

General Notice

When using this document, keep the following in mind:

1. This document is confidential. By accepting this document you acknowledge that you are bound by the terms set forth in the nondisclosure and confidentiality agreement signed separately and in the possession of SEGA. If you have not signed such a nondisclosure agreement, please contact SEGA immediately and return this document to SEGA.
2. This document may include technical inaccuracies or typographical errors. Changes are periodically made to the information herein; these changes will be incorporated in new versions of the document. SEGA may make improvements and/or changes in the product(s) and/or the program(s) described in this document at any time.
3. No one is permitted to reproduce or duplicate, in any form, the whole or part of this document without SEGA'S written permission. Request for copies of this document and for technical information about SEGA products must be made to your authorized SEGA Technical Services representative.
4. No license is granted by implication or otherwise under any patents, copyrights, trademarks, or other intellectual property rights of SEGA Enterprises, Ltd., SEGA of America, Inc., or any third party.
5. Software, circuitry, and other examples described herein are meant merely to indicate the characteristics and performance of SEGA's products. SEGA assumes no responsibility for any intellectual property claims or other problems that may result from applications based on the examples described herein.
6. It is possible that this document may contain reference to, or information about, SEGA products (development hardware/software) or services that are not provided in countries other than Japan. Such references/information must not be construed to mean that SEGA intends to provide such SEGA products or services in countries other than Japan. Any reference of a SEGA licensed product/program in this document is not intended to state or imply that you can use only SEGA's licensed products/programs. Any functionally equivalent hardware/software can be used instead.
7. SEGA will not be held responsible for any damage to the user that may result from accidents or any other reasons during operation of the user's equipment, or programs according to this document.



SEGA SATURN Master CD-ROM Release Form

Doc. # ST-242-R2-010496

| | | | | | |
|---|--|--|----|--------|-----------------------------------|
| Disc Writer and Media Configurations used (circle all used) | | YAMAHA | CD | EXPERT | CDE100 (multi-session compatible) |
| | | SEGA Private Media CDM12PS71 (SATURN logo) | | | |
| | | SEGA SATURN CD-R 1.25m/s (SEGA logo) | | | |
| | | SEGACDW.EXE (provided by SEGA) | | | |

List below if systems other than those listed above were used. Please note that disc writers and media configurations other than those specified by SEGA will not be approved.

| | |
|-----------------------------------|--|
| Disc writer used | |
| Disc Media used | |
| Disc writing software used | |

| | | |
|--|----------------------------|----------------------------|
| The system above has been approved by SEGA | <input type="checkbox"/> Y | <input type="checkbox"/> N |
|--|----------------------------|----------------------------|

Checklists for Attached Documents

| | TOC Sheet | | CD-ROM Release Form | (Release Form, SATURN Program Checklist, SATURN Game Quality Checklist) |
|--|-----------|--|---------------------|---|
| | | | | |
| | | | | |
| | | | | |

Comments

| |
|--|
| |
| |
| |
| |
| |
| |
| |
| |
| |

How to Use The Checklists

- Circle either **YES**, **NO**, or **N/A** to answer the items in these checklists.
- With the exception of the questions that are preceded by the **H** mark, **ALL** of the answers in the forms must generally be answered **YES**.
- In the case that you give an answer other than **YES**, make sure to explain the answer clearly in the spaces provided so that **SEGA** can verify it. Please note that your submission will be rejected if we cannot verify your answers.

EXAMPLES

CORRECT EXAMPLE- VERIFICATION POSSIBLE

- a. A bus request is made to the Z80 before the DMA-related registers are set.

| YES | NO | N/A |
|---|-----------|-----|
| Reason Check where applicable: : Conforms to condition 1 in section 2 of Technical Bulletin #26 . Conforms to condition 2 in section 2 of Technical Bulletin #26 . Other: The Z80 is not used. | | |

INCORRECT EXAMPLE- VERIFICATION IMPOSSIBLE

- a. A bus request is made to the Z80 before the DMA-related registers are set.

| YES | NO | N/A |
|--|----|-----|
| Reason Check where applicable: : Conforms to condition 1 in section 2 of Technical Bulletin #26 . Conforms to condition 2 in section 2 of Technical Bulletin #26 . Other: Used only when necessary. | | |

- In this example above, **YES**, **NO**, or **N/A** are not circled.
- The answer "Used only when necessary." is unclear, since the respondent does not specify when the bus request is made. Thus, it is impossible to verify this answer.

Important- Please Read!

- While we have tried to make these checklists cover as many areas as possible, the checklist items contained here are by no means comprehensive. Please make sure that your product follows all programming and software quality guidelines contained in your SEGA SATURN development manuals.

SEGA SATURN Program Checklist

I. General Disc Issues

1. The linear speed of the CD-ROM media used is 1.25 m/sec.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. CD drive usage is kept within 33% of its duty ratio in 10 minutes of use.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. Pre-emphasis is not used regardless of SCSP usage (circle "Yes" if pre-emphasis not used).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. Read retry is always executed if there is a read error.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

II. VDP2

The SEGA SATURN Software Library (SATURN Basic Library) is used.

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered **No** to this question, skip the next question.

A modified Software Library is used.

| | |
|-----|----|
| YES | NO |
|-----|----|

1. The color data is stored in Color RAM after the Color RAM Mode bit (CRMD0~1) is set.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. **The SCU DMA is used.**

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered **No** to this question, then enter **N/A** in item **a**.

- a. **The SCU-DMA is not used to read the VDP2.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. **If the horizontal resolution bit HRES00 changes from 0 to 1, it is done during the H blank interval.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

III. SMPC

The SEGA SATURN Software Library (SATURN Basic Library) is used.

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered **No**, skip the next question.

A modified Software Library is used.

| | |
|-----|----|
| YES | NO |
|-----|----|

1. **The SH2 direct mode is not used.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. **Commands are always issued according to the SMPC command protocol (ex. checking and setting the SF register).**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. The SH2 does not clear SF to 0 directly.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. The SH2 does not read IREG or COMREG.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

5. When writing to the backup memory, the Reset button is disabled by the Reset button disable command.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

6. After the SF register is set, the program does not wait for it to be cleared without a command code being written to the COMREG.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

7. Access from the SH2 is executed by byte access.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

8. When the interrupt back (IntBack) command is used, SMPC interrupts are not disabled.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

9. When a peripheral device is disconnected from the SATURN Control Port or if the Port goes into an UNKNOWN state (without the SEGA SATURN 6Player connected to the SATURN), the SATURN does not check for peripheral data.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

10. Software branching of the game application does not occur when the B or C buttons are pressed during the boot sequence of the game.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

11. The SMPC supports the SEGA SATURN 6Player.

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered No, then enter N/A in item a.

- a. Through mode is not used.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

IV. SCU

The SEGA SATURN Software Library (SATURN Basic Library) is used.

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered **No**, skip the next question.

A modified Software Library is used.

| | |
|-----|----|
| YES | NO |
|-----|----|

1. A SCU DMA write does not occur to the A-Bus.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. A SCU DMA read does not occur to the VDP2.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. Write access to the VDP1 registers is done in word units.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. A SCU DMA to the work RAM-L is not used.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

5. Access to SCU registers is always done using a cache-through address.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

6. Reads and writes are not executed in unused address areas (ex. 25FE00ACh).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

7. No writes are made to the interrupt status register (25FE00A4h).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

8. During a DMA between the A-Bus and B-Bus, the CPU does not access either bus.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

9. The A-Bus Previous Read bit is not set.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

10. Writes are executed to the A-Bus set register after a dummy read is executed during a non-access period.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

11. There is no access to the DMA status register.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

12. There is no access to the DMA Stop control register.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

13. The DMA transfer register is not read.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

14. When the read address update bit is "1," the read address add value bit is also set to "1."

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

15. When the write address update bit is "1," the write address add value bit is set according to the appropriate bus region.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

16. No more than 3 DMA channels are used simultaneously.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

17. The DMA data transfer size is taken into consideration in case another DMA is triggered during a DMA execution.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

18. The DMA mode, address update, activation source selection register, and DMA set register are not modified during the execution of that level's DMA.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

19. When using the indirect DMA mode, the illegal DMA interrupt status bit is not referenced.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

20. When the DSP is activated, the program termination interrupt flag of the DSP program control port (25FE0080h) is always set to "0."

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

21. When executing a DSP DMA, the address add value for transfers from the B-bus to the DSP data RAM is always set to 010b.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

22. A usable value within range is set in the timer 0 compare register.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

23. Data larger than the count number of 1 line is not set in the timer 1 set data register.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

24. The A-Bus refresh output enable bit is not modified.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

SEGA SATURN Game Quality Checklist

I. Game Operation

1. Compatible area code message display and hardware operation check.

- a. This software is compatible with SEGA SATURN hardware of the target sales region.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. Verification with Japanese hardware.

| | |
|-----------|-------------|
| SUPPORTED | UNSUPPORTED |
|-----------|-------------|

If you've answered **Unsupported**, then circle **N/A** in items **a** through **c**.

- a. Functions normally with the Japanese SATURN.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- b. Functions normally with the Japanese V-SATURN.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. Functions normally with the Japanese Hi-SATURN.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. Verification with US hardware.

| | |
|-----------|-------------|
| SUPPORTED | UNSUPPORTED |
|-----------|-------------|

If you've answered **Unsupported**, then circle **N/A** in items **a**.

- a. Functions normally with the US SATURN.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. Verification with PAL hardware.

| | |
|-----------|-------------|
| SUPPORTED | UNSUPPORTED |
|-----------|-------------|

If you've answered **Unsupported**, then circle **N/A** in items **a** through **c**.

- a. Functions normally with the PAL SATURN.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- b. The quality of graphics animation are equivalent to the NTSC version.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. Game speed is appropriate.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

5. **Verification with NTSC hardware for Asian countries other than Japan.**

| | |
|------------------|--------------------|
| SUPPORTED | UNSUPPORTED |
|------------------|--------------------|

If you've answered **Unsupported**, then circle **N/A** in items a.

- a. Functions normally with a NTSC SATURN for Asian countries other than Japan.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

II. General Game Quality

1. **No video noise is present on-screen.**

(Ex. Lines at the bottom edge of the screen, random pixels appearing at the top of the screen due to color change/redraw errors.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. **No color glitches are visible.**

(Ex. Screen redraws and color changes are done at the bottom of the screen where they should not be visible normally. Are these operations visible as strange lines?)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. **All important information (such as scores) are displayed with a margin of 1 cell from the top/bottom sides of the screen and 2 cells from the right/left sides of the screen.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. **No character glitches or excessive polygon dropouts are visible.**

(Ex. Do graphic objects "break up" during play?)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

5. All messages are displayed correctly (No spelling errors, text formatting problems, illegible fonts, etc.).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

6. The SATURN transfers control to the game application correctly from the Audio CD Control Screen. The disc access time is appropriate.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

7. No glitches occur during playback of video sequences. (Ex. Does the video skip or stutter?)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

III. Sound

1. There are no sound glitches or problems with sound volume levels. (Ex. Is a sound too loud compared with other sounds?)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. The sound/music speed is correct.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. The switching of stereo/mono audio playback during the game and the Audio CD Control Screen is effective.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

IV. Backup Memory

Does this game use backup RAM?

| | |
|------------|-------------|
| BACKUP RAM | UNSUPPORTED |
|------------|-------------|

If you've answered **Unsupported**, then circle **N/A** for all of the items below.

- a. All 11 characters are used for the backup file name. (Only numbers, capitalized alphabet, and underscore "_" characters may be used. Spaces are not acceptable. Note that the first character of the name cannot be a number. If there is an insufficient number of characters to fill the 11 character requirement, insert the underscore character "_" to fill the spaces.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- b. If there is insufficient memory space to save backup game data during boot-up, a warning message is displayed to alert the player.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. When the game detects damaged backup game data, a message that instructs the player to erase the damaged data is displayed.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- d. The save procedure does not damage existing backup game data for other games.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- e. Both the System and Cartridge Memory can be accessed directly.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- f. Saved backup data can be loaded correctly by the game (there are no problems continuing from a saved game).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- g. All backup data files can be copied / deleted without any problems.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- h. The game can be loaded / saved by using only the System RAM.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

V. Control Pad

1. Standard 8 Button SEGA SATURN Control Pad

- a. The Control Pad operates correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards**.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- b. No problems occur when the Control Pad is connected/disconnected during play.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. There is an immediate response to all button input.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- d. No problems occur when a defective pad (i.e. A modified pad that allows 4 direction keys to be pressed simultaneously) is used.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- e. No problems occur when the Start button is pressed repeatedly.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- f. When a Control Pad is connected directly to Control Port 2 only, all pad button input from that Control Pad is ignored.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- g. The Start button operates independently of the A, B, C, X, Y, and Z buttons (except for a soft reset). (i.e. The game does not require the use of any button combinations that include the Start button except for a soft reset.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- h. No problems occur when there is rapid and repeated button input. (Especially when the Start button is pressed repeatedly).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. **Virtua Stick**

- a. The Virtua Stick operates correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards**.

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

- b. No problems occur when the Virtua Stick is connected/disconnected during play.

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

- c. There is an immediate response to all button input.

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

- d. No problems occur when the Start button is pressed repeatedly.

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

- e. When a Virtua Stick is connected to Control Port 2 only, all input from that controller is ignored.

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

- f. The Start button operates independently of the A, B, C, X, Y, and Z buttons (except for a soft reset). (i.e. The game does not require the use of any button combinations that include the Start button except for a soft reset.)

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

- g. No problems occur when there is rapid and repeated button input (Especially when the Start button is pressed repeatedly).

| | | |
|----------------|-----------|------------|
| YES | NO | N/A |
| Reason: | | |

3. 6Player (Multitap)

- a. There are no problems in game play when a compatible peripheral is connected to the SATURN through a 6Player (This applies even if the software does not support a multi-player option.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- b. The game does not crash when a peripheral (such as a Control Pad) is connected/disconnected from the 6Player.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. Multi-player game play is possible when the 6Player is connected to either Control Port 1 or 2.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- d. The pause enable/disable functions during multi-player game play have been implemented according to **SEGA SATURN Software Development Standards.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. SATURN Mouse (Shuttle Mouse)

- a. Does this game support the SATURN Mouse?

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered **No**, then circle **N/A** in items **c.** through **d.** below.

- b. The game does not crash or glitch when used with the SATURN Mouse. (This applies even if the software does not support the SATURN Mouse.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. The SATURN Mouse operates correctly when connected to either Control Port 1 or Control Port 2 by itself.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- d. The SATURN Mouse is set up correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

| |
|---------|
| Reason: |
|---------|

5. _____(Enter supported peripheral name here, if applicable.)

- a. This peripheral operates correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

| |
|---------|
| Reason: |
|---------|

6. _____(Enter supported peripheral name here, if applicable.)

- a. This peripheral operates correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

| |
|---------|
| Reason: |
|---------|

7. _____(Enter supported peripheral name here, if applicable.)

- a. This peripheral operates correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

| |
|---------|
| Reason: |
|---------|

8. _____(Enter supported peripheral name here, if applicable.)

- a. This peripheral operates correctly. The button set-up/operations follow **SEGA SATURN Software Development Standards.**

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

| |
|---------|
| Reason: |
|---------|

VI. Pause•Reset

1. Pause (by Start button)

- a. Is there a pause function available in this game?

| | | |
|-----|----|-------|
| YES | NO | OTHER |
|-----|----|-------|

If you've answered **No** or **Other**, then circle **N/A** in items **b.** through **f.** below.

- b. Sound is stopped during the pause.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. After the pause is cleared, sound continues from the pause point (The point before the disc access lamp goes into standby status display.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- d. The word "**PAUSE**" is displayed on-screen during the pause.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- e. The pause feature is disabled during the SEGA logo, title screen, demo, ending, and blank screens.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- f. Only the Start button is used to disable pause.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. Reset

- a. When the Reset button on the SATURN is pressed, the system reboots from the SATURN logo.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- b. No problems occur when the Reset button on the SATURN is pressed repeatedly.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- c. Normal reset occurs when the Reset button on the SATURN and other buttons on the Control Pad are pressed simultaneously.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- d. When a software reset is executed (by pressing the Start + A + B + C buttons) during play, the game is restarted (the title screen of the game is displayed).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- e. When a software reset is executed (by pressing the Start + A + B + C buttons) during the title sequence, the game goes to the Audio CD Control Screen.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- f. Settings such as those found in the options screen remain intact when a software reset is executed (Applicable only when the reset occurs DURING game play).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

- g. If the CD door is opened at any time during play, the game goes to the Audio CD Control Screen. (Also applicable during the loading of data as well as video playback.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

VII. Scoring

1. Is there a score display?

| | |
|-----|----|
| YES | NO |
|-----|----|

If you've answered **No**, then circle **N/A** in items **b.** through **d.** below.

2. The high score calculations are correct.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. The high scores are retained in memory after a software reset during game play.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. Score display and score calculations are correct.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

VIII. Miscellaneous

1. For SEGA SATURN software sold in the United States, the trademark information of the SEGA logo is correct (The SEGA logo displayed with ® must be displayed in its final trademarked form for approximately 2 seconds.).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

2. After the conclusion of the ending sequence, the game returns to the SEGA logo screen by button input or after a preset time period.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

3. The ending sequence and the game credits cannot be canceled by button input (If it cannot be canceled, circle YES; if it can be cancelled, circle NO.).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

4. The game screen display sequence is correct (SEGA logo → title screen → demo → game → SEGA logo.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

5. The logo for the game displayed in the title screen is displayed with TM.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

6. All copyright information is displayed correctly on the title screen.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

7. The game exhibits no problems when aged over 5 hours (After power-on, the game is left running by itself with no player interaction.).

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

8. There are no scratches longer than 1mm on the recording side of the master disc.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

9. There are no dropouts on the disc's recording surface.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

10. There are no disc errors when the disc is verified with a CD error checker.

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason:

11. The master disc is recorded on SEGA-approved disc media. (Ex. YAMAHA 4X CD-R disc with SEGA SATURN logo.)

| | |
|-----|----|
| YES | NO |
|-----|----|

12. Are there any hidden command functions that display screens containing messages such as copyright notices?

| | |
|-----|----|
| YES | NO |
|-----|----|

13. No content problems are present in the game credits (The contents of the game credits follow the guidelines contained in the SEGA SATURN Software Development Standards.)

| | | |
|-----|----|-----|
| YES | NO | N/A |
|-----|----|-----|

Reason: