INSTRUCTION BOOKLET

COWBOY BEBOP "The Game"

By Roland F.B.

INTRODUCTION:

This game this based on the famous series of encourage "CowBoy Bebop" all rights reserved of (C)SUNRISE, in japan and other countries.

CowBoy Bebop "The Game" is a small video I play created in order to free entertainment for something which is developed with license type GNU, you can copy it, distribute and entertain to as many friends as consider it timely, however it can not sell it, to produce it or all trade motive since is of free distribution.

They were programmed different Issues in order to that you could enjoy it without importing the system that use or but please to you, all this thanks to the portability that offers the programming language C, Fenix, Div 2 and some developed Ports additionally programmers.

CONTENT:

NOVA32
Homemade Studies of Entertainment

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REQUIREMENTS:

1. DreamCast Hardware model HKT-3020 or compatible.
2. CD-ROM new
3. DiscJuggler Software for Burning Image CD.
4. The laser must operate well
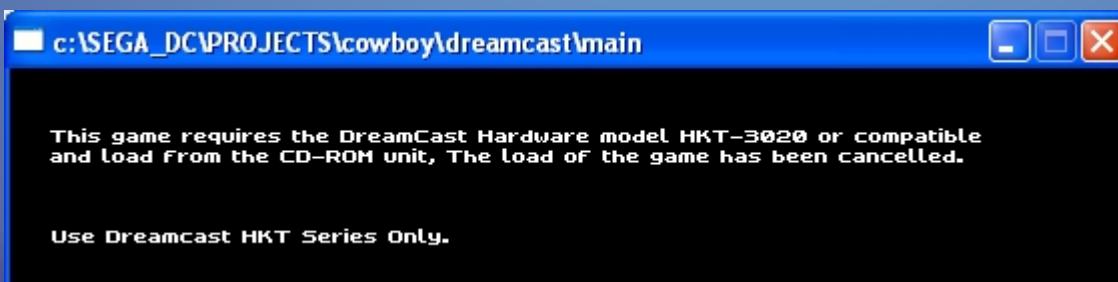5. The controller standart of DreamCast Hardware.

CAUTION:

THIS GAME OPERATES FROM THE UNIT OF CD-ROM AND IN A HARDWARE DREAMCAST, PERHAPS COULD NOT TO RUN FROM THE CABLE PC - DREAMCAST, PLEASE OF ENCUMBERING THE IMAGE AND TO PLAY FROM THE CD-ROM.

FINAL NOTES:

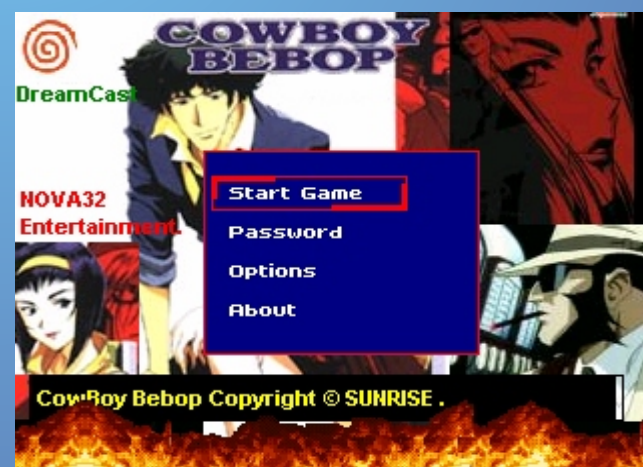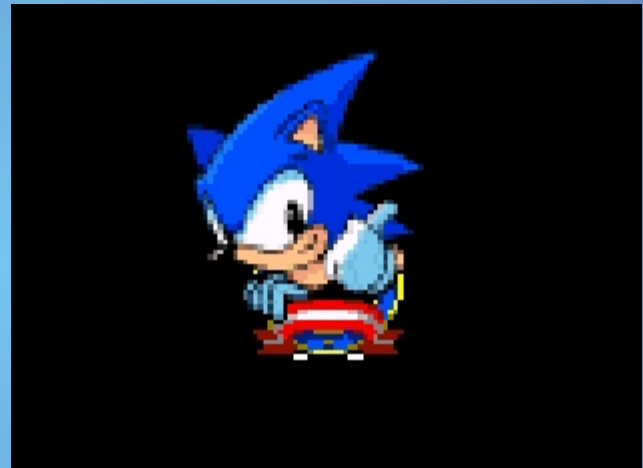FILE .DCB, IS ISSUE DOES NOT OPERATE IN MICROSOFT WINDOWS, OR ANY SYSTEM FOR PC.

```
c:\SEGA_DC\PROJECTS\cowboy\dreamcast\main

This game requires the DreamCast Hardware model HKT-3020 or compatible
and load from the CD-ROM Unit, The load of the game has been cancelled.


Use Dreamcast HKT Series Only.
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INSTRUCTIVE OF THE GAME

SEGA Dreamcast Edition

1.1 Insert the CD-ROM CowBoy Bebop in your Dreamcast.
1.2 begin your console
1.3 waiting to the fact that begin the main menu.

WARNINGS:

This game is of free use, it can be copied or be distributed, provided that this not affect to the manufacturers of the Hardware this video I play is development with end of general knowledge.

SEGA,DreamCast and SONIC is a Trademark by Sega Enterprise. LTD.

CowBoy Bebop Copyright © SUNRISE .

INSTRUCTIVE OF THE GAME

Main menu

1.4 if you want to begin a new game presses [START] in "new game" or if you prefer to configure can move you with up and down of your controller.

to accept option

NEW GAME

up and down to select

key to begin other level of the game

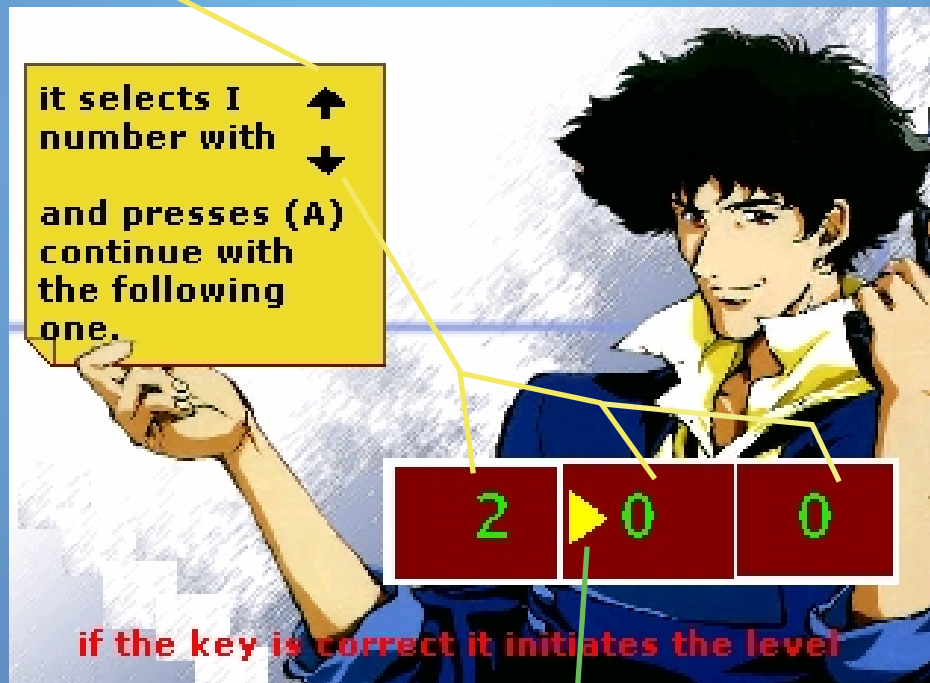to enter to the SETUP.

Password loader

1.5   To advance at a level that already you play you alone introduces the correct key in tables and advances with the Button (A)

it selects I
number with ↑ ↓

and presses (A)
continue with
the following
one.

2 ▶ 0 0

if the key is correct it initiates the level

advance in the boxes presses Button (A)

Password loader -continuation-

1.6   The key you see it when in a level you press pause with button [start].

Disabled Pause

Password code level 1 (1 8 6)

I sit it the key is not validates.

NOW LOADING EPISODE 1
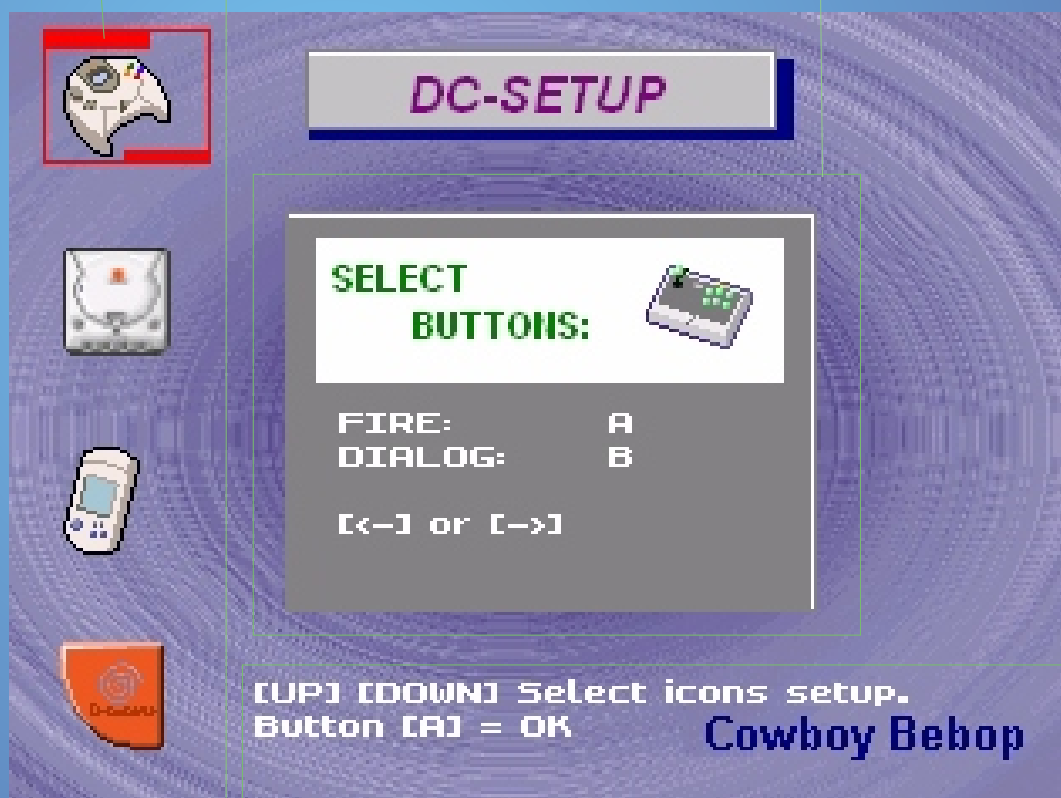
if the key is wrong

if the key is correct

SETUP -screen system ver. 1.0-

1.7   To modify the shot button, language, to activate or to deactivate the system of keys can enter to the setup.

Icon Active Pointer

Window action Active (WAA)

Icon to options setup.

DC-SETUP

SELECT
BUTTONS:

FIRE: A
DIALOG: B

[<-] or [->]

[UP] [DOWN] Select icons setup.
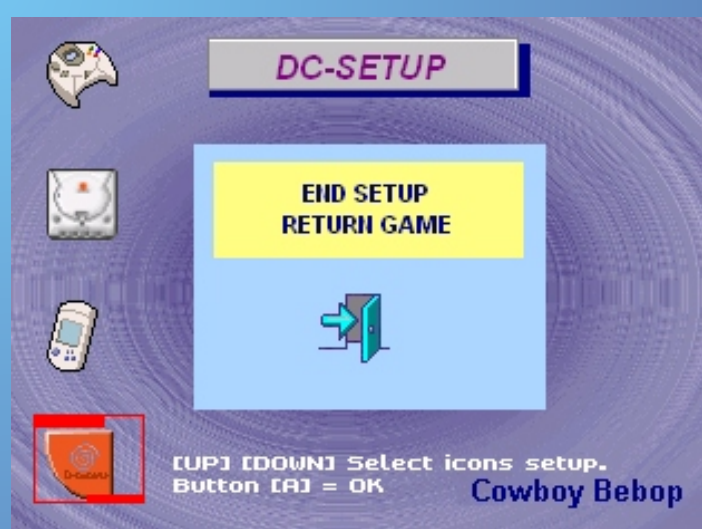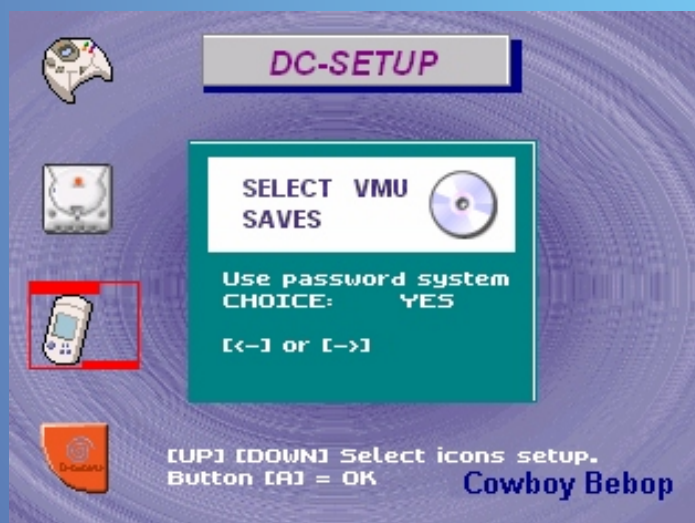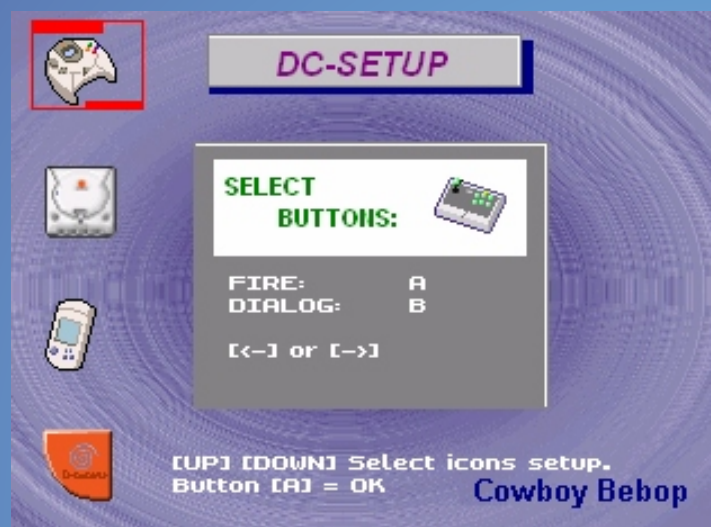Button [A] = OK   Cowboy Bebop

Message system.

INSTRUCTIVE OF THE GAME

SETUP -screen system ver. 1.0-

INSTRUCTIVE OF THE GAME

TO PLAY AND BE AMUSED

1.8   Now to play, it be amused and all that you want,

Disparate with (A) or (B) in base to the setup of the game, to pause always uses (start) and to move your ship, up, down, left, straight or combined.

The first level is of training have to destroy all the meteors that you could.

Reload Power Fires

The following levels consist of destroying to the enemies and to face you to the chiefs of area.

DETAILS:

The Issue to DreamCast is quite diverting in spite of the limitations
of the Port, but each time the game gives "Game Over" the console Restarts
to clean report and to release resources that they have been used and in this
way to offer the max yield in each departure., special Gratefulness to
creative Chui of the Port DC.

CAUTION:

Important: we are not responsible, of the present game, neither of the defects that they
could occur in your system upon installing or playing said software.

If you consider that software component violates some patent or please license of sending it
with the respective legal basis, and said component withdrawn permanently of the WEB.

THANKS:

Thanks by unloading their your Issue of "CowBoy Bebop", that the enjoyment, any commentary or
sugerenci please of sending it.

By
    Roland F.B.   :)

"Alone I am a beginner, as says Dilandau..."

" I GAVE NOT TO THE PIRACY "