

## Story



Canada, Christmas 2000....

In the skies over Canada, Laura's plane has been hijacked by terrorists. The plane is filled with screams, shouts and fear as the hijackers terrorize the passengers and crew. In one of the seats a black robed magician gazes into a crystal, chanting the phrase "Shadow, the final destroyer." Mysterious indeed.



Laura's compact begins to glow. A vision of a meteorite hurtling towards the Earth is reflected in the mirror. Suddenly the plane is struck by the same meteorite that appeared in the vision, and falls towards the frozen tundra below.



In the middle of a raging blizzard, Laura opens her eyes to find herself inside a mountain cabin. She was saved by Kimberly, one of the passengers of the wrecked plane. 10 days have passed since the crash but Laura can remember nothing, not even her name.



The door of the cabin opens and one of the terrorists enters. While Kimberly and Laura stare in horror, he transforms into a hideous monster. He is not the only one. Other crash survivors and locals have mutated into terrifying monstrosities and attacked people.



Is there anyway to survive this living nightmare?

At present all is shrouded in mystery.

# GAME SYSTEM



From the Title Screen it is possible to select "Opening Movie," "Load Game" and "Options."

Select "Load Game" to load a saved game. Select "Options" to adjust the game options.

snow-covered mountain landscape.

In D•2, the **A** Button is the



"Action Button." Press the **A** Button when you wish to open a door, move something, etc.

Use the Analog Thumb Pad to move Laura in the direction entered. Press the **B** Button to cancel or to return to the previous screen. These button functions are used throughout the game.



It is possible to hunt and take photographs.



Place Disc 1 into the Dreamcast console. As progress is made in the game it will be necessary to change discs. Once the Title Screen **1** appears, use the Analog Thumb Pad to select "Opening Movie" and press the **A** Button, then insert Disc 4 to display the opening movie. Game play will commence once the opening movie has finished.

The game starts as the heroine, Laura, opens her eyes in a small mountain cabin. The first Full Motion Animation (FMA) Movie is played. Once this is finished, you will control Laura throughout the game. FMA Movies appear during the game to show important events. During a FMA Movie, the images shown progress automatically and will be shown in letterbox format **2**.

While it is not possible to control Laura during a FMA Movie, they are important as they show the development

of the story. After viewing a FMAMovie once, press the **B** Button if it is displayed again to skip the FMAMovie. (Without having previously viewed



the FMAMovie, rapidly press the **B** Button twice to skip it. It is recommended for those playing for the first time however to view all the FMA Movies.)

When the game screen returns to normal size and the camera perspective switches to first-person **3**, Laura is able move freely.

As Laura, you can now venture out and explore the

The game begins from inside the mountain cabin. Indoors, it is possible to talk to various people, collect items, sleep on the bed to recover Hit Points (H.P.) and take photos. There are also many clues with which to solve the game's puzzles. It is important to carefully check around as much as possible.

Going outside the cabin will bring Laura into a large outdoors area known as the field **4**.

There, Laura is able to move, walk around and run with the same level of freedom as in real life.

Sometimes there will be an item lying in the snow, as you move close to it, the view changes, indicating you can pick it up. These items will come in handy. Once Laura is able to use the snowmobile **5**, movement



outside will not only be quicker but exhilarating. Laura will automatically dismount when she confronts monsters .

Indoors, Laura is safe, however in the field, she will encounter monsters. When attacked by monsters, the Battle Screen will appear and Laura must use her weapons to fight. Defeat enemies and earn experience points to level up. Leveling up raises both

Laura's physical strength (H.P.) and skill level. During a battle, if Laura's level of H.P. falls to zero, the game is over and you'll have to start from the last saved point.

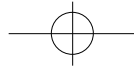
When the level of remaining H.P. is low, recover H.P. by using the First Aid Spray, sleeping in beds or eating meat. Meat can be collected by hunting animals with the Rifle. When an animal is sighted, select the Rifle and



When Laura finds a new building, enter it and search. She may find important items and clues. Sometimes Laura will encounter locked doors. When this happens she will need to find a key from somewhere to open the door.

2

3



# INSIDE OF BUILDINGS



2 CABINET

### 1 BED

Press the **A** Button to sleep in the bed and recover H.P.

### 3 TABLE

Approach the table. If there is an item on the table, press the **A** Button to pick it up. Press the **Y** Button to look around - there may be other items scattered about.

### 4 OTHER PEOPLE

Kimberly moves around the room. There are times when she will be talking or making noise etc. Approach and press the **A** Button to speak.

### 5 FIREPLACE

Use the **A** Button to approach the fireplace. It is not possible to pick up items from the fireplace.

### 6 DOOR

Approach the door and press the **A** Button. Use the Analog Thumb Pad to go outside.

Locate an item and press the **A** Button    Talk with other characters    Recover H.P.    Go outside



Approach the door and press the **A** Button or the Analog Thumb Pad to go outside.

Indoors, it is only possible to move to a fixed number of points. View the diagram to the left, to see the points Laura can move to. The arrows represent Laura's possible path of movement. It is not possible to move to areas outside of those specified on the diagram.

Use the Analog Thumb Pad **Left** to advance while indoors. Press the Analog Thumb Pad **Right** to turn in the corresponding direction. When Laura finds an item, press the **A** Button to pick it up. Use the Analog Thumb Pad to aim.

Press the **Y** Button while pressing the **A** Button to look around. You may find items that were not previously visible. When such an item is found, the camera will automatically zoom in on the item. After this, press the **A** Button to acquire the item. It is best to look around from every point available.

When there is another person in the room, move in front of them and press the **A** Button to talk. You may learn some important information or hints.

Apart from picking up items, it is possible to take photos of the room and people. Select the Camera, use the Analog Thumb Pad to aim

and press the **A** Button to take a picture. Save photos on a memory card and you will be able to add captions and paste them in a photo album.

Sleep in the bed and Laura will recover the maximum amount of H.P. Move close to the bed and press the **A** Button to sleep.

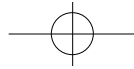
Move to the door and press the **A** Button to go outside.

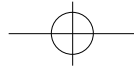
Use the Analog Thumb Pad while pressing the **Y** Button to look around

Press the **A** Button    The camera will zoom



5





# In THE FIELD

Once outside of the cabin, Laura will enter a large open area (the field).

Just like in the real world, the position of the sun changes with time. It is roughly possible to tell the position of the sun by looking at shadows.

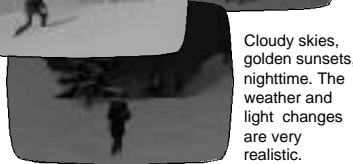
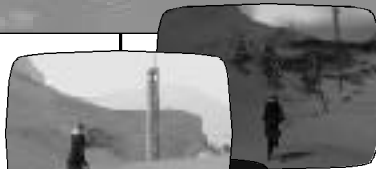
Unlike indoors, in the field, it is possible to move with total freedom. Using the compass displayed on the screen of the Visual Memory Unit and the map, Laura can determine her current position.

While moving, Laura is displayed on-screen from the 3rd person perspective. Use the Analog Thumb Pad 6 to walk forward. Use the Analog Thumb Pad 4 5 to change direction. Laura can also run: use the Analog Thumb Pad 6 and press down fully to run.

Use the Analog Thumb Pad 7 and press fully to face

the opposite direction. Use the Analog Thumb Pad 7 and press lightly to walk backwards. Laura can look around her surrounding area. Use the Analog Thumb Pad while pressing the Y Button to view the surrounding area.

There are many items scattered about the snow. Upon locating an item, move close to it and Laura will automatically zoom in on it.



Cloudy skies, golden sunsets, nighttime. The weather and light changes are very realistic.

Press the A Button to pick the item up.



Meat is kept inside the Portable Cooker. Select the Portable Cooker and the Meat icon will be displayed. Press the A Button again to eat the meat and recover H.P. The amount of meat in stock is displayed on the Meat icon.



Press the Trigger L to display the Item Window.



Press the Trigger R to display the Weapon Window.

While in the field, press the Trigger L to display the Item Window in the bottom left of the screen. In the bottom center of the screen is the Health Gauge. Once the Item Window is displayed, use the Analog Thumb Pad 4 5 to select an item and press the A Button to use it. A number will appear beside each item showing the amount in stock (if there is only a single item then no number will be displayed.)

The Health Gauge represents numerically and by color, the amount of remaining H.P. At the

maximum amount, the gauge is red. As Laura is hit, the gauge color will change color. When she has close to zero H.P., the gauge will turn green. If the number of H.P. falls to zero, the game is over.

When H.P. is close to zero, Laura can recover by using the First Aid Spray, or by selecting the meat contained within the Portable Cooker.

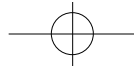
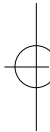
Press the Trigger R to display the Weapon Window at the bottom



When the counter reaches 0, a new magazine will be automatically loaded

right of the screen. The Weapon Window will display the remaining amount of ammunition for each weapon as they are displayed.

Once the Weapon Window is displayed, use the Analog Thumb Pad 4 5 to select a weapon and press the A Button to use it. Try to select the weapon you wish to use before monsters appear.



## PHOTO & HUNTING

A Caribou! Press the Trigger **L** and select the Rifle

The setting for this game is Canada. In the field, Laura will encounter four different types of animal: Caribou, Moose, Hare and Snow Grouse.

Use the Rifle to hunt animals for meat (the amount of meat obtained depends on the size of the animal).

Meat will be automatically placed in the Portable Cooker. Select this item from the Item Window to recover H.P. when hurt.

Hunting results will be recorded. It is possible to view them from the Status Screen. In addition to hunting animals, it is also possible to take pictures of them. Display the Item Window and select and enter the Camera.

Select the Camera from the Item Window. Like a normal camera, use the viewfinder and aim. Press the **A** Button to take a picture. Press Trigger **L/R** to zoom.

The Photo Screen will now be



displayed. Use the Analog Thumb Pad to aim the camera, and press the **A** Button to take a picture. Press the **B** Button to cancel and return to the field. It is possible to view the photo and add a caption from the Status Screen.



Position the crosshairs over the animal, press the **A** Button to shoot



A hit! 3 pieces of meat acquired. Press the **B** Button to return to the field

## SNOWMOBILE

Approach the Snowmobile and press the **A** Button to ride



Once Laura has obtained gasoline, she will be able to use the Snowmobile.

To ride the Snowmobile, approach it and press the **A** Button.

While riding, press the Trigger **R** to accelerate and the Trigger **L** to brake. Use the Analog Thumb Pad 4 5 to steer. Use the Analog Thumb Pad 6 7 and Laura will lean forward or backward, altering the Snowmobile's center of gravity. This is a useful technique for cornering and speeding up. Try experimenting with the controls.

Press the **Y** Button to

reverse the direction of the snowmobile.

To dismount, press the Trigger **L** until the Snowmobile

comes to a complete halt then press the **A** Button. A FMA Movie will play, then Laura will be back in the field. The **B** Button is not used.

If Laura falls off after a collision, a FMA Movie will play and she will need to get back on the Snowmobile.

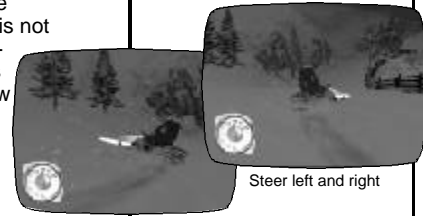
The speedometer is displayed in the bottom left corner of the screen. While riding the Snowmobile it is not possible to display the Status Screen. To view the Status Screen, Laura must first dismount the Snowmobile.



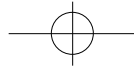
Ride the Snowmobile



Press the Trigger **R** to accelerate



Steer left and right



# IN THE BATTLE

**Monster Off-screen:** face the monsters!

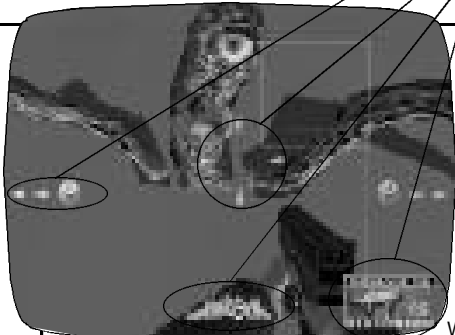
**Crosshair:** turns red if aimed at the monster's weak point

**Health gauge:** displayed during battles

**Weapon Window:** press the Trigger **R**



Follow the instructions on screen to face the enemy. When the arrows are red, the enemy is attacking!



(human blood) to green (monster blood), as Laura is hit by the monsters. The numerical value of the Health Gauge represents the remaining number of H.P.

When the number of H.P. remaining becomes low, Laura can use either the First Aid Spray (its effectiveness depends on the color of the can – red, yellow or green) or by using the meat in the Portable Cooker. Press the Trigger **L** to display the Item Window, the battle will pause and it will be possible to select an item.

While the machine gun is reloading, it will not be possible to shoot. Press the **Y** Button to reload manually and minimize damage from attacks while reloading.

During the game, Laura will encounter bosses at important points in the story. These 'Boss' monsters will take little to no damage if not hit in their weak point.

Press the **B** Button to face the enemy on the right

Press the **X** Button to face the enemy on the left

There are many different types of monsters: humanoid, four legged, burrowing and flying. Each weapon's effectiveness depends on the type of

While monsters are off-screen the **X/B** Button symbols will appear to indicate their position. When the blue **B** Button symbol appears, a monster is to the right of Laura. Press the **B** Button to face the monster.

points. The amount of points received is based upon the difficulty of the battle. The number of points received will be displayed on the Experience Screen. Press the **A/B** Button to return to the field.

When Laura encounters monsters in the field, the Battle Screen will be displayed and a battle will commence.

When the Health Gauge reaches to zero, the game is over and Laura will return to the last previously saved point.

It is also possible to change weapons during a battle. Press the Trigger **R** to display the Weapon Window, the battle will pause it will be possible to select a weapon. The machine gun uses cartridges and reloads automatically.

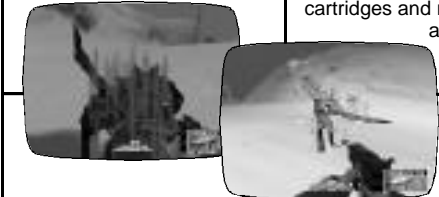
monster. It also depends on whether there are single or multiple enemies. It is beneficial to learn which weapons are effective in which situation as quickly as possible.

Likewise, when the yellow **X** Button symbol appears, a monster is to the left of Laura. Press the **X** Button to face the monster.



After earning a fixed number of experience points, Laura's level will go up. Her Max H.P. will increase as will her level of skill in battle. The more battles Laura fights, the stronger she becomes!

Use the Analog Thumb Pad to aim and press the **A** Button to shoot. For weapons like the machine gun, hold down on the **A** Button for continuous fire. For single shot weapons like the shotgun, press the **A** Button once to fire one shot.



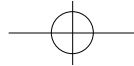
The health gauge measures the change in Laura. The color starts off red (human blood) and as Laura is hit changes from yellow to green (monster blood).



Find each monster's weak point to ensure victory. The monster's weak point is the area when the weapon crosshairs turn red.

When the **X/B** Button symbols displayed on-screen turn red, this indicates the monster is attacking from off-screen.

After winning a battle, Laura will receive experience



## CONTROLLER

To return to the Title Screen at any point during game play, simultaneously press and hold the **Start**, **Back**, **Left**, **Right** and **Start** Buttons on the Dreamcast Controller. Never touch the Analog Thumb Pad or Triggers **L**/**R** while turning the Dreamcast power ON.

### MEMORY CARD

**D•2**, is a memory card compatible game [Visual Memory Unit (VMU)sold separately]. With this game, 7 blocks are needed to save game files. Saving picture files takes approximately 4-10 blocks per picture. While saving or loading game files, never turn the Dreamcast power OFF or remove the memory card, controller or other peripheral devices.

### ANALOG THUMB PAD/DIRECTIONAL PAD\*

**Move:** 4 5 6 7 (Field, Indoors)  
**Item Search:** 4 5 6 7, while holding the **Start** Button (Field, Indoors)  
**Steer Snowmobile:** 4 5 6 7 (Field)  
**Aim:** 4 5 6 7 (Battles, Hunting, Photos)  
**Select Weapon/Item:** 4 5 (Field, Status Screen)

\*This instruction manual refers to the Analog Thumb Pad, however it is also possible to use the Directional Pad

### START BUTTON

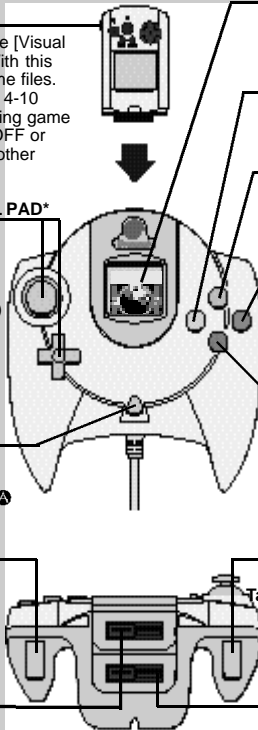
**Game Start:** (Title Screen)  
**Display Status Screen**  
**Display Title Screen:** press Start and **A** simultaneously after the ending credits

### TRIGGER **L**

**Display Weapon Window:** (Field)  
**Targeting Zoom In:** (Hunting, Photos)  
**Snowmobile:** Accelerate (Field)

### EXPANSION SOCKET 1

Insert a memory card.



### VMU DISPLAY

Displays compass while moving in the field.

### **A** BUTTON

**Face Enemies (Right):** (Battles)

### **V** BUTTON

**Item Search:** 4 5 6 7, while holding the **V** Button (Field, Indoors)

### **B** BUTTON

**Cancel Previous Screen:** (Status Screen)  
**Face Enemies (Left):** (Battles)  
**Cancel FMA Movie**

### **A** BUTTON

**Enter Door, Talk:** (Indoors)  
**Shoot:** (Battles)  
**Take picture:** (Photos)  
**Ride Snowmobile:** (Field)

### TRIGGER **R**

**Display Item Window:** (Field)  
**Targeting Zoom Out:** (Hunting, Photos)  
**Snowmobile:** Brake (Field)

### EXPANSION SOCKET 2

Insert the Jump Pack.

## STATUS SCREEN - Map

Press the Start Button while indoors or in the field to display the Status Screen. From this screen, view information about Laura's current situation. Use the Analog Thumb Pad to select an item and press the **A** Button to enter.

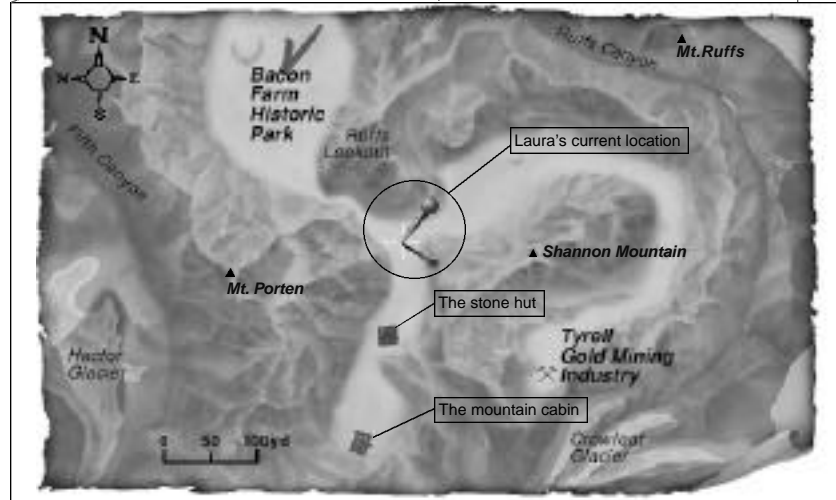
When Laura has the map, select and enter the Map icon to view Laura's current

location. The blue pin indicates Laura's current position. The light areas of the map show where Laura is able to go. It is not possible to climb the steep slopes of the mountains.

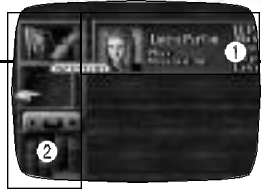
Move the cursor to display the names of important or special locations in the game.



Use the Analog Thumb Pad to select the Map icon and press the **A** Button to display the map below



## STATUS SCREEN - Inventory/Weapons/Words



Laura Parton,  
the heroine

Laura's current  
location

Laura's current attributes  
Laura's level can increase up to 30

From the Status Screen view information related to Laura's game progress.

**1 CURRENT STATUS**  
View information relating to Laura's current situation. Below her name is written her current location. On the right are her current attributes:

**H.P.:** Current hit points  
**Max H.P.:** The maximum amount Laura's H.P. can reach at her current level  
**Skill:** Current skill level  
**Exp.:** Current experience  
**Level:** Current level

The amount of Max H.P. increases with every level up. The higher the skill level, the higher the hit ratio and damage inflicted by Laura's bullets. As

Laura gains experience, she becomes more skilled in battle.

Experience is earned after winning a battle. The amount of experience received depends on the difficulty of the battle fought. After a fixed amount of experience points have been earned, Laura will level up. The maximum level Laura can reach is thirty – after this no matter how many experience points Laura earns her level will not increase.

**2 STATUS ICONS**  
The Status icons are displayed on the left of the Status Screen. Select from the following icons: Map; Inventory; Weapons;

Words; Photo & Hunting; Save/Load.

Use the Analog Thumb Pad to select an icon and



press the **A** Button to enter. Information regarding each item will appear in the center of the screen.

**3 INVENTORY**  
Displays the items which Laura currently possesses. To receive more information about each item, use the Analog Thumb Pad to select an item and press the **A** Button to enter. Information is displayed on the right of the suitcase.

There are 5 different kinds of weapon. Once a new weapon is acquired it will appear here.

Make sure to check the information about each item as game-hints are included. Press the **B** Button to return to the Status Screen.

**4 WEAPONS**  
Displays available weapons. To receive more information about each weapon, use the Analog Thumb Pad to select a weapon and press the **A** Button to enter.

**5 ARCHIVE**  
View words recorded from conversations during the game. Use the Analog Thumb Pad to select a word and press the **A** Button to view a detailed explanation. There are game-hints included within the explanations, so it is advisable to check as the story progresses.





## STATUS SCREEN - Photo & Hunting/Save & Load

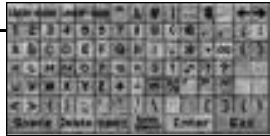


View photos taken during the game. Use the Analog Thumb Pad to select the Photo & Hunting icon and press the **A** Button to enter.

Select and enter "LOAD PICTURE" to load photo files from a memory card.

**1** The photos will be displayed from A to I. It is possible to save a maximum of 9 photos on a memory card.

Compare your photos with your friends!



Take photos of animals and create a photo album of animals or take portraits and make a photo album of portraits.

To view a photo, select and enter "PHOTO ALBUM," then select and enter the photo you wish to view.

**2** Select and enter "PHOTO DESCRIPTIONS" to write a caption for a photo or edit existing captions. The



soft-keyboard will be displayed **3**.

Use the Analog Thumb Pad to select a letter and press the **A** Button to



Once the caption is completed, select and enter "Enter" to save the caption.

enter. A caption can be up to 16 letters long. It is possible to edit the caption. Select and enter the **←** and **→** arrows to move the cursor. Select and enter "Insert" to overwrite characters. Select and enter "Delete" or press the **B** Button to delete a character. Select and enter "Space" to enter a space between words. Select and enter "Exit" to return to the previous screen without saving the caption.

1 Bullet = 1 successful hunt

Medal = 10 successful hunts

**Snow Grouse**



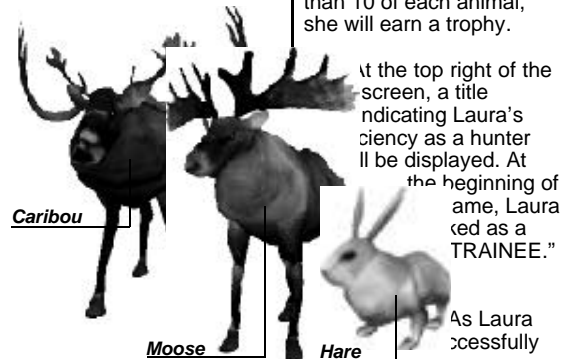
**4** Select and enter "HUNTING RESULTS" to view the number of animals successfully hunted.

Results for each type of animal are displayed: Caribou; Moose; Hare; Snow Grouse.

The number of bullets beside each animal indicates the number successfully hunted. After



10 successful hunts, a medal will be displayed. "MAX. WEIGHT" refers to the weight of the largest kill for that type of animal hunted. After Laura has successfully hunted more than 10 of each animal, she will earn a trophy.



At the top right of the screen, a title indicating Laura's proficiency as a hunter will be displayed. At the beginning of the game, Laura is referred to as a "TRAINEE."

As Laura successfully

hunts more animals, this title will change to "HUNTER" to "GOOD HUNTER" and so on. Just how good a hunter will Laura become?

**5** Select and enter the Save & Load icon to save or load game files. Up to 3 game files can be saved.

Select either "SAVE" or "LOAD" then follow the instructions on the screen to either save or load game files. The game can be saved either in the field or while indoors.

Press the **B** Button to return to the previous screen without saving. From the Status Screen, press the **B** Button to return to the game.

**CAST**



**Laura Parton**



**Kimberly Fox**



**David Brenner**



**Parker Jackson**



**Norex Gheorghita**



**Jannie's grandpa**



**Jannie**



**Larry (Terrorist)**



**Cliff (Terrorist)**



**Flight Attendant**

**Voice Actors (America)**

••• Peter Bayham  
Deem Bristow  
Elena Ginebreda - Frenzel  
Alise Hahn  
Ron Jones  
Peter Kepler  
Craig Knudsen  
Terence McGovern  
Lani Minella  
Roger Nicolas  
Christopher Sullivan  
••• Sound Director  
Elaine A. Clark

**Engineering/Post Production**

Steve Shapiro  
••• Script Rewrite  
John R. Palmer  
••• Casting  
Bobby White, Bobby White Co.  
Rick Bowman, Lethal Sounds  
Elaine Clark, Voice One  
••• Recorded at Steve Shapiro Music, San Francisco

**Voice Actors (Japan)**

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Naoko Koda  
Akio Otsuka  
Jin Yamanoi  
Etsuko Kozakura  
Yoshitada Otsuka  
Fubito Yamano  
Miyoko Aso  
Taro Arakawa  
Kazuya Nakai  
Ken Sanders  
Ichihiro Nagai  
Minako Ichiki

**Yoshiko Sakakibara**

Haruko Kitahama  
Kumiko Hironaka  
Kenji Nojima  
Yuzuru Fujimoto  
Moriya Endo  
Jin Domon  
Hiromi Nishikawa

**Productions of Voice Actors**

••• IZUMI KIKAKU  
EZAKI PRODUCTION  
OFFICE OHSAWA  
DOJINSHA PRODUCTION  
AONI PRODUCTION  
SEINENZA  
HAIKYO  
81 PRODUCE  
PRODUCTION BAOBAB  
••• Casting by  
Kenji Ohyama (Office Ohsawa)

**STAFF**

Directed and Story by  
Kenji Eno

••• C.G. Director  
Shosaburo Tateishi

C.G. Animators  
Hirohiko Sugamura  
Tomohisa Oda  
Tomoko Kasahara  
Tomonori Kubokawa

Kazuki Arai  
Satoshi Mochizuki  
Atsushi Inoue  
Takeshi Nozue  
Tomomi Yano  
Hideki Sudo  
Takashi Otsuki

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Yuji Haba  
Terunori Kobayashi  
Ko Takeuchi  
Marie Yamada  
Michihito Hatakeyama  
Takahiro Matsuhira  
Kazuyuki Ebara

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Assistant Sound Engineer  
Yuki Yasoshima (MIT)

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Assistant Mixer  
Takuya Hara (SONY PCL)

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Recorded at  
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Tetsuya Ohuchi (Be-Flat)

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A&R Producer  
Katsunori Eguchi (First Smile)

Director  
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Arto Lindsay

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Stephen Cohen  
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Each family of creators at WARP  
My family

Produced by  
Kenji Eno

Made at  
WARP, Tokyo, Japan

Presented by  
WARP

Thank You for Playing

## SEGA of America Dreamcast Inc.

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*Assistant Producer*  
*Lead Testers*

*Assistant Lead Tester*  
*Product Manager*  
*Marketing Specialist*  
*Project Management (SOJ)*

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*Howard Gipson*  
*Dave Fischer*  
*Sandy Castagnola*  
*Jin Shimazaki*  
*John Golden*

### "Counting the Roses"

*lyrics and music by Arto Lindsay*

*I don't see what I see*  
*Falling away, falling behind*  
*I'm in a game of hide and seek*  
*Sun shines outside my mind*

*I wonder if I'm alone*  
*Wonder who might be outside*  
*I don't want raise my eyes*  
*All small folded up tight*

*So I count the roses*  
*Yellow red and white*  
*Don't dare use my fingers*  
*Many many roses*  
*Wrap me up at night*

*Roses wait and roses grow*  
*They get their rhythm right*  
*I wanna know what roses know*  
*How they grow smooth and ripe*

*So I count the roses*  
*Yellow red and white*  
*Don't dare use my fingers*  
*Many many roses*  
*Wrap me up at night*