SMASH ARCADE HIT!

G-LOC
AIR BATTLE

FIRE!

Launch the deadly Dragonfly Missile or use your M40-A1 Vulcan Guns to blow bogies out of the sky. Take on wave after wave of enemy assault - maneuver 360 degrees through narrow canyons to avoid hostile fire, then fly into enemy territory and destroy key military targets.

• *Fast Flying Views* - target enemy planes from **In-The-Cockpit** and **Behind-The-Afterburner** perspectives.

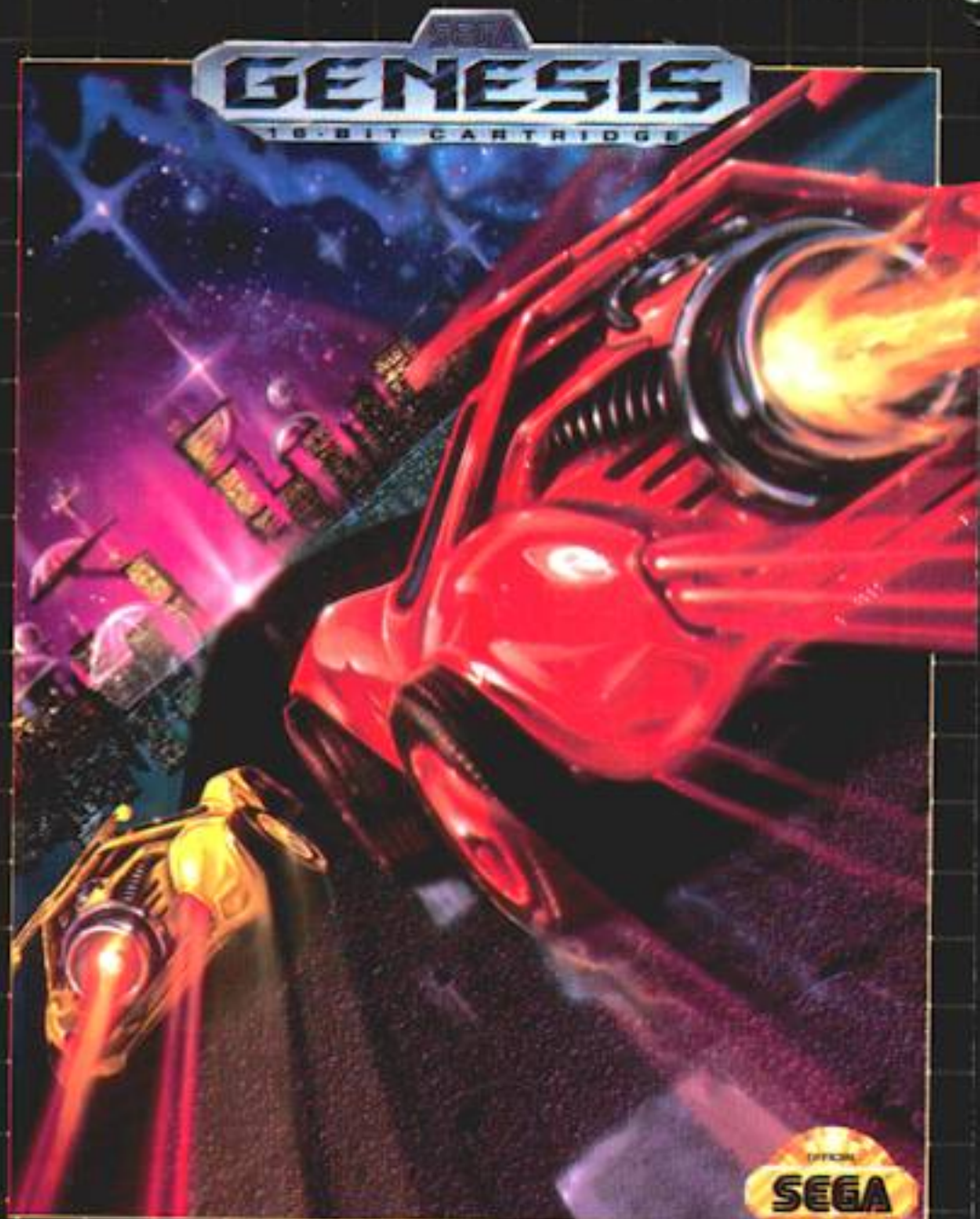• *Advanced Weaponry* - trade points for missiles, high caliber guns, and heavy armor.

• **Multiple Sorties** - fly 16 different air, land and sea missions against hostile enemies.

1 PLAYER

GENESIS
16-BIT CARTRIDGE

SEGA

OUTRUN 2019

INSTRUCTION MANUAL

EPILEPSY WARNING

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 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.**

1

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 2019* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start Button when the Title screen appears.

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

Genesis Cartridge

Genesis Control Pad 1
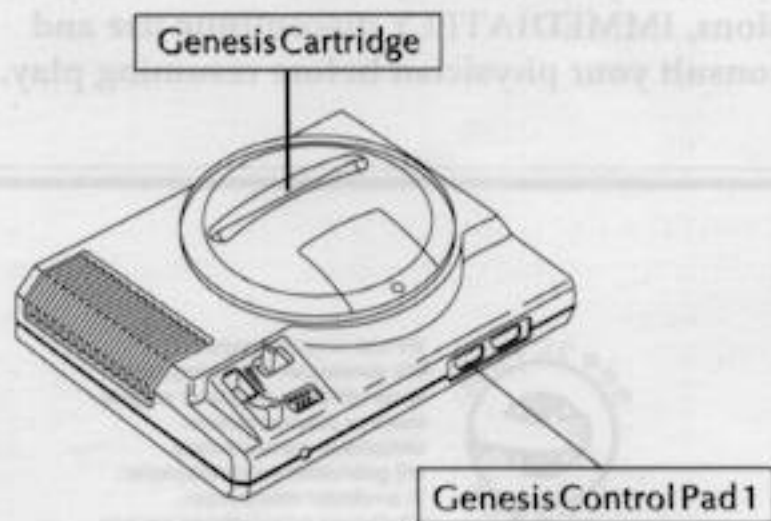
**For Game Play Assistance, call
1-415-591-PLAY.**

Ready... GO!

You step on the accelerator; your car's tires kick up a cloud of smoke and debris as they scrabble for a grip on the road's surface. The force of your acceleration shoves you deep into your seat and the walls of the surrounding tunnel become a blur. You switch out of low gear.

Your car shoots out of the tunnel. There's a flash of blinding light before the windshield darkens to compensate. Above you can see a clear blue sky and the outlines of mountains in the distance.

Quickly you duck around a sportscar dawdling in your path, and the road is open in front of you. The gauge that doubles as a tachometer and a power meter turns white and begins to flash. You brace yourself, and are slammed back in your seat as your car's booster rocket blasts you forward...

Get ready for the wildest drive of your life, 21st century style. Five incredible cross-country races take you through some of the most impressive sights — and the most treacherous roads — in the world. You'll travel at speeds that will test the limits of your skills, reflexes... and nerve. A sound racing strategy can also mean the difference between a disastrous crash and setting a new world speed record.

Get behind the wheel, and prove that in 2019, you rule the road!

Take Control!

Directional Button (D-Button)   Start Button

Button A   Button B   Button C
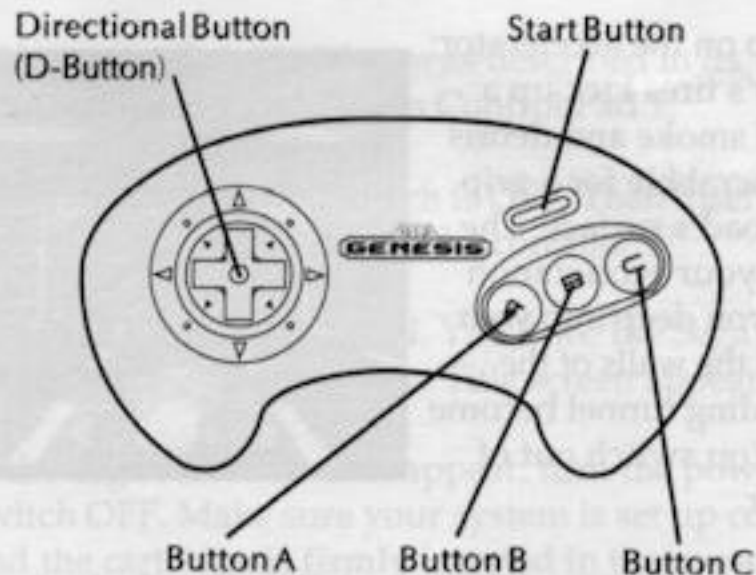
Directional Button (D-Button)
- Press left or right to move your car in those directions.
- Press to make selections on menu screens.

Start Button
- Press to make choices on some menu screens.
- Press to pause the race. (See page 10.)

Button A
- Press to brake.

Button B
- Press to accelerate.

Button C
- Press to shift (Manual shift only).

Starting Up

Following the Sims and Sega logos is the *OutRun 2019* Title screen and a brief demonstration. Press the Start Button until the Main Menu screen appears. Press the D-Button down until the item you want is highlighted in yellow, then press the Start Button.

Options

This feature allows you to modify the game. Press the D-Button up or down to select the feature you want to change, then press the D-Button left or right to change the feature. To leave the Options screen, press the Start Button, or select EXIT and press Button A, B or C.

Level: Sets the level of difficulty for the game. Choose between Easy, Normal and Hard levels. The more difficult the level, the less time you are allowed to complete each route of each stage.

Transmission: Allows you to choose an Automatic or Manual transmission. If used wisely, a Manual transmission will shave seconds from your time.

BGM: Allows you to listen to the music used in the game. Press the D-Button left or right to select the track, then press Button A, B or C to hear the music.
Note: You can also select a new music track between stages. See page 14 for details.

SE: Press the D-Button left or right to select the effect number, then press Button A, B or C to hear one of the 34 available sound effects.

Sound: If you prefer to run a quiet race, you can use this feature to turn off the music or sound effects during game play. Press the D-Button left or right until the combination you want appears.

Records

This shows you the fastest times recorded during the game for each course. Press the D-Button left or right until the map of the course you want appears on screen. To exit the Records screen, press the Start Button.

Name Entry

Start the game by selecting START GAME on the Game Menu and pressing the Start Button. The Name Entry screen appears first. Your time for the coming race will be recorded under the name you choose here. If you want to enter a name, select NEW NAME. If you entered a name previously, it will appear on screen to be selected. Press the D-Button up or down until the box appears around your choice, then press Button A, B, C or the Start Button.

If you select NEW NAME, a menu will appear at the bottom of the screen. Press the D-Button until the character you want appears in the space, then press Button C to enter the character and go on to the next. If you make a mistake and want to backtrack, select the arrow and press Button C, or press Button B, then use the D-Button to select the character you want. You can enter up to six characters. When you're finished, select "ED" and press Button C.

Next you'll see the Stage Select screen, with a map of each stage and the scenery you'll see along the way. Press the D-Button left or right until the stage you want appears, then press the Start Button.

The Driver's Seat

Power Gauge

Shift Indicator

Status   TimeRemaining   Speedometer

Power Gauge: This lights up when you press on the accelerator, and shows the power that you're using. When this gauge turns completely white and begins flashing, your booster rocket is ready to fire! The gauge will remain white the entire time the booster rocket is in operation.

Status: This shows you the number of the stage you're racing in, the number of the route you're taking, and your current time.

Speedometer: Shows your current speed in miles per hour.

Time Remaining: Shows the seconds you have remaining to complete each route.

Shift Indicator (Manual shift only): Shows whether you are in high (▲) or low (▼) gear. You will always start out in low gear at the beginning of a race or after an accident. The booster rocket will not fire if you are using low gear.

8

Rules of the Road

You begin each race from a tunnel. Wait for the signal to go, then hit the accelerator and keep the following rules in mind:

Complete each route in the shortest time possible. You're allowed a maximum of 80 seconds to complete the first route. If you run out of time before you complete a route, you are retired from the race and the game ends. If you make it to the next route with seconds to spare, the words EXTENDED PLAY! will appear, and the seconds you had remaining will be added to the time allotted for the next route.

Use your booster rocket wisely. To use your booster rocket, simply stay on the accelerator. When your Power Gauge turns white

and begins flashing, get ready for a burst of speed that will take you up to 684 MPH. You can continue at this speed until you hit an obstacle or you use the brakes. Avoid firing your booster rocket by slowing down or touching the brakes just as the rocket seems ready to fire.

Dodge road traps. Some of the routes are in terrible shape. Many hazardous bridges don't have guard rails, and some roads are littered by construction signs and slippery sand. On some routes, entire sections of the road are missing.

9

Other routes are full of slower drivers who would like nothing better than to block you off.

Each obstacle you hit, even if it doesn't wipe out your car, costs you precious seconds of racing time. Ramming other drivers is not only unsportsmanlike, but bad for you — you'll lose time and they won't. At worst, they'll knock you off the road completely. Leaving the track will also slow you down and cost extra time.

There are ramps placed on certain routes that allow you to jump over the worst of the unfinished roads and traffic jams. You can even jump onto elevated highways! Use your booster rocket to blast through rough terrain and give you extra distance when you're airborne.

Pit Stop

Press the Start Button at any time during the race to stop the action. In the Status window of the game screen, you'll be asked whether or not you want to retire from the race. If you want to continue racing, use the D-Button to select NO and press the Start Button. If you select YES, the game ends.

Stages

Stage 1: Metropolis
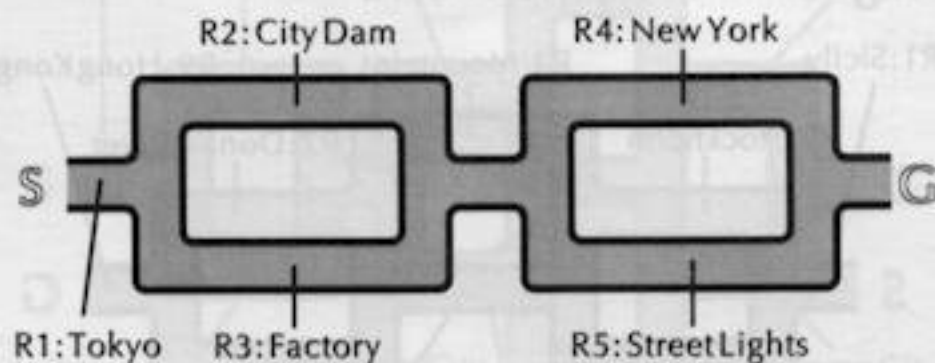
Race along perilous elevated bridges and through underground tunnels. Watch for road construction along the way.

Stage 2: Temples and Ruins
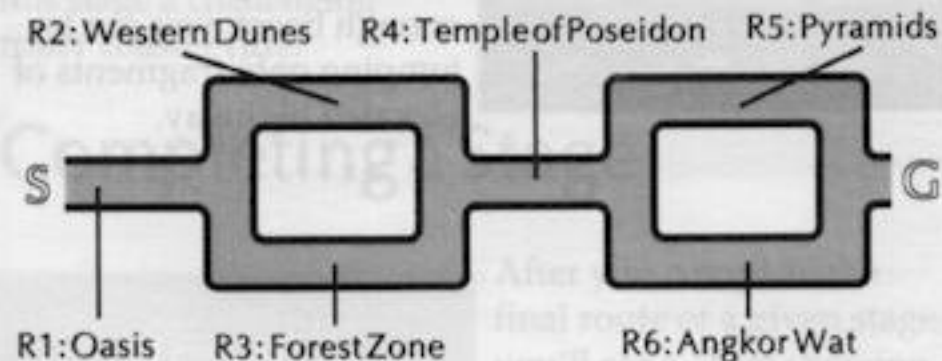
You'll drive past some of the most impressive sites in the world, but there'll be no time to look at scenery. Rally on a challenging dirt course. Rolling hills wreak havoc, while poor visibility and several sharp curves will have you standing on the brakes. The road is out in
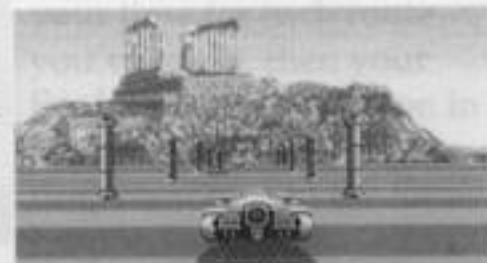
several spots. Tall trees and stone blocks and columns loom on either side of the course, and deep pits will swallow any car that strays from the track.

Stage 3: Around the World

R1: Sicily
R2: Stockholm
R4: Mountains
R7: Donaw River
R9: Hong Kong
S
G
R3: Acid Rainforest
R6: South Pole
R5: Matterhorn
R8: Mediterranean Sea
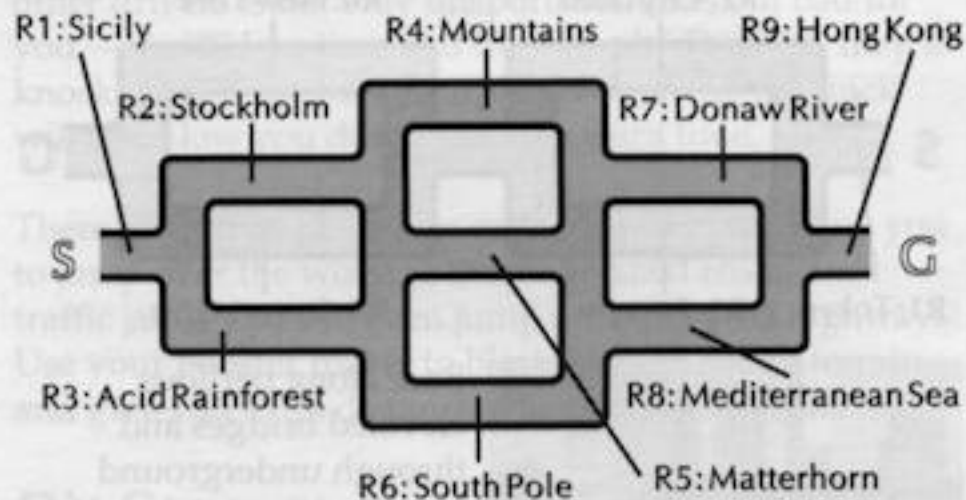
Heavy traffic and tight corners make passing through this course a challenge. If you have enough boost, you can try jumping onto fragments of elevated highway.

Stage 4: Into the Sunset

R1: Yugoslavia
R2: Factory
R4: Future Buildings
R6: Submerged City
R9: Night View
S
G
R3: Great Wall
R7: Horizon City
R5: Sunset City
R8: Sunset
R10: Dome City
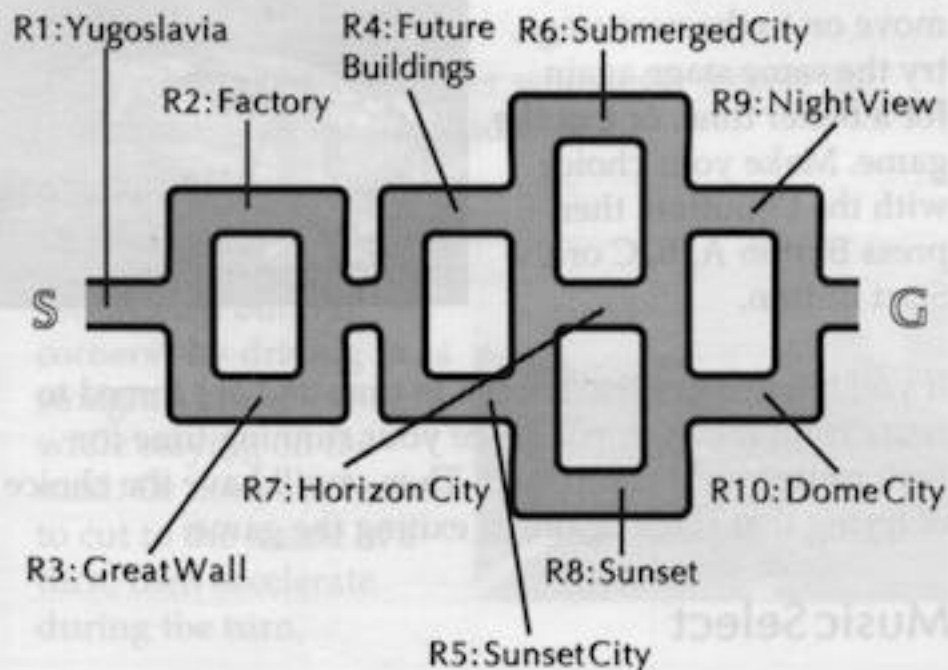
Heavy construction, undulating pavement and plenty of obstacles make this stage a challenging roller coaster ride!

Completing a Stage

ROUTE LAP of BEST 5
1st 1'26"60 WENDY
2nd 1'31"24 MICK !
3rd 1'?1"?1 ??
     1'05"29 JOE
     0'00"00

S R1 R2 R9 G
   R3 R5 STAGE1

After you complete the final route of a given stage, you'll see a chart showing your time for each route you've taken, then your final time. Your position in the chart shows how your time compares to the times for previous races.

You'll then see a menu screen with three choices: move on to the next stage, try the same stage again for a better time, or exit the game. Make your choice with the D-Button, then press Button A, B, C or the Start Button.
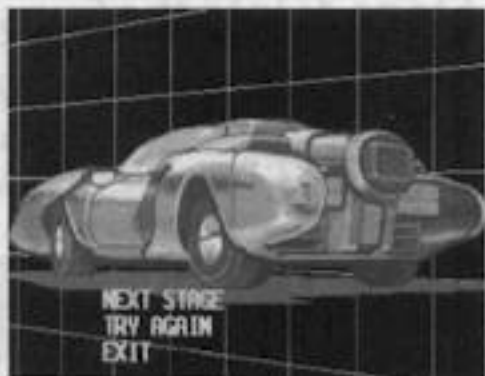
If you fail to complete a route in time and are forced to retire from the race, you'll see your running time for each route you'd completed. Then you'll have the choice of trying that stage again, or exiting the game.

Music Select

Once you complete a stage or retire from a race, select "Try Again" from the menu screen that follows and press Buttons A, B and C at the same time. You'll then see a Music Select screen where you can select the background music you want to hear while racing the next stage. Press the D-Button up or down until the title you want is highlighted in yellow, then press Button A, B or C.

Highway Hints

- Use your brakes. The driver who never lets off the accelerator runs off the road a lot.

- For best results at high speeds, try to "straighten out the corners" by driving in as straight a line as possible while staying on the road. Or use your brakes to cut to the inside of a turn, then accelerate during the turn.
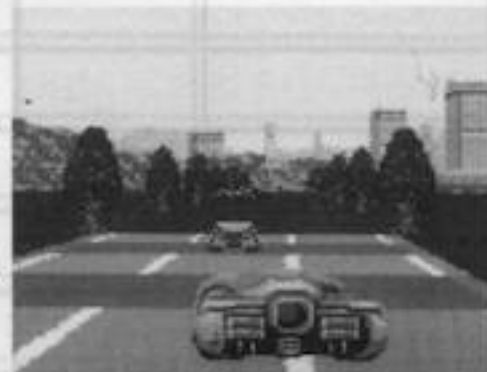
- Learn the trouble spots of each stage and plan your routes accordingly.

- Use your booster rocket wisely. Try to calculate the timing of your boosts according to the track layout.

Keeping Track

Name	Date	Stage	Time(Total)

Keeping Track

Name	Date	Stage	Time(Total)

Keeping Track

Name	Date	Stage	Time (Total)

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.

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 the following number:

1-800-USA-SEGA

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

If the Sega technician is unable to solve the problem by phone, we 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 above. 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.