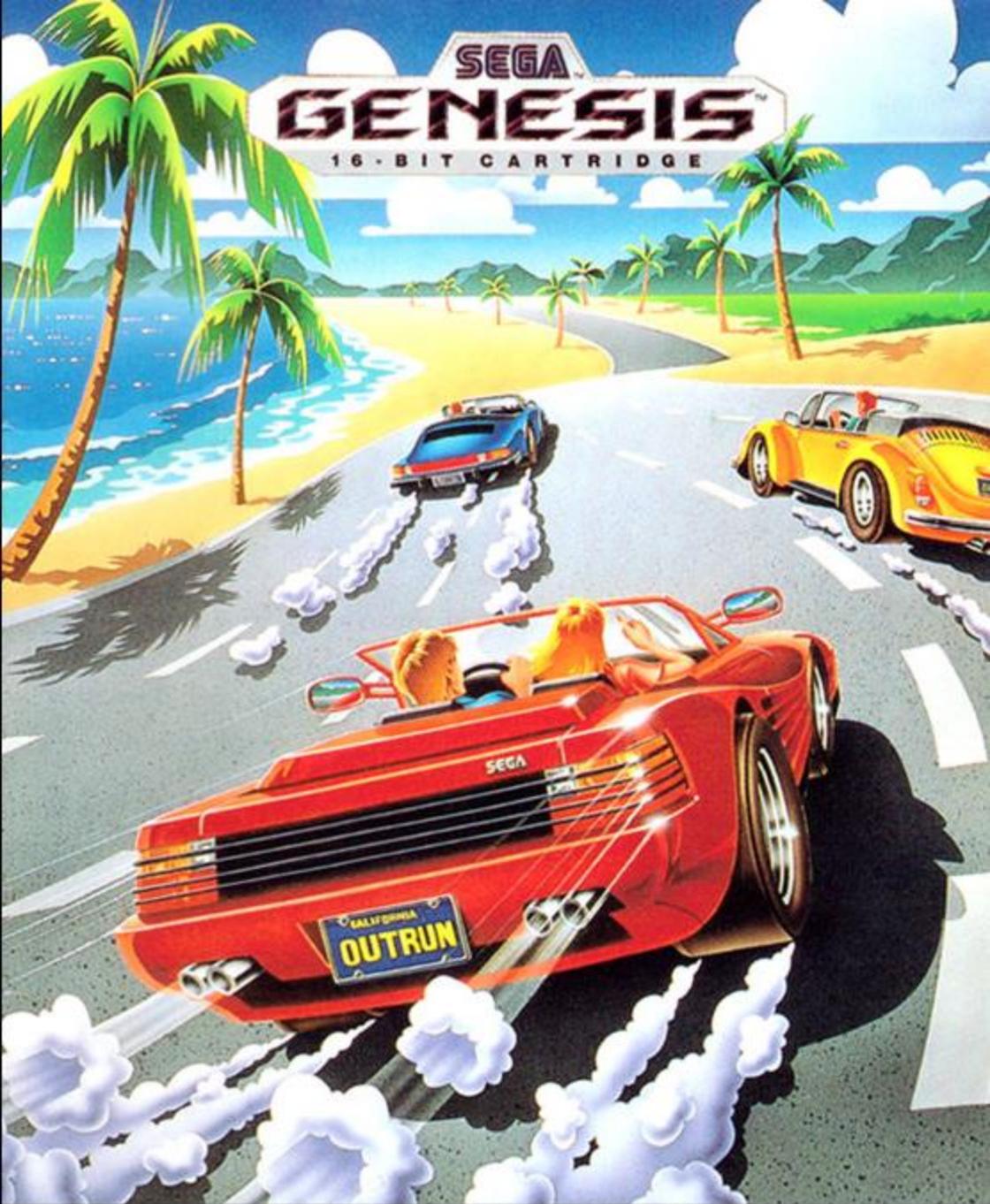


SEGA  
**GENESIS™**

16-BIT CARTRIDGE



# **OutRun™**

**INSTRUCTION MANUAL**

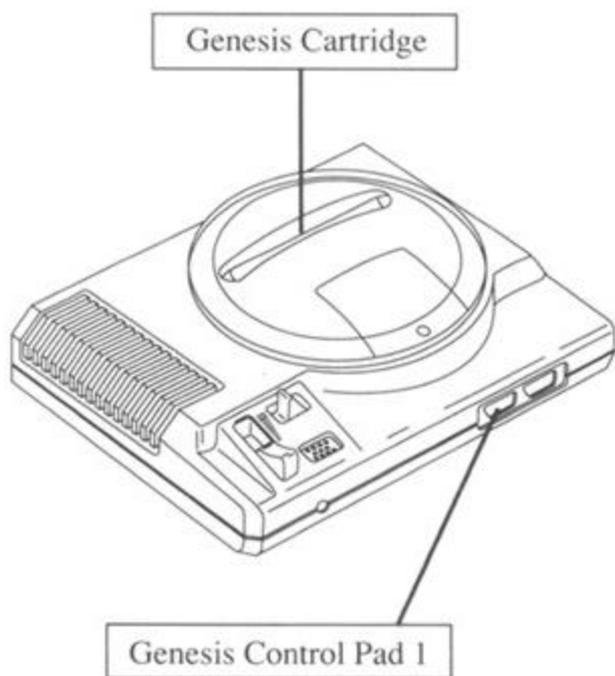


# Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Outrun* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the *Outrun* Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure the power switch is turned OFF before inserting or removing the cartridge.

**Note:** *Outrun* is for one player only.



## Rev Up Your Engine!

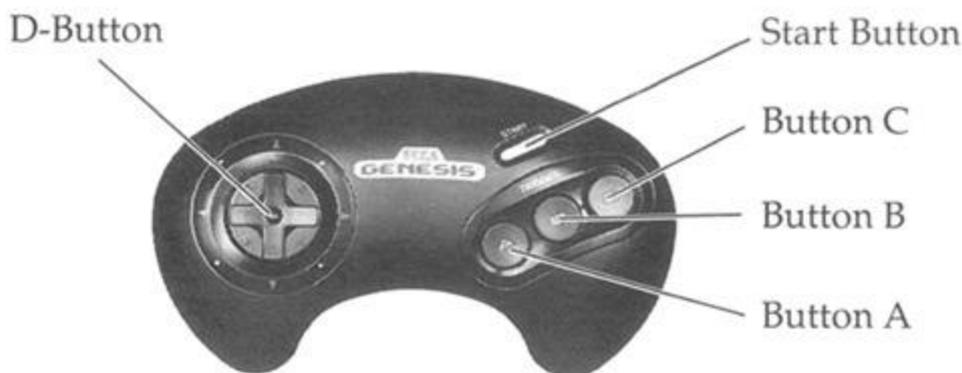
Get ready for a wild drive across every region imaginable. Reach the check points before time runs out to advance to the next stage - if you don't, you will be disqualified. But drive carefully! Watch for slower cars on the road and hazardous obstacles off the road. Stay alert or you will crash, seriously damaging your chances of setting a speed record.



This is the most demanding car rally ever! Never has a race course had this range of terrain. Prove to the world that you are the master of the highways.

This is the ultimate racing challenge, so sharpen your driving skills. You have nothing but your racing finesse and nerves of steel to get you through the treacherous roads. Rev up your engine and get ready for the biggest race of all time!

## Take Control!



## D-Button (Directional Button)

- Press right or left to steer.
- Using the control setting in the Options menu, you can select up/down for shifting gears.

## Start Button

- Press to start game.
- Press to pause game; press again to resume game.

## Buttons A,B and C

- Set the functions of these buttons in the Options screen. One button will act as the brake, another as the accelerator and the third will sometimes be used to shift gears.

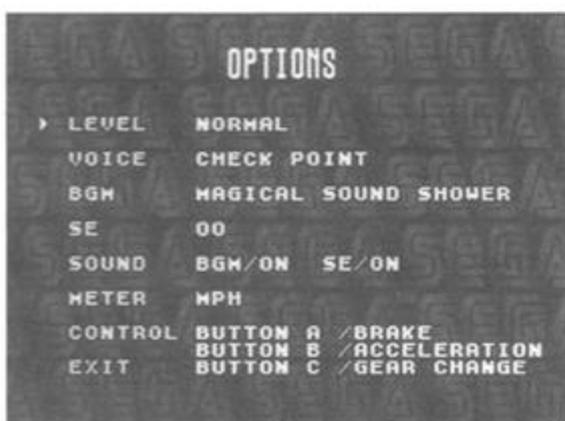
# Getting Started

When you turn the power switch ON, the Title screen appears, followed by a demonstration screen. Press the Start Button to view the Start/Options screen. Select Start using the D-Button to begin play or choose Options to change the game settings. Press the Start Button to enter your choice.



# Options Screen

Move the cursor next to the option you choose by pressing the D-Button up or down. Make your selections as described below.



**LEVEL:** Press the D-Button left or right to choose among Super Easy, Easy, Normal, Hard, Super and Pro.

**VOICE:** Press the D-Button left or right, followed by Button A, B or C to hear one of three phrases used in the game.

**BGM:** (Background Music) Press the D-Button left or right, then press Button A, B or C to hear one of five tunes.

**SE:** (Sound Effects) Press the D-Button left or right, then press Button A, B, or C to hear one of seven sound effects used in the game.

**SOUND:** Press the D-Button left or right to turn background music and/or sound effects on and off.

**METER:** Press the D-Button left or right to choose between a speedometer reading of Miles Per Hour or Kilometers Per Hour.

**CONTROL:** Press the D-Button left or right to select a different arrangement of button functions.

**EXIT:** Press Button A, B, or C (or press the Start Button from anywhere in the Options screen) to return to the Title screen.

## Ready, Set, Go!



When you choose Start in the Start/Options screen, you are given a choice of background music to listen to on the radio. Tune into a radio station by turning the radio dial using your D-Button.

Once you have made a choice, press the Start Button to begin racing.

## The Driver's Seat



1. **Gear indicator:** L stands for low and H stands for high.
2. **Speedometer:** shows speed in Kilometers Per Hour or Miles Per Hour.
3. **Time remaining**
4. **Score**

5. **Lap:** shows time elapsed in the present stage.

6. **Stage:** indicates present stage.

The start signal flashes green, the starter waves the checkered flag, and the race is under way! Use your driving technique to finish the round as quickly as possible while you avoid cars and other obstacles. If you finish



the first leg of a stage in time, you reach a fork in the road. Drive in either direction. Make it to the checkpoint before time runs out, and you'll get more time to finish the next stage. Finish five stages without being disqualified, and become the undisputed champion of the circuit!

## Game Over

If you do not reach the checkpoint for any given stage in time, the game is over and a course map showing your progress appears. Sorry, better luck next time!



If your score is good enough to be included in the top six scores, you are given a chance to enter your name in the Best Outrunners screen. Enter your name by choosing letters with the D-Button and



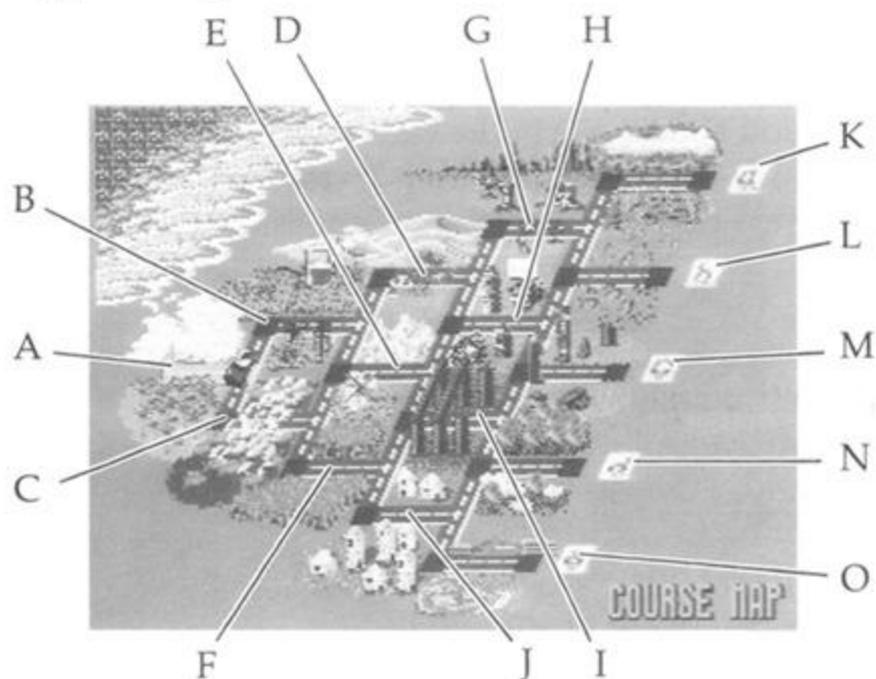
entering your selection by pressing Button A, B, or C before the countdown reaches 0. You may enter up to six letters.

When you choose ED in the letters section of the screen, your name entry is terminated. To return to the Sega logo, press the Start Button after entering six letters.

If you drive through five rounds within the time limit for each round, you will reach the goal.



# Highways



A. Coconut Beach Boulevard

B. Wheat Field Highway

C. Cloudy Mountain Pass

D. Desert Drive

E. Alps Avenue

F. Walls Way

G. Wilderness Drive

H. Old Capital Boulevard

I. Big Gate Street

J. Seaside Tower Drive

K. Vineyard Avenue

L. Death Valley Road

M. Stone Hill Street

N. Dual Way Drive

O. Lakeside Highway

## **Helpful Hints**

- Regain your traction on tight corners by downshifting.
- Get through corners faster by sticking as close as possible to the inside of the curves.
- Learn the trouble spots in each stage so you can anticipate them in the future.
- Try reaching the goal by taking different routes to see different endings.

# Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

# Handling Your Cartridge

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

**FOR GAME PLAY ASSISTANCE, PLEASE CALL:  
(415) 871-GAME**

## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

**1-800-USA-SEGA**

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed on the previous page. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

## Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada  
No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan  
No. 82-205605 (Pending)

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