much more. The famous horse from the old days, "Tokai Teio," will teach you many things, so listen carefully to what he says.



Welcome to Jockey School! I am Midori Shibata, your Jockey School instructor. Sorry if it scares you to think that I am a woman. You'll just have to prepare yourself for this. Whether you know horse racing well or not at all, as for being a jockey, you're a beginner. What you'll be taught here will be very important to do as a jockey from now on. So-o-o, be sure to take the lessons, all right!?



About the Menu



● Request to Ride

Now, let's get into explaining the main part of the game. The screen above is the main menu screen. When you select "Request to Ride" here, it will switch to the screen at right. Sometimes, it will happen that a character comes out as an event and talks to you, but that shouldn't be much of a problem, because once the speech is over, the screen at right will be displayed. The table on this screen shows this week's races. Once a race is chosen from this, it switches to the screen on the



right page. You can race up to 3 races per week, and you have to be careful with this. Say, for example, you choose to participate in the race at the Tokyo Racecourse. On this occasion, you cannot also go to the race at the Hanshin Racecourse. If you think a little, you should understand that even though you are in Tokyo, you cannot go to the Hyogo race. That is how it is. So don't get angry and shout, "Why can't I go to this race!?"

● Ride (騎乗する)

Select this after you choose "OK with this horse!" Once it's chosen, a "Done" stamp will be pressed on the race table (bottom screen on the left page). Also, you can't get on a horse for which a request to ride hasn't come, so don't be too picky.

● Don't Ride (騎乗しない)

This command will appear after you choose "Ride." Choose this command if you don't want to appear in that race.



The main menu here is where I and the instructors will give you advice. This game is good even for those who don't know much about horse racing. Therefore, you don't have to read the instruction booklet carefully because there will be talk of racing varieties and traditions in various places. When it comes to horse racing, there are many people who think of gambling, but you cannot "bet" in this game. After all, you're a jockey. Sorry if there were any who were looking forward to that.



● Viewing the Horse Data

1. Strategy

When running a race, it's all about strategy – also referred to as run style. There are the following four types:

●Early (逃げ)●

A horse with this run style typically leads the race from the start. This is often a horse that has a temperament that's too fierce to hold back, that is frightened by the other horses, or that feels small. It wishes it could run comfortably at its own pace, but when it competes with other horses, it loses its pace before reaching the goal.

●Early/Presser (先行)●

Keeping a position from 2nd to about 5th, a horse with this style takes the lead when the early-style horse has gotten tired. This is said to be the kind with the highest stability because it has the advantage of not being dominated by the pace, as an early-style horse is.

●Presser (差し)●

Located behind the early pressing horses, a horse with this style gets full power in the second half of the race, when the speeds of the horses in front are falling. Some of these horses have as a strong point the strategy of taking the lead all at once in the last curve.



●Closer (追い込み)●

Staying at the back in the first half of the race, a horse with this style tries to overtake all the other horses all at once at the end. Similar in personality to an early-style horse, its temperament is fierce when frightened by other horses, but many of these horses can be held

back. Not looking for a win, this is a horse that cannot compete if the horses in front don't lose their paces.



2. Horse Personalities and Temperaments

As you can see, this is about the personality of the horse. There are the following five types:

“Frail and Agreeable”

A timid horse that gets frightened by other horses; a horse that listens to what you say without having to use the whip.

“Strong and Agreeable”

It runs bullishly in places where there are many other horses, but it's an agreeable horse that listens well.

“Frail and Disagreeable”

A horse that is timid but that doesn't listen to what you say if you don't use the whip.

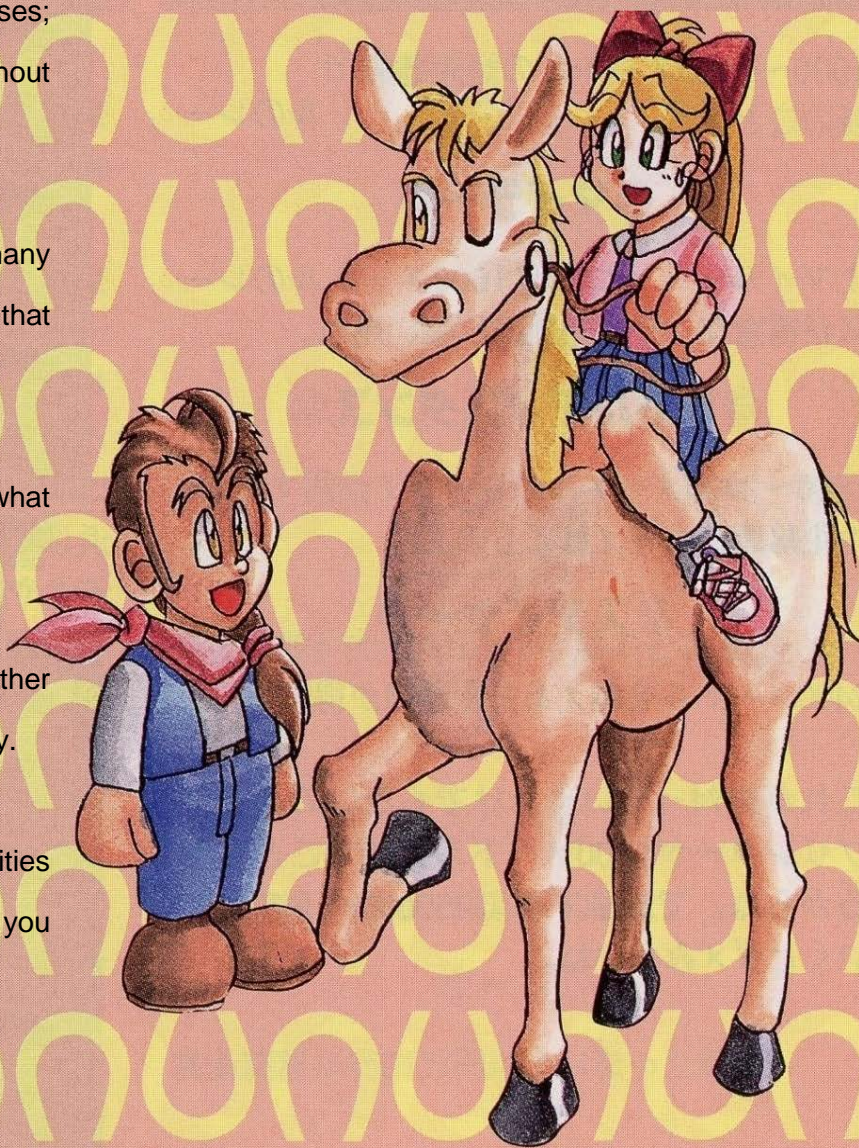
“Strong and Disagreeable”

A horse that doesn't get frightened by other horses and that doesn't listen to what you say.

“All-Encompassing”

A horse with this type exhibits all personalities and temperaments. At first, it may not listen to you

if you don't use the whip, but as you become better acquainted, it will gradually listen better without having to use it.



3. Distance Types

Similar to how human beings run, horses also have short-distance and long-distance types. There are 4 different distance types:

●Sprinter●

A horse that plays an active part in the short-distance races of 1000 to 1400 meters.

●Miler●

A horse which is strong for a short distance, which is good at a race of one mile, that is, 1600 meters.

●Middle-Distance●

This is active in a race of 1800 to 2400 meters. It is also called a medium-distance horse.

●Stayer●

This is good at long distance races of more than 2400 meters.

These are not absolutes. Sprinters sometimes win at over 1800 meters. But they are usually not good as it goes up to 2500 meters.

4. Heavy Tracks

On a heavy track, the horse's footing becomes heavy after getting wet from rain. In this game, horses have the symbols of "◎" (strongest), "○" (strong), "△" (weak), "X" (weakest). "◎" is a power type, so it is not very good when track conditions are nice, while "X" is a speed type, so it is better for this.

You need to be mindful of the differences between the two types of tracks: "Turf" and "Dirt." Turf is easy to run on when it's sunny, but it will be more difficult when it rains. Conversely, dirt will be easier to run on when it's raining. (A sandy beach is easier to walk on when it's wet than when it's dry, right?)



5. Rank

This is similar to a report card score attached to each horse. It is written using one letter of the alphabet. "S" is the best, "A" is good, "B" is OK, "C" is not so good.

The rank changes depending on the horse's performance, so when you first see it, it might be a "C," but in some cases, it becomes an "S" at the end.

The letters at the beginning of the alphabet are like ranks ascribed in a race. In racing, they are referred to as "grades." Depending on its ability, a horse can go out in one race but not another.

New Horse

A horse that has just made its debut and hasn't run in a race yet.

No-Win

A horse that didn't win the new horse match; a horse that has not yet won.

Under 5 Million

A horse with total prize winnings of less than 5 million yen.

Under 9 Million

A horse with total prize winnings of less than 9 million yen.

Under 15 Million

A horse with total prize winnings of less than 15 million yen.

Open

A horse with total prize winnings of not less than 15.01 million yen.

● View the List of Horses Entered in the Race

If you select this item, you'll see the screen on the right.

1. Name of the Race

As you can see, it's the name of the race.

2. Grade

This is the rank of the race. See page 13 for more details.

3. Sequence Numbers

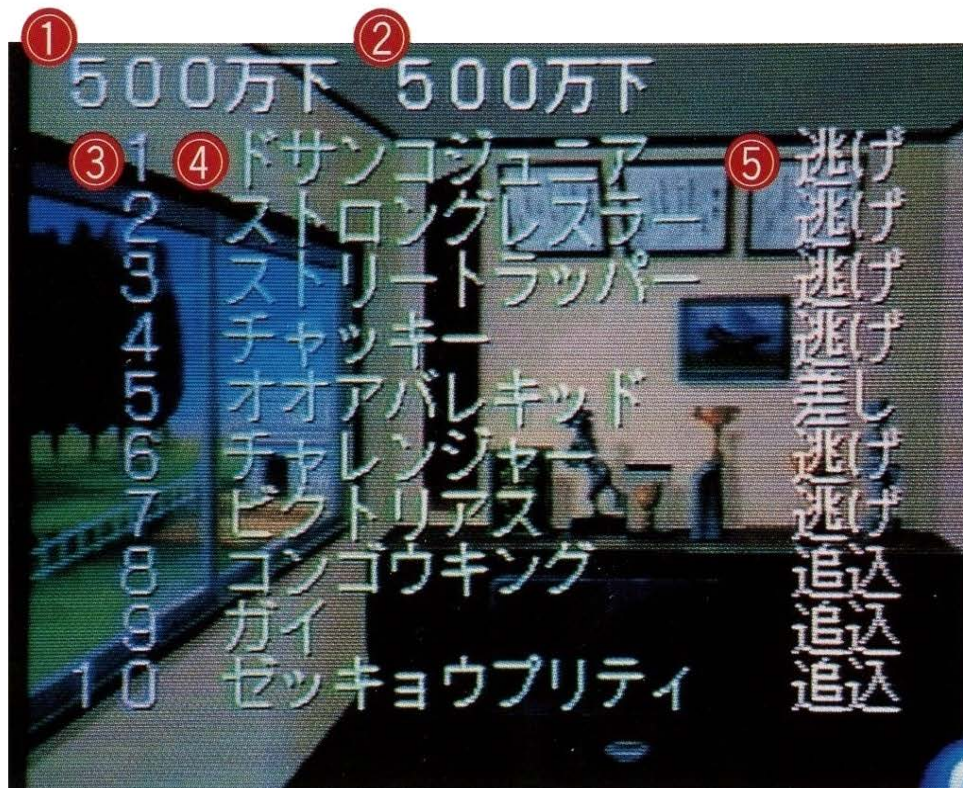
These are numbers assigned to the racing horses in order from the top.

4. Horses' Names

The names of the racing horses, arranged in order.

5. Strategies

The four types of strategies described on a previous page. For more info, go back to page 10 and read, "Viewing the Horse Data."



● Replacing a Horse

If you don't like a particular horse, you can replace it. There are usually 2 requested horses in the same race, so choose the one you prefer. Instead of trying to get on the horse you saw first, you should choose a horse after carefully comparing your compatibility and personalities.



● To the Next Week

If you don't specify a horse for a race, be aware that time will advance to the next week without you going to the racetrack. If you plan to ride in one of the races, you will be going to the racetrack (see page 16



To the Next Week

for races). The graphic that is displayed, whether you are riding this week or not, changes to one of the pictures on the right, so check them out here.



To the Racetrack

● Results

● Jockey Rankings

These will be displayed in the order of the best results from this year's jockeys.

● This Year's Results

● Results up to Now

As for "This Year's Results," these are the results of "this year," as the name suggests. The "Results up to Now" are the cumulative results you've gotten since becoming a jockey. There is only one "Leading Jockey," "Most Wins," and "Highest Winning Percentage" in the "Results up to Now."



1st - Your rank when you take first in a race.

2nd - Your rank when you take second in a race.

Ranked Out - Your rank when you don't take 1st or 2nd in a race.

Winning Percentage - The total percentage of first places taken.

1st or 2nd Percentage - This equals the total number of 1st and 2nd places divided by the total number of races run. It's the percentage of 1st or 2nd places taken.

Prize Money - The total amount of money earned in a race. If you take 5th place or better, you will get a prize.

GI - This stands for Grade One. A very important race in racing is called a "high prize race," and this is the grade that is attached to the best race among them. This is where you can show how much you have won.

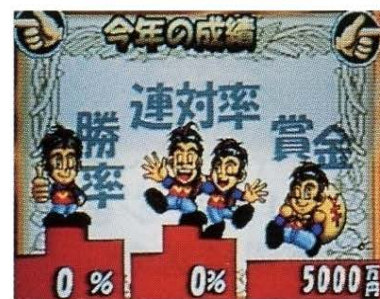
GII - The abbreviation for Grade Two. Horses aiming for GI often appear here for the sake of stepping up. Here, the number of wins will be displayed.

GIII - The abbreviation for Grade Three. This is a race where a horse aiming to become a top horse appears. Here, too, the number of wins will be displayed.

Leading Jockey - This is what the rider who has won the most in a year is called. The number of times awarded will be displayed at the end of the year.

Prize King - This is the rider who earned the most prize money in a year. Of course, the award count will be displayed.

Highest Winning Percentage - The leading jockey, whether the number of races run is high or low, can be awarded this if the number of wins is high enough. A jockey won't be awarded this if the probability of winning is not high for the number of races run.



● GI Results

In this feature, there's a space for each GI race's name to be displayed. If you've won a particular race (you'll see a winning cup icon), you'll have received up to 10 earnings marks for it. The names of the all-time top five horses will also be displayed. This lets you feel nostalgic about the old days and self-satisfied, letting you say "I've won the top prize 7 times!" or "I've won the Arima Commemorative with this horse" and so on.



● Friendship

This feature lets you see how close you are with each of the horses, measured in numbers.



● Private

This feature lets you enjoy private things, such as you growing up bit by bit on your father's ranch, photos you've gotten in events, and so on. Enjoy playing the game and finding out what else you can see!



Racing



Race

When you choose this command, it switches to the racing screen, which is expressed by polygons. See page 20 for more details on the controls.

Once you've chosen your horse and "To the Racetrack," a racetrack scene will appear. At the racetrack, you'll see two commands, like in the screenshot above. Before that, there will be times when rival jockeys and horse trainers, who will be riding in the race, will come out and talk. There are four types of weather: "sunny," "cloudy," "rainy," and "downpour." The weather is roughly determined by the time of year. June, for example, has nothing but rainy days.



● Prediction Sheet

天馬 500万下 芝 1600m 4歳 500万下 4			
1	ドサンコジュニア	田尾 勝利	逃 ◎
2	ストロングレスラー	甲須 麗子	逃
3	ストリートラッパ	早馬 駆	逃
4	チャッキー	氷室 右京	逃 △
5	オオアバレキッド	中京 勝	差
6	チャレンジャー	雷戸須太夫	逃 ▲



This is a command that tells you which horse is expected to win the race. First of all, the forecaster will explain what should happen in the race, and then you'll see a picture like a horse racing newsprint.

What's written on this screen is similar to what's found on the "View the List of Horses Entered in the Race" and "Request to Ride" screens. ("View the List of Horses Entered in the Race" can be seen on page 14, while "Early," "Early/Presser," "Presser," and "Closer" are explained on page 10.) Well then, let's explain the symbols on the right side of the screen.

◎ Favorite

This word is also used in everyday life. It's the horse that's most likely to win.

○ Rival

A horse that's supposed to threaten the favorite horse.

△ Roughie

A horse which might be able to take 2nd place or so, but which has a rough chance of winning.

▲ Outsider

A horse which feels like doing something... but which will surely never win.



● Controls During a Race

The racing screen is a 3D screen like the one on the right, and it has an ambiance that's completely different from the usual screen. What's displayed on the screen is as follows:

- ① This shows the current positions of the horses. It's easy to understand if you remember the horses' numbers from the "Prediction Sheet." Your horse is displayed overlapping the others.
- ② Your current position.
- ③ The length of the race.
- ④ This lets you see where within the race you are currently running.
- ⑤ The distance you've run so far.
- ⑥ The speed of the top horse. This should be a guide for your speed instructions.
- ⑦ The speed instructions to your horse.
- ⑧ Your horse's stamina. You won't be able to win unless you run so as not to run out of stamina in the middle of the race.

Please read page 5 for more detailed controls. Since you're in the position of jockey, it's your job to give instructions to your horse. Since it's not you who's running but the horse, it will keep running without you doing anything, and it will run along the curves properly. However, if you don't run while carefully considering your horse's strategy, your stamina will decrease faster. You can change to a viewpoint from above with the Δ button, or you can look around with the L and R buttons. It's good to do so when you don't know your position or if you want to see if there is a horse next to you.



Racetrack Varieties

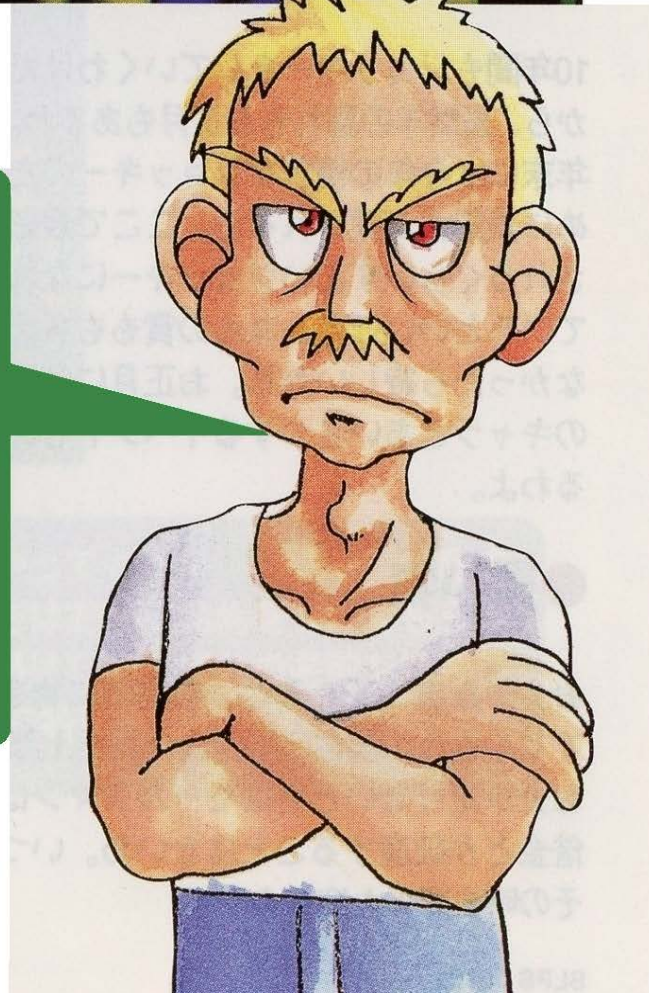
There are five racetracks, such as Nakayama, Tokyo, Hanshin, and Kyoto. The form of the course, the stands, the finish, and the scenery is different between them. The length of the last straight also differs, so be sure to keep that in mind.

● Tips to Win a Race

To win a race, you'll need to give instructions to speed up and/or down as well as follow the strategy, but that's not all. Some of the horses are hard to manage, and they'll ignore your instructions to move left or right. If you don't use the whip on such a horse, it won't listen to what you say. However, if you use the whip recklessly, you'll be hated by that horse. Now, the best way to get along with the horse is to win, yet you won't be able to win unless you direct it with the whip.... However, because stamina decreases faster when using the whip, you'll have to think when using it. It seems to work well if you run in such a way that you use up your stamina just as you finish.

I am the horse trainer Iwao Kurogane. If you're bad at riding with my trained horse, I won't let you get away with it! The trick to winning a race is that it's important to talk with the other horses, but you'll also have to bring out the best of the horse you're riding. If you give instructions to the horse well, the horse will also run well. We trainers may sometimes fail in training, but a great jockey is one who wins even at such times.

Come on now and win!



About the Events



● New Year's

You will continue to jockey for 10 years, so naturally there will be year-ends as well as new years. An award ceremony will be held at the end of each year for that year's best jockeys. It would be nice if you could be a great enough jockey to be awarded here, but it would be sad if you couldn't get any awards. There are also events to greet the other characters during the New Year's holidays.



● Shopping

After you accumulate money, some people will come to the office to sell you things. Your current amount of money is displayed at the top of the screen. Since the salesperson will leave once you don't have enough money, there is no being in debt or bankruptcy. Enjoy yourself until that time when you can buy again.



● Becoming a Horse's Godparent

If you earn a lot of money, you'll be able to get good breeding horses. At the end of each year, you'll send as much money as is needed to your father who runs a ranch. Occasionally, you'll receive letters from your father, letting you know what kinds of horses have been bred and what kinds of foals have been born.

You can give a name to each horse that has been born.



Hi! Are you doing well? When a good foal is born, I will ask you to name it. Go ahead and give it a name, like how you first registered your name!

Introducing the Characters

The Hero

This is you! You have the ability to talk to horses. You're trying to use this power to become a good jockey....



Satsuki Yasuda

It's me! I'm the heroine of this game, your attendant. My personality is bright and cheerful! I'm also just a little bit of a jealous person....



Father

This is your dad. He runs a ranch for racehorses, but he's in trouble because he's poor. Nevertheless, it seems that you aren't obediently happy to be a jockey because you're stubborn.

Ayako Koizumi

Her nickname is "Aya." She's in the same class with you in jockey school. She's a very nice and sociable person. She's looking forward to coming in as an equal, female jockey.



Shun Tatsumi

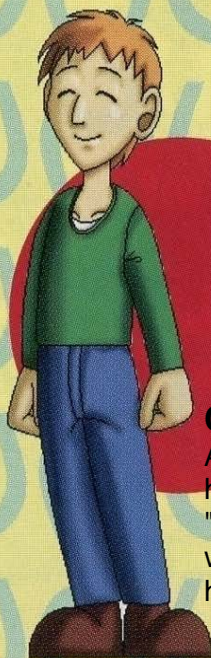
His name is actually "Hayao," but his nickname is "Shun." He speaks an imperfect Kansai dialect. He's a somewhat contrary person with a bad mouth, but he's a jockey with considerable skills.





Ranko Mao

Her nickname is "Arashi." She is the daughter of Kaiser, who is said to be the emperor of evil. She's a nice-looking lady, but she's scary when she gets angry. Her jockey skills are rather significant.



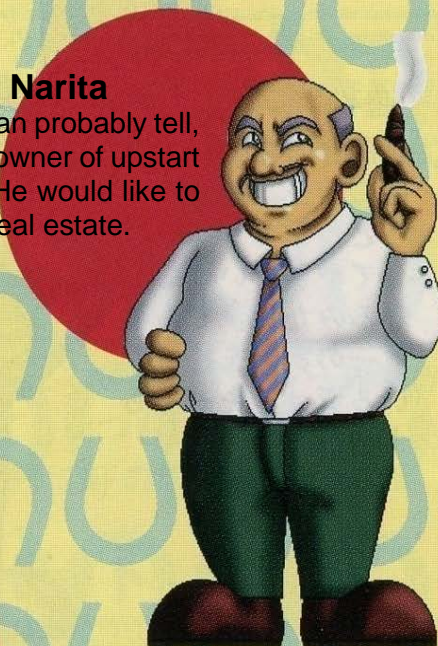
Chouta Hosoi

Although he's young, he's been called a "genius." He's a trainer who is considered to have a promising future.



Daihachi Tsugaru

He's an impulsive person who has become a jockey to pay for food for his house. He wishes he was able to do proper work. He is both your friend and rival.



Kinzou Narita

As you can probably tell, he's the owner of upstart horses. He would like to work in real estate.



Kunio Sakita

The forecaster. He seems like he would also do car sales.

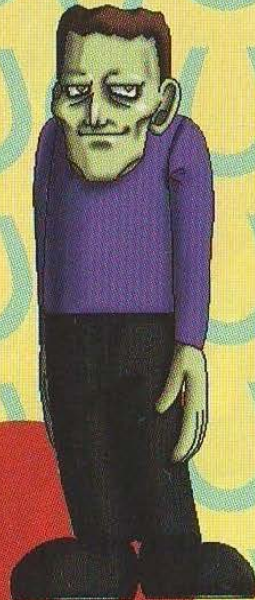
Kaisan Mao
AKA: Kaiser

The emperor of evil who controls the behind-the-scenes of the horse racing world. If one goes against him, one won't be able to work as a jockey. Moreover, he himself is a jockey, with much influence in the industry....



Juzo Inuzuka

Kaiser's subordinate. An inhuman fellow who nonchalantly performs any evil thing for Kaiser. He's a jockey who is also a bodyguard for Arashi.



What is the Kaiser Corps?

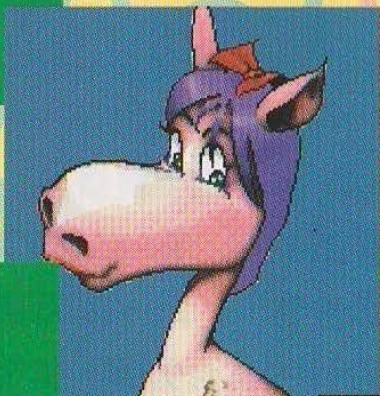
This is an evil army corps that's behind the scenes of the horse racing world. It seems that they will do anything to win. It even appears that your fellow jockeys have evil in their eyes.... Unless you defeat Kaiser, there will be no peace or happy ending for the horse racing world! Do your best, because it seems that everyone is counting on you! I'll be sure to do my best, too!





Tokai Teio

A famous horse from the old days, who will teach you various riding techniques in Jockey School. He won't go out to a regular race, though. He has a nice personality, but he has a prestigious way of speaking.



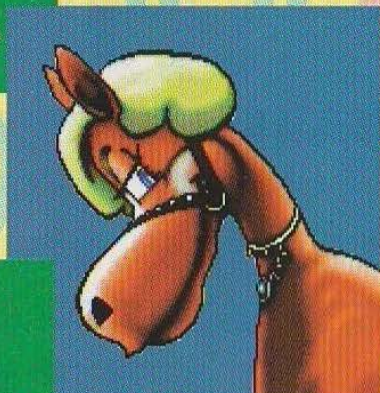
Aoba Pretty

Terribly afraid of herds of horses, she's a timid girl horse who doesn't like racing too much and always says that she wants to live on a ranch.



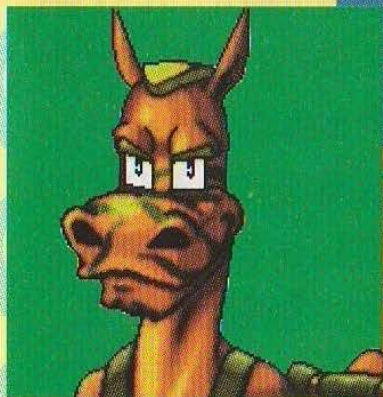
Mecha Horsetto

This is a horse who has been modified by scientists and has lost his memory. He is somewhat pitiable because he was modified for the sole purpose of winning....



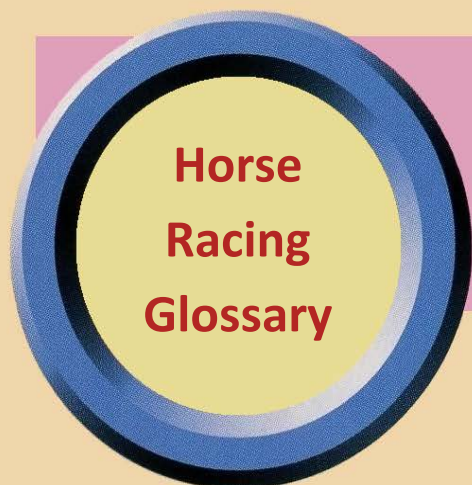
Beauty Ruby

An egoistic girl who thinks that running is dirty and sweaty... not for horses. She says she hates whips because they are bad for her skin.



Combat Joe

He's a soldier-like horse who thinks the racetrack is a battlefield. The way he talks is a bit commanding, but he seems like a nice horse.



Here are some terms commonly used in horse racing. Although this overlaps with what's written on previous pages, you can use this in an emergency when you get lost from something in the game.

Well then, see you again in the game!

Outsider A horse which wants to do something, but which won't take first.

Closer A horse that stays at the back in the first half of the race and then catches up in the last straight line.

Open A horse with total prize winnings of not less than 15.01 million yen.

Heavy Track A track where the horse's feet get wet, making it hard to run.

Rider A person who rides a horse and directs it. A jockey.

Run Style One's strategy. A general term for running tactics, such as leading or pressing.

Under 9 Million A horse with total prize winnings of less than 9 million yen.

Grade The rank of a race.

Gate A frame into which a horse enters just before a race.

Gate-In When a horse has entered into its gate.

Corner One of the four curves on a racetrack.

Under 5 Million A horse with total prize winnings of less than 5 million yen.

Highest Winning Percentage An award given to the jockey with the best winning percentage in a year.

Presser A horse that competes for the lead when the speeds of the horses in front have slowed down a bit.

GI The highest race in horse racing. There are only 19 of these a year.

GII The next highest race after the GI. It's also possible to step up from here to the GI.

Gill	A race where a horse makes its appearance and, from then on, aims at becoming a top horse.	Trainer	A person who manages horses and trains them to get them into races.
Turf	A type of surface of a racetrack. When it rains, it becomes a heavy track.	Early	A horse with this run style tries to run in the front from the start of the race.
Prize King	An award given to the rider who earned the most prize money in a year.	Horse Owner	An owner of a horse. Those who are rich might consider becoming one.
Winning Percentage	The proportion of the number of 1st places taken to the total number of races run.	Roughie	A horse which might be able to take 2nd place or so, but which has a rough chance of winning.
New Horse	A debut horse that has not yet raced.	Favorite	The horse most likely to win the race.
Stands	A structure where visitors, who have come to see the horse race, watch the race.	No-Win	Grade given to a horse that has not yet won.
Early/Presser	A horse with this run style stays at about the 3rd to 5th position before trying to get in front of the early-style horse.	Forecaster	Someone who is in the work of making predictions for races.
Under 15 Million	A horse with total prize winnings of less than 15 million yen.	Leading Jockey	An award given to the rider with the highest number of wins in a year.
Dirt	A horse racing track with sandy ground. It's tougher to run on when it's dry.	Long Shot	Another term for a "roughie."
Rival	A horse that can compete with the favorite.	1st or 2nd Percentage	The proportion of the number of 1st and 2nd places taken to the total number of races run.



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SLPS 00429

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Usage Precautions

- This disc contains software for the PlayStation home video game console. Please do not use this with other types of equipment, as doing so may adversely affect your body, such as your ears, or cause the failure of the equipment, etc.
- This disc is compatible only with a PlayStation having the domestic specifications of Japan, having the notation of NTSC-J or FOR SALE AND USE IN JAPAN ONLY. It cannot be used with a PlayStation having overseas specifications. ● Please carefully read this instruction booklet as well as the "For Your Safety" section of the PlayStation's instruction manual and use it in the proper way.
- When setting the disc in the PlayStation, be sure to place the label side (the side on which the title and so on are printed) up. Also, gently push the central portion of the disc to stabilize it. ● After playing, if you want to remove the disc from the PlayStation, press the OPEN button on the console and make sure that the disc has completely stopped rotating. Do not touch the rotating disc, as this may cause bodily injury, damage to the disc, or damage to the console. ● Handle the disc so as not to get fingerprints, dirt, or scratches on either side. Also, do not stick stickers, etc. on the disc or write letters or pictures on it with a pencil or pen. ● If the disc gets dirty, using a soft cloth, like one for eyeglasses, gently wipe it radially from the inner edge toward the outer edge. At such a time, do not use cleaners or solvents, such as those used for records. ● Never use a cracked or deformed disc or a disc repaired with an adhesive, etc., as this may cause malfunction. ● Do not store in places exposed to direct sunlight or near high temperature places, such as heating equipment. Also, avoid humid places. ● Do not put or drop heavy objects on the case or disc, as this may cause damage. ● After playing, return the disc to its case and keep it out of reach of young children. ● Please note that we cannot compensate for any scratches or damages, etc. resulting from customer mishandling.
- Never connect the PlayStation console to a screen projection television system (projection TV). Screen burns may result due to afterimage light. ● Some software may require a memory card. Please check in the software's "Instruction Booklet."

Health Precautions

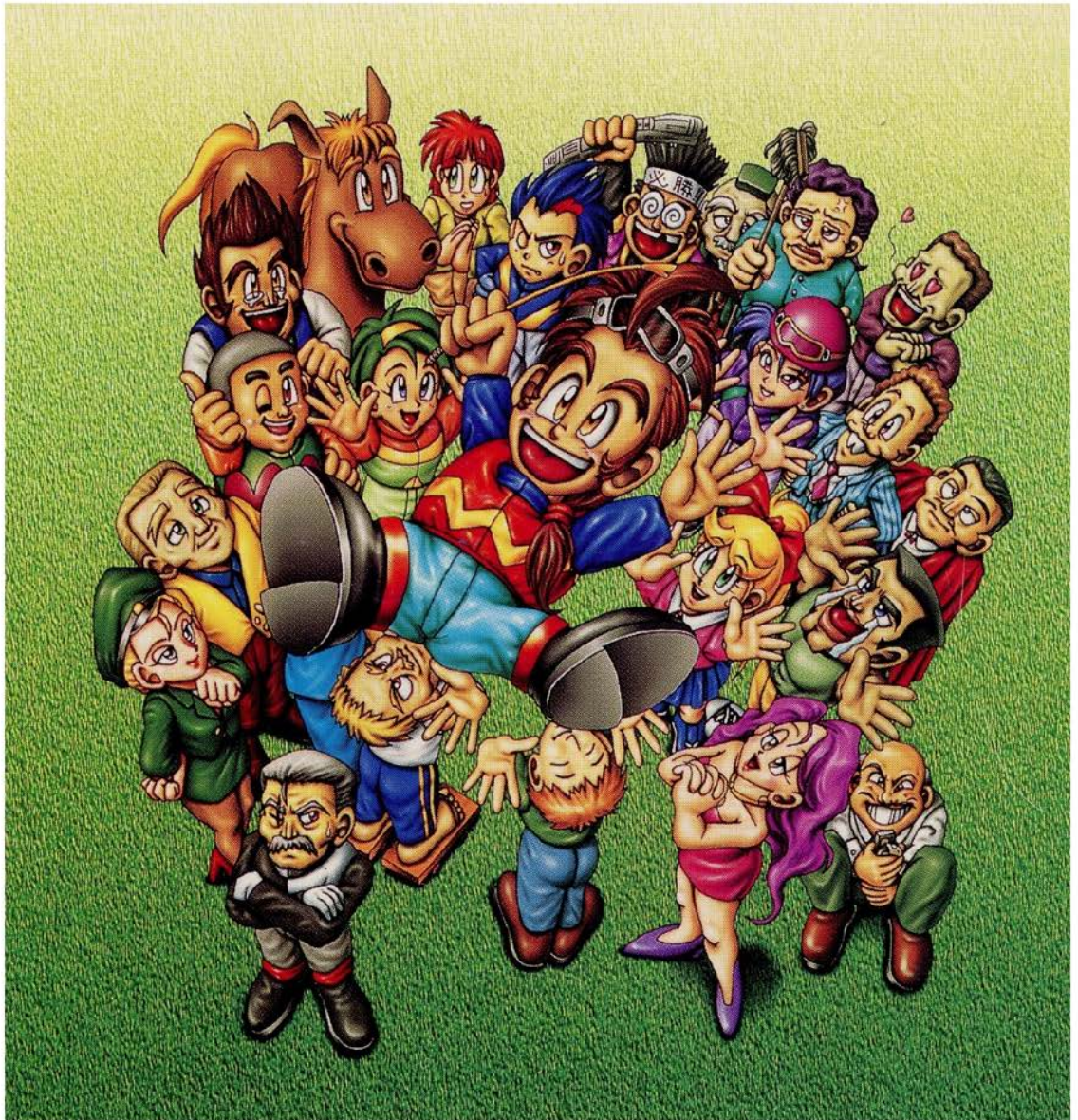
- When playing, for your health, please take a break for about 15 minutes every hour. ● Avoid playing when you are tired or lacking in sleep. ● When playing, brighten the room and stay away from the TV screen as much as possible. ● In very rare cases, there are those who experience symptoms such as muscle spasms or temporary loss of consciousness when looking at a TV screen that emits strong light stimuli or that repeatedly dims. If you have had such an experience, be sure to consult your doctor prior to playing. Also, if you are looking at the screen during play and such symptoms occur, stop immediately and seek medical attention.

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