

SEGA® MEGADRIVE™
OUTRUN 2019™



Model 75043
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82392110 Rev.A

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR ARCADE LEGENDS OUTRUN 2019

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

READY...SET...GO!

Get ready for the wildest drive of your life. 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.

SETTING UP

BATTERY INSTALLATION

On the back of the main unit, loosen the screw on the battery compartment and insert four (4) "AA" (LR6) batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.



NOTE: Batteries in the Main Unit should give you about 10 hours of game play (if alkaline batteries are used). The game will not operate normally when the batteries begin to run low. The screen may be blurred and resetting the game may not work. Be sure to install fresh batteries. There is also no memory function. All game data will be erased when the power is turned off or batteries are replaced.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

TV CONNECTION

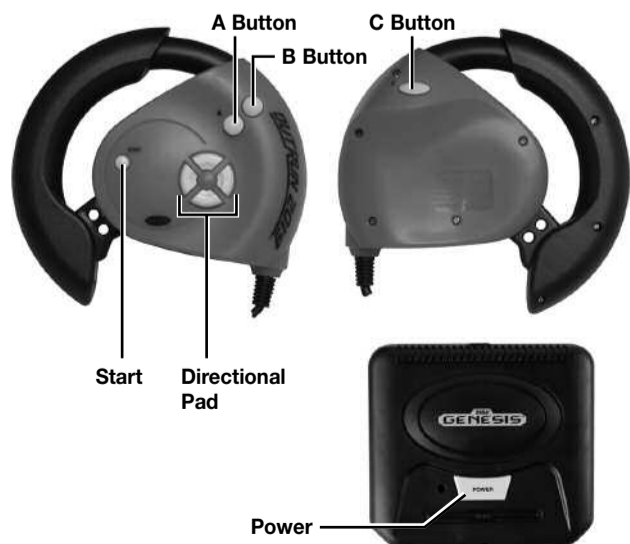
NOTE: To connect Outrun 2019 directly to a TV, the TV must be equipped with audio and video input jacks or a Scart input. They are commonly found on the front of the TV near the contrast, color, and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

CONNECTING TO A VCR

To connect Outrun 2019 to your VCR, insert the yellow video plug from the Main Unit into the video in (yellow) jack on your VCR, the white audio plug into the left audio in (white) jack or via the Scart adaptor. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

BUTTON FUNCTIONS



- **DIRECTIONAL PAD:** Press LEFT or RIGHT to move your car in those directions. You can also use to SCROLL through the MAIN MENU.
- **START BUTTON:** Press to make choices on the MENU screens. Press to PAUSE the game.

- **BUTTON A:** Press to ACCELERATE
- **BUTTON B:** Press to BRAKE
- **BUTTON C:** Press to SHIFT (Manual shift only)

STARTING UP

Following the opening of the game and a brief demonstration, press the START BUTTON until the MAIN MENU screen appears. Press the DIRECTIONAL PAD BUTTON downward until the item you want is highlighted in yellow, then press the START BUTTON.

OPTIONS SCREEN



This feature allows you to modify the game. Press the DIRECTIONAL PAD BUTTON up or down to select the feature you want to change, then press the DIRECTIONAL PAD BUTTON or rotate the STEERING WHEEL 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 (EASY, NORMAL, or HARD). 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.
HINT: A MANUAL TRANSMISSION will shave seconds from your time.
- **BGM:** Allows you to listen to the music used in the game. Press the DIRECTIONAL PAD 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
- **SE:** Press the DIRECTIONAL PAD 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:** Press the DIRECTIONAL PAD BUTTON left or right to turn the music and sound effects ON or OFF.

RECORDS SCREEN

This shows you the fastest times recorded during the game for each course. Press the DIRECTIONAL PAD BUTTON or rotate the STEERING WHEEL left or right until the map of the course you want appears on the screen. To EXIT the RECORDS SCREEN, press the START BUTTON.

NAME ENTRY

Start the game by selecting START GAME from 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 enter here. If you want to enter a name, select NEW NAME. If you entered a name previously, it will appear on the screen to be selected. Press the DIRECTIONAL PAD 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 DIRECTIONAL PAD BUTTON until the character/letter you want appears in the space, then press BUTTON C to enter the character/letter and go on to the next. If you make a mistake and want to go back, select the ARROW and press BUTTON B or C, then use the DIRECTIONAL PAD BUTTON to select the character/letter you want. You can enter up to 6 characters/letters. When you are finished, select END 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. Turn the STEERING WHEEL left or right until the stage you want appears, then press the START BUTTON.



THE DRIVER'S SEAT



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 in LOW GEAR at the beginning of a race or after an accident. The booster rocket will not fire if you are in LOW GEAR.

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 to 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 682 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. 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 are 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 STEERING WHEEL 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 will be no time to look at the scenery. Rally on a challenging dirt course. Rolling hills wreak havoc, while poor visibility and several sharp curves will have you standing on the brake. The road is out in several spots. Tall trees, stone blocks, and columns loom on either side of the course. Deep pits will swallow any car that strays from the track.

STAGE 3: AROUND THE WORLD



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



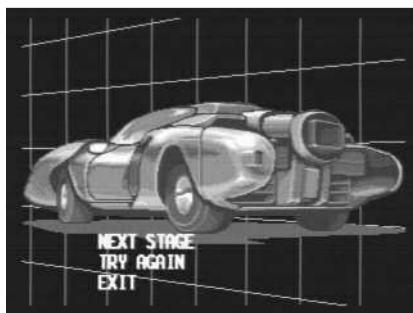
Heavy construction undulating pavement and plenty of obstacles make this stage a challenging roller coaster ride!

COMPLETING A STAGE



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 DIRECTIONAL PAD BUTTON and 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 a race, you'll see your running time for each route you had completed. Then you will 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 MAIN MENU SCREEN that follows and press BUTTONS A, B and C at the same time. You will then see a MUSIC SELECT SCREEN where you can select the background music you want to hear while racing the next stage. Press the DIRECTIONAL PAD BUTTON up or down until the title you want is highlighted in yellow, then press BUTTON A, B or C.

HIGHWAY HINTS

- Use your BRAKE. 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 BRAKE to cut to the inside of a turn, and 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 accordingly to the track layout.

TROUBLE SHOOTING

TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Output:

-Voltage: 6 Volts DC

-Current: 300 mA (minimum)

Polarity: Negative Center

Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.

AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- The unit may malfunction when there is a radio interference on the power line. The unit will revert to normal operation when the interference stops.
- Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.

- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.
- This product is not suitable for children under 36 months.
- Use only with the recommended transformer type.
- Disconnect the transformer before cleaning the console or controller.
- The transformer is not a toy.
- Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
- The toy is not to be connected to more than one power supply.
- Packaging should be kept as it contains important information.

Please retain this for future reference.

6 MONTH PRODUCT WARRANTY

(This product warranty is valid in the United Kingdom only)

All products in the RADICA® range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 0871 222 8278**. **Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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