SEGA™

DATA EAST®

OutRunners™
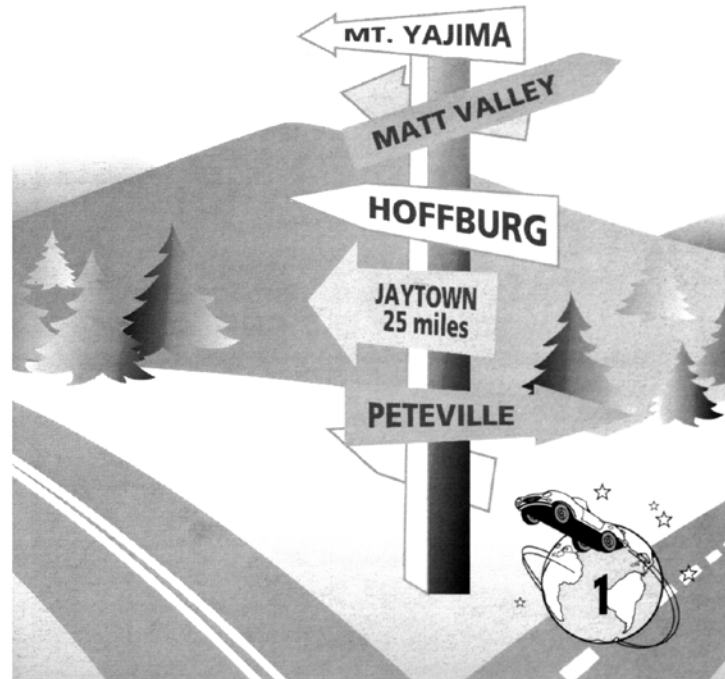
GENESIS™

INSTRUCTION MANUAL

CONTENTS

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

MT. YAJIMA

MATT VALLEY

HOFFBURG

JAYTOWN 25 miles

PETEVILLE

GETTING STARTED

Handling your Sega Cartridge:

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Handle it with care. Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to Owners of Projection Televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

GENESIS CARTRIDGE

CONTROL PAD 2

CONTROL PAD 1
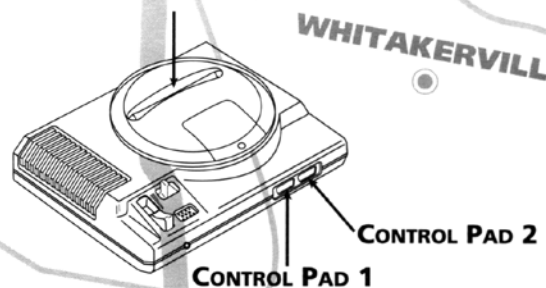
1. Make sure that the power switch is OFF and that there is no game cartridge in your Sega Genesis System.

2. Plug a Genesis Controller into the "Control 1" port on your Sega Genesis. For two players, plug a second Controller into "Control 2."

3. Insert the OUTRUNNERS cartridge firmly in the cartridge slot on the Genesis System and turn the system on.

4. When you're ready, press the START button on your Controller to begin play.

START YOUR ENGINES...
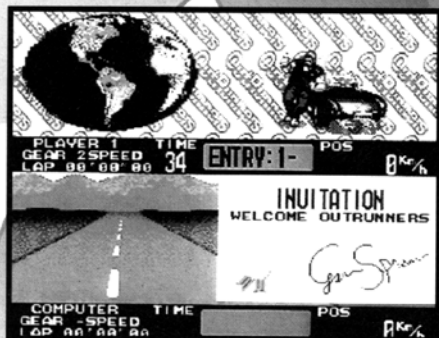
YOW! Get behind the wheel of one of the hottest racing machines ever to come to your screen! Strap in, put the pedal to the metal and brave hairpin turns, dangerous detours, and constantly changing road and weather conditions in the first touring race to span the entire globe. It's bumper-to-bumper excitement as you tear up the roads in San Francisco, Hawaii, Egypt, Russia, and 36 other courses — even race underwater! Force out your opponents while playing head-to-head in speed-shattering split-screen action! It's a wild ride, so buckle up and watch out for cars, road signs, and even wild animals as you conquer the most reckless raceways on the planet!

CONTROLS

D-PAD

START Button

Button C
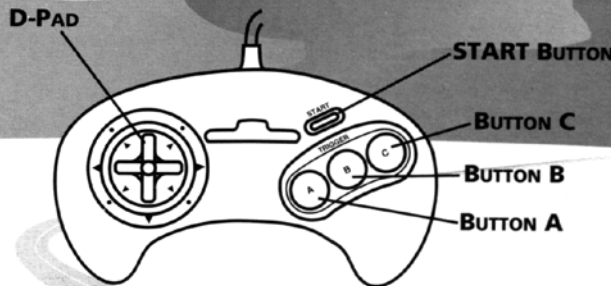
Button B

Button A

D-PAD UP and DOWN:
Shift gears (works only on manual transmissions).

D-PAD LEFT and RIGHT:
Select car, select options, maneuver left and right.

A BUTTON:
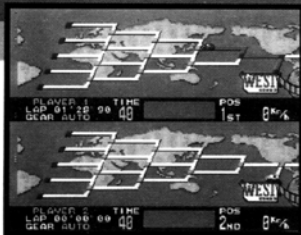Music selection.

B BUTTON:
Acceleration.

C BUTTON:
Menu selection, braking.

START BUTTON:
Pause game.

• These controls may be changed under the options menu at the startup screen.

GAME PLAY

A NEED FOR SPEED!

OutRunners may be played in one of two modes: arcade mode and original mode.

In arcade mode, you and a competitor must speed through the checkpoints of six stages before the clock runs out. Each stage covers a particular section of the world (see "Courses" on page 15 for a complete list of locations). Either one or two players may participate in arcade mode.

In original mode, you race against your competitor, not the clock, to complete a stage. Only one player may compete against the computer in original mode.
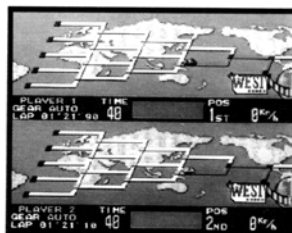
Both modes are played out in a split-screen style. Player one races in the top section of the screen and player two or the computer utilizes the bottom section.

At the startup screen, use the D-Pad and the C Button to select a game mode.

ARCADE MODE: 1 or 2 players

In arcade mode, there are six stages through which you must pass to complete the race. Each stage represents one of the 36 race courses available in the game. The courses you race are automatically selected for you; however, you may determine the path you take in completing them. After each checkpoint there is a fork in the road and you may choose to drive either left or right ONLY if you are in the lead. If your competitor reaches a checkpoint first, you will have to follow the path they have taken. After you pass a checkpoint, you will obtain extended time and you race towards the next checkpoint. The game ends if you run out of time before reaching the next checkpoint or if you complete all six stages. When the game is over, a map displays your progress on the course. If you score a new record, you may enter your name (up to three letters) with the D-Pad and the C Button.
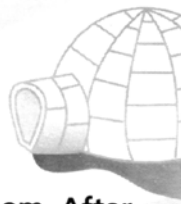
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7

Begin by selecting one of eight racing cars. Each car varies in ease-of-handling, speed, and other features. Refer to the section, "Race Cars" on page 12 for individual racer statistics. Press the D-Pad left or right to scroll to a vehicle and press the C Button to make your selection. Once you have chosen your vehicle, toggle between automatic and manual transmission by pressing right or left on the D-Pad and select with the C Button.

ORIGINAL MODE: 1 Player

In original mode you are not racing against the clock. Rather, you select a country you want to represent and race against a competitor from another country. The course you race will be in the homeland of your opponent. Instead of choosing the car you want to drive, a car is assigned to the country you choose to represent.

You select your opponent however, and by doing so you also select their car. Remember every car has different features, so choose a vehicle (and in turn the country) you feel you can beat. Your opponent cannot have the same car you are driving. If you lose the first match, the game is over; however, if you beat your opponent, you win the race and begin another challenge. In this new challenge, you have the option of using your original car or the car you beat in the last match. Select a new opponent and begin the next race. Again, if you win, you obtain the loser's car and start another race, continuing to stockpile cars until you have defeated all other opponents. Game play continues until you lose all your cars or you own all eight racers.

OPTIONS

Begin by selecting one of eight racing cars. Each car varies in ease-of-handling, speed, and other features. Refer to the section, "Race Cars" on page 12 for individual racer statistics. Press the D-Pad left or right to rotate the globe and scroll to a race course (a complete list of courses is on page 15). Press the C Button to make your selection. Once you have chosen your course and been given a vehicle, toggle between automatic and manual transmission by pressing right or left on the D-Pad and select with the C Button.

Now get out there and kick some asphalt!

Access the options screen from the main title screen by pressing the D-Pad down and selecting with the C Button. Your options are as follows:

LEVEL:
Level — Easy, normal, hard.
Time extend — -5 sec to +5 sec.
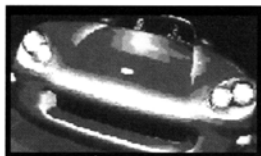Engine sound — Low, normal, noisy.

SOUND:
Change background music and sound effects.

CONTROL:
Shift up.
Shift down.
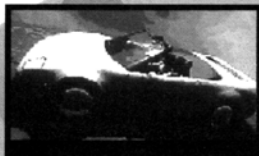Music select.
Accelerate or Brake.

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RACE CARS

EASY HANDLING
Car length: 4250mm.
Width: 1750mm.
Height: 1230mm.
Automatic or 5-speed
manual transmission,
average speed/cornering,
easy to control.

SMOOTH OPERATOR
Car length: 4330mm.
Width: 1750mm.
Height: 1220mm.
Automatic or 2-speed
manual transmission
average speed/cornering,
suitable for beginners.

BAD BOY
Car length: 4180mm.
Width: 1700mm.
Height: 1230mm.
Automatic or 2-speed
manual transmission,
the best acceleration, poor
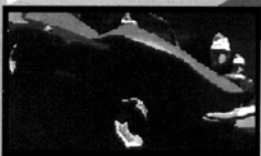cornering, comparatively
slow speed.

ROAD MONSTER
Car length: 5200mm.
Width: 2280mm.
Height: 1235mm.
Automatic or 3-speed
manual transmission,
slow acceleration,
large body (good for
blocking opponents).

QUICK REACTOR
Car length: 3900mm.
Width: 1480mm.
Height: 1360mm.
Automatic or 4-speed
manual transmission,
average speed, small
turning circle and great
cornering.

WILD CHASER
Car length: 4100mm.
Width: 1750mm.
Height: 1270mm.
Automatic or 3-speed
manual transmission,
slower speed (but able
to maintain speed on the
road shoulder),
suitable for bad roads.

MAD POWER

Car length: 4460mm.
Width: 1850mm.
Height: 1105mm.
Automatic or 6-speed
manual transmission,
highest speed (but wide
turning circle), weak and
slippery grip.

SPEED BUSTER

Car length: 4480mm.
Width: 1900mm.
Height: 1160mm.
Automatic or 2-speed
manual transmission,
almost as fast as
"mad power",
poor cornering.

COURSES

There are 36 courses in 20 different locations.

WEST COURSES

San Francisco
Pacific Ocean
Japan
Germany
Mediterranean
Hawaii
China
Hong Kong
France
Egypt

Sweden
Spain
Grand Canyon
Latin America
Australia

EAST COURSES

Northern Europe
Atlantic Ocean
Kenya
Niagara Falls
Russia

DATA EAST

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