Thank you for purchasing The Typing of the Dead. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing The Typing of the Dead.

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The Typing of the Dead is a memory card compatible game (Visual Memory Unit [VMU] sold separately). 22 blocks of available space are required to save.

Your option settings and records for every mode will automatically be saved whenever you quit a mode. To ensure that the game has been saved, do not cut the power until you have quit a mode and returned to the Title Screen. Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller during saving or loading.
Before You Play

This is a Dreamcast Keyboard exclusive game for one or two players. A two-player game requires two keyboards.

Connecting a keyboard

For a one-player game, connect the keyboard to Control Port A. For a two-player game, connect keyboards to ports A and B. Do this before booting up the game.

Memory Card

To save game files to a memory card, insert a memory card into Expansion Socket 1 of your Dreamcast Controller, then connect this controller to either Control Port C or D. You cannot use the controller to play The Typing of the Dead. Use the keyboard for all of the game commands.

Controls

Dreamcast Keyboard

Use the keyboard for all of the game commands.

- MENU
- GAME PLAY
- MENU

Enter

GAME PLAY
Join or continue a game (if you have credits)
Start a game. Enter a menu selection

Esc

GAME PLAY
Delete "Targeting" (~F4)
Return to the previous screen

Pause

GAME PLAY
Pause the game. Press again to continue

F1-F4

GAME PLAY
Use items which you can allocate to each key (ORIGINAL MODE)

F12+Alt

GAME PLAY
Return to the Menu Screen from DRILL MODE or TUTORIAL MODE

Ctrl+Alt+Delete

GAME PLAY
Press simultaneously to return to the Title Screen
### The Basics

Correctly type each letter of the word(s) that appear in the zombie’s text box to delete them one by one. You will defeat the zombie when you have finished typing in the word.

### Targeting

If there are several zombies on the screen at any one time, you can attack a specific zombie by entering the first letter of the word that appears below the zombie you wish to defeat. The word box of the zombie that you are presently attacking will display cursors in its four corners (targeting). In a two-player game the targeting cursors will be as follows:

- **1P-Red:** 2P-Blue.
- Look to see which zombie will attack you first. You should start by typing its word in first.

### Delete Targeting

Press the Esc key to abort the current typing you have done on a particular zombie. The letters that you have typed so far will be deleted and you will be able to select a new zombie to attack.

This is a good technique to master if you are typing a long word and another closer zombie suddenly starts to attack you.

### Switching between letters and symbols

Press and hold down the Shift key in order to type the symbols that are displayed on the keyboard above the number keys and other symbol keys. Release the Shift key to type numbers and the lower symbols again.

#### Example

To type "I", press the Shift key and the "1" key simultaneously.

※ The Typing of the Dead does not distinguish between upper and lower case letters. You only need to press the Shift key to type symbols.

※ You also do not need to type spaces. The Space bar is basically not used in this game.
The Flow of the Game

CHAPTER SELECT...
Select a Chapter (a stage).

BOSS...
You will meet a boss at the end of every stage.
Every boss has a characteristic attack (the way
that the words are displayed). The boss will be
defeated when its life gauge is depleted.

TYPING...
Defeat opponents by
typing the words that
appear in their word
boxes.

MISSION...
Sometimes, you will be given new
orders halfway through a stage.
Successfully carry out your new
mission to obtain a new item.

Dreamcast
RESULT...
Defeat a boss to end the
present chapter and display
your results.
Aim for as many points as
possible to get a good
rank.

CHAPTER SELECT...
At the next Chapter Select Screen,
you can only try a harder chapter
than the one just completed.
After you clear Chapter 6, you can
try the Final Chapter.

Continue typing on and on...
Game Display

1. Word Boxes
The word is displayed at the top and the letters to type that word are displayed underneath. Correctly type in the word to defeat the zombie. In a two-player game, 1P's letters are displayed above 2P's.

2. Rank Display
You will be given a rank from A to E based on the time it takes you to type a word. Type at a speed equivalent to Sega Typing Proficiency 1 to get an A ranking. You will also get a different number of points depending on your rank. Don't forget that to get a top score, you must defeat high-ranking zombies.

3. Winner Display
These marks show which player defeated a zombie. They are displayed behind the Rank display.
1P=Red  2P=Blue

4. Targeting Cursor
Every time you defeat a zombie, your bonus gauge will increase slightly. When the gauge is full, you will get an extra life. Also, the more Perfect Points that you score when you defeat a zombie, the more your Bonus Gauge will increase.
**Mode Selection**

Press the **Enter** key on the Title Screen to proceed to the Mode Select Screen. (If the demo has started, press **Enter** to return to the Title Screen).

Press **T** on the keyboard to select an item and press the **Enter** key to enter your selection. Beginners should try the Tutorial Mode to practice typing before they try other modes.

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**Perfect Points**

You will get Perfect Points if you can defeat a zombie without making any typing mistakes. The more Perfect Points you score, the more your Bonus Gauge will increase. Basically, the less typos that you make, the easier it will be to gain extra lives. If you make a single mistake, your Perfect Point score will return to 00.

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**Lives**

You will lose a life if a zombie attacks you. The game will end if you run out of lives, although you can continue if you have credits. There are three ways for you to regain lives: 1) by rescuing someone 2) by getting a life recovery item 3) by filling your bonus gauge.

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**Sega Typing Proficiency**

This is an original grading system that Sega has made exclusively for this game. It has absolutely nothing to do with any other existing typing qualifications.

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**Arcade Mode**

This mode is exactly the same as the arcade version of The Typing of the Dead.

**Original Mode**

Collect coins, and use extra items in this Dreamcast exclusive mode.

**Tutorial Mode**

This mode features typing lessons for novice typists.

**Drill Mode**

Select a category that you are bad at and practice it repetitively in this mode.

**Boss Mode**

Select one of the bosses, and try to defeat it as fast as possible in this competitive mode.

**Rankings**

View the rankings from every mode.

**Options**

Modify the game settings and perform sound tests.

**Password Entry**

This is a mode to input passwords that appear in Arcade Mode, the Original Mode and arcade version of The Typing of the Dead.
Arcade Mode

This mode is exactly the same as the arcade version of The Typing of the Dead. Select a playing mode by pressing the -- keys on the keyboard and then press Enter.

Training Mode

This is a training mode where you should aim to clear the stage within the 210-second time limit. You will lose 5 seconds every time a zombie hits you. Don't worry about losing lives in Training Mode. You will be given explanations on how to play during Training Mode. The game will end if you clear the stage or if you run out of time.

Story Mode

This mode follows the story of The House of the Dead 2. You must clear all six chapters (stages). When you run out of lives, a "Continue" message will be displayed — provided of course that you still have credits. To continue, press Enter before the counter reaches 0.

Chapter Selection

You can select any chapter except for the final chapter in Story Mode. Select a chapter by pressing the -- keys on the keyboard, then press Enter. However, you cannot select an easier chapter once you have cleared a more difficult one. Also, you must clear Chapter 5 to advance to the final chapter. You will return to the Chapter Selection Screen every time you clear a chapter.

Missions

You will have to suddenly complete missions during the chapters. Successfully complete a mission to acquire items.
**Original Mode**

This mode is exclusive to Dreamcast. It is basically the same as ARCADE MODE, with two key additions: items that you can use freely and collectable coins that can only be acquired if you fulfill a chapter's conditions. You will have to think strategically and use your items wisely to succeed in ORIGINAL MODE.

**Using Items**

Break barrels, etc. to acquire items. There are two types of items: 1) items that will be stocked in the item box, and 2) items that won't be stocked, but will become immediately useable. The items in the item box will be stocked from left to right, starting with F1. Press F1-F4 whenever you wish to use a stocked item.

**Acquiring Coins**

There are five types of conditions for you to fulfill in every chapter. You will be rewarded with coins should you fulfill these conditions. You will be able to acquire a bonus item if you collect a lot of coins.

You can check the number of coins that you have by selecting "STATUS" from the Chapter Selection Screen and by pressing 1 at the same time as the Enter key.

**Chapter Results**

Defeat a boss to finish a chapter and display the chapter results.

1. Rank bonus. This relates to the rank of the zombies that you defeated.
2. Accuracy bonus. The less typing errors you make, the more points you'll get.
3. Rescued Civilian bonus. The more civilians you rescue, the more points you'll get.
4. Total number of boss points and item points.
5. A combined point score for the above 4 categories.
6. Your ranking among the last 100 players (Only in 1P game).

**Two-player Game**

In a two-player game there is an extra screen to show who won or lost.

**Player Results**

The general results will be displayed after the game ends.

1. An assessment consisting of 5 elements: typing speed, accuracy, reflexes, judgment and typing special keys.
2. The agent's reward based on the player's performance.
3. The player's typing speed (words per minute) and Rank.
4. The points and ranking of cleared chapter. In a 2P game, only the points will be displayed.
Tutorial Mode

Take lectures and learn the basics of typing in this mode. All newcomers and people who haven't yet learned how to touch-type should select this mode first. Train hard and the rest of the modes will seem a lot easier.

Lessons

Lesson 1 Basic Tutorial
You will be lectured on how to touch-type, the essential "home-position" and the keys that are assigned to each finger.

The Road to Touch-typing
A lecture on the basics of typing
Left Hand Finger Training
A lecture on the keys for each finger of the left hand
Right Hand Finger Training
A lecture on the keys for each finger of the right hand
The Special Shift Keys
A lecture on the shift special keys

Lesson 2 Master the Key Positions
You will next receive training to memorize each finger position.

The Important Keys
<table>
<thead>
<tr>
<th>Basic</th>
<th>Master the important keys F - J and the vowels while keeping the home position</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced</td>
<td>Master the most frequently used letters and the basic consonants</td>
</tr>
<tr>
<td>Final Test</td>
<td>A final test to check whether or not you have mastered and memorized the positions of the most important keys</td>
</tr>
</tbody>
</table>

Master the Normal Keys
<table>
<thead>
<tr>
<th>Basic</th>
<th>Master the rest of the alphabet keys</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced</td>
<td>Master the most frequently used alphabet keys as well as the numbers</td>
</tr>
<tr>
<td>Final Test</td>
<td>A final test to check whether you have mastered and memorized the positions of the general keys</td>
</tr>
</tbody>
</table>

Master the Special Keys
<table>
<thead>
<tr>
<th>Basic</th>
<th>Master the special keys: &quot;&quot;, &quot;&quot;, &quot;$&quot;, etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced</td>
<td>Master the special keys accessed while pressing the shift key</td>
</tr>
<tr>
<td>Final Test</td>
<td>A final test to check whether or not you have mastered and memorized the positions of the special keys</td>
</tr>
</tbody>
</table>

General Key Test
You will be tested on all the keys that you have learned until now. Clear this test to advance to the next lesson.

Lesson 3 Customized Key Training
You can select up to 8 keys and repeatedly practice them in this mode. Work on those keys that you just couldn't master in Lesson 2.

Lesson 4 The Road to Quick Touch-typing
You will learn the knack of quick touch-typing. James will award you with a special present once you complete this lesson.

Lesson 5 Free Word Training
Select the length and number of words and practice typing. Select from the following:

- Word length: Shortest/Short/Medium/Long/Longest
- Number keys: ON/OFF
- Shift special keys: ON/OFF
- No. of special keys: 10/20/30/50/∞ (Infinite)

Basic and Advanced

Type the displayed keys as quickly as possible. Beneath the displayed keys there is a time gauge. As time goes by, the color of the gauge will change from green-yellow-orange-red-black. Try and type before the orange gauge fades away.

As the gauge color changes, the highlighted area of the onscreen keyboard will shrink to help you find the key that you have to press.

You will clear the stage if you can type all the keys within the time limit (before the orange gauge fades). Once you clear one stage, you will advance to the next one.

However, if you go over the time limit for only one key, you will have to take an extra drill.

You will not be able to start the next lesson until you clear the extra drill.
Drill Mode

This mode allows the user to practice typing drills. Beginners and intermediate typists should work on their weak areas. There's also no knowing how much further even advanced typists can improve. After the drill, you can try a supplementary drill in which you will be given words that contain the keys that you find the most difficult to type. Press → → to select a drill, then press the Enter key.

RECORD

Select "Record" to view the results of every drill exercise. Press → → to turn a page and select another drill. You can also press Enter to move to the next page.

1. A graph showing the change in your Typing Skill Evaluation results.
2. Your ranking (within the top 5).

Drills

The drills have been divided into 4 categories for you to train yourself in the key elements of typing. There are 3 drills in every category. You can not initially select every drill. Before a drill starts, a particular Typing Skill Evaluation level is underlined in red. Clear this level and you will be able to try a harder one.

You will be given a "FINAL EXAM" when you have cleared the 12 drills.

TYING SPEED 1–3
These are drills to train you to type faster.

REFLEX 1–3
These are drills to test your reflexes.

ACCURACY 1–3
These are drills to test your accuracy.

SPECIAL KEYS 1–3
These are drills to improve your special key typing.

The Final Tests

Type the keys that correspond with the falling zombies. You will pass if you score a Rank C or higher for every typed key. You will fail and will have to retake the test if you score a single Rank D or lower.

Quitting

Press F12 and Alt keys simultaneously to quit halfway through a training session. This will return you to the Tutorial Menu Screen.
Boss Mode

Select one of the bosses, and try to defeat it as fast as possible in this competitive mode. Press << to select a boss, then press the Enter key.

Once you have cleared a boss, stars will be displayed in the menu above the boss icon. The more stars the more difficult the boss is. Select the maximum number of stars and defeat the boss and the number of stars will increase. Press 11 to select.

Method

Reduce the boss's life gauge to zero before you run out of lives. The game ends when you run out of lives. You can not continue.

Rankings

Check the rankings from every mode. Press 11 to select the rankings of a particular mode, then press the Enter key.

Press << to turn the pages on the Rankings Screen, You can also press Enter to move to the next page.

Options

Modify the game settings and perform sound tests. Press 11 to select an item, then press Enter. Select and enter "DEFAULT" to return all the options to their original settings. Select and enter "EXIT" to save your new settings to your memory card and return to the Menu Screen.

Difficultly (Only Arcade and Original Modes)

Modify the game difficulty level.

Life (Only Arcade and Original Modes)

Select how many lives you start with.

Continue (Only Arcade and Original Modes)

Select how many credits you start with.

Word Size

Select the size of the words.

Audio

Select to listen to the game's music and sound effects in stereo or mono.

Sound Test Special Effects

Check the game's special effects.

Sound Test Music

Check the game's background music (BGM).

Blood Effects

Select whether or not to play the game with violent visual effects such as blood.

Display Adjustment

Adjust the game display.

Password Entry

This is a mode for entering a password. This password will be displayed if you clear ARCADE MODE or ORIGINAL MODE of The Typing of the Dead while fulfilling certain requirements. Be sure to write this password down and enter it here...

You will see something interesting happen.
Item Introductions

These are some of the items that you will come across during the game. Any items that you acquire during the ARCADE MODE are immediately effective. In ORIGINAL MODE, you can use these items whenever you choose by pressing one of the Function Keys (F1 - F4).

**BOTH ARCADE AND ORIGINAL MODES**

Tranquilizer
This will weaken the zombies. There are 3 strengths of tranquilizer: weakest to strongest: red, yellow, and blue.

Excitement Pill
This will strengthen the zombies.

Alien Dictionary
The spelling of every word will become crazy.

Genre Dictionary
Only words of a certain genre will be displayed.

**ORIGINAL MODE ONLY**

Gold Tranquilizer
The same as the Blue Tranquilizer. Press one of the Function Keys to use.

Golden Hands
Type any keys and you will still be able to zap zombies for a fixed time. Press one of the Function Keys to use.

Sulphuric Acid
This melts one zombie. Press one of the Function Keys to use.

Pain Killer
This will protect you from damage for a fixed time. Press one of the Function Keys to use.

Molotov Cocktail
Burn all the zombies on the screen in one go. Press one of the Function Keys to use.

Getting a Top Score...

So you’ve cleared ARCADE MODE...
You should be aware of the point system in order to get a high score and improve your ranking. A high score is the only way to get a salary rise!

**Rank Bonus**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>35</td>
</tr>
<tr>
<td>B</td>
<td>25</td>
</tr>
<tr>
<td>C</td>
<td>15</td>
</tr>
<tr>
<td>D</td>
<td>10</td>
</tr>
<tr>
<td>E</td>
<td>5</td>
</tr>
</tbody>
</table>

**Accuracy Points**

<table>
<thead>
<tr>
<th>Accuracy</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>100%</td>
<td>1200</td>
</tr>
<tr>
<td>99% - 98%</td>
<td>800</td>
</tr>
<tr>
<td>97% - 96%</td>
<td>600</td>
</tr>
<tr>
<td>95% - 94%</td>
<td>400</td>
</tr>
<tr>
<td>93% - 91%</td>
<td>300</td>
</tr>
<tr>
<td>90% - 86%</td>
<td>200</td>
</tr>
<tr>
<td>85% - 81%</td>
<td>300</td>
</tr>
<tr>
<td>80% -</td>
<td>0</td>
</tr>
</tbody>
</table>

Zap zombies quickly to get high ranks

Rank is gauged by the speed that you can type a word from beginning to end. Type fast and aim for straight Rank A.

**Type correctly!**

You will gain more Accuracy Points by typing without making mistakes. You should not only type fast but also accurately.

**Save the citizens!**

You will not only score 150 points for every citizen you save, but may also acquire items. Don’t dawdle though, as the zombies with growl on you.

**And what’s more...**

Here are a few other snippets of info which won’t harm you:
- You will get points for every zombie that you defeat. The amount of points that you get depends on the length of the word.
- If you already have 5 lives and acquire another life, you will earn 150 extra points.
- You will lose 150 points every time you select “Continue”.

※ There are other ways to acquire points, which are not outlined above.
Credits

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of the Typing of the Dead. Credits for the original development staff are listed in the game itself.

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Localization Manager
Osamu Shibamiya

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Dennis Lee

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Special Thanks
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Marc Schaal
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John Golden
Angelo Santos
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Sandy Castagnola

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To receive additional support, including troubleshooting assistance, please contact Sega at:

- Website: http://www.sega.com/customer_service
- E-mail: support@sega.com
- Phone: 1-888-SEGA-SVC (1-888-734-2782)
- Telephone service: 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-888-972-7342

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Programmed in Japan. Made and printed in the USA.