



Out Run



Background

Taking nine months for numerous programmers to develop the graphic design and gameplay, OUT RUN must surely be one of the greatest, if not the greatest, home computer arcade version of all time. The computer game reproduces as faithfully as possible all of the exciting elements of the OUT RUN arcade machine. If it was more realistic you would need a driving license to play. To add to the authenticity, an audio soundtrack from the arcade game is included for use on your Hi-Fi to recreate that true arcade excitement.

SEGA® have sold 20,000 video arcade machines worldwide making it the largest selling dedicated arcade game ever. It is the 5th mobile game developed by SEGA® and is certainly the most successful to date. Although it is no longer in production OUT RUN has now become a much sought after addition for those arcade owners who didn't purchase the machine when it was originally available. Easily an arcade classic among the elite.

Audio tape

Included in this pack is a specially recorded audio soundtrack, taken from the arcade machine, to be used in conjunction with your program to recreate the true coin-op excitement while enjoying this exhilarating game. There are three tracks recorded sequentially: Passing Breeze, Splash Wave and Magical Sound Shower.

To use the audio tape, first load your program following the loading instructions for your computer. Toggle off the music (if music is included on your computer version). Insert your audio cassette, turn up the volume and press play to experience the full sound effects and make this a thrilling audio/visual sensation, while you play OUT RUN.

Note: Spectrum cassette users — the audio soundtrack is on Side 2 of Tape 1. Load your program and once completed remove your cassette and insert Side 2 into your Hi-Fi. Rewind and press play. Insert Tape 2 for whichever machine you are using 48K on Side 1 or 128K on Side 2.

Gameplay

Like no other game before it, you try a race against time to achieve your objective of reaching any one of five goal lines and become a winner. The course you will take is up to you. Start your engine, grip the controls and participate in the fastest race ever. Be prepared to dip, curve and increase your speed as you drive this arduous course. Familiarise yourself with the controls and GET READY!

Use your skill and judgement on this hand to eye masterpiece to manoeuvre your way past the many obstacles placed in your path. Avoid collisions and try to stay on the road.

Use of gears: These will help you accelerate, decelerate and manoeuvre through the curves. Use a low gear to start with until you have gained speed and then open it up for tremendous acceleration. Keep in a low gear when tackling a curve to hold the road and shift into high gear for maximum acceleration on the open straight.

Screen directions:

Score: As you drive through each scene, points will be gained for driving well. As you will observe your points add up instantaneously.

Time: Each race scene needs to be completed within a specific time. The time will count down as soon as you start the race.

Speed: Your cars' speed will be displayed in kilometres per hour.

Time Limit: You'll be disqualified if you fail to complete the respective scene within the designated time limit and you will have to restart. The time limit will vary but will always be displayed under TIME on the screen.

Computer Loading Instructions

CBM 64/128 Cassette: The OUT RUN game is divided into five different courses with five stages as shown by the diagram below.

You may choose to play any course at any time. Each course has different scenery and is a completely self contained game which must be loaded separately. When you have finished a course or run out of time, you may wish to drive another course, you must turn off the computer and then back on again.

When playing for the first time, load each course sequentially as they appear on the tape. Courses A and B are on Side 1 of Tape 1 and courses C, D and E are on Side 2 of Tape 1. Zero your tape counter at the beginning of each side and make a note of the beginning of each course in the grid below. Then by fast forwarding or rewinding, you can position the tape at the beginning of your chosen course for future use.

Side 1 Course A	000	Side 2 Course C	000
Course B		Course D	
		Course E	

Loading: To load any course, position your tape at the start of the chosen course. Press **SHIFT** and **RUN/STOP** keys together and then press **PLAY** on the cassette recorder. A title screen will appear followed by the appropriate course.

CBM 64/128 Disk: Type **LOAD "MENU", 8, 1** and press **RETURN**. A menu will appear. Choose your appropriate course and it will load automatically. When you have completed or run out of time for that course and you wish to load another course then turn the computer off, then on again and repeat the loading procedure.

Spectrum Cassette: Type **LOAD ""** and press **ENTER** key. Press **PLAY** on Tape 1, Side 1 which will load the driver program. After completing loading remove Tape 1 from the recorder. Insert Tape 2, Side 1 for 48K or Side 2 for 128K. Press **PLAY** on the cassette recorder. Insert Side 2 of Tape 1 into your Hi-Fi and rewind. Press play for audio to run simultaneously with the computer.

Key Controls Q = Accelerate A = Brake O = Left P = Right M = Gear Change H = Hold/Pause game R = Reset game

Spectrum + 2: As Spectrum. On specific machines you may be able to use tape counter, otherwise Press **PLAY** and when prompted to do so **STOP** or **PAUSE** the tape. Press **PLAY** to load the appropriate section and play OUT RUN.

Spectrum + 3: Disk: Turn on computer. Insert disk and press **ENTER**. Follow screen prompt where required.

Amstrad cassette: Press **CTRL** and **SMALL ENTER** keys. Press **PLAY** on the cassette recorder. (SEE NOTES BELOW). Keyboards are user definable.

Amstrad disk: Type **RUN "DISK** and press **ENTER**. Game will load and run automatically. Keyboards are user definable.

Atari ST Disk: Insert disk, turn on the computer and game will load automatically.

Notes for Spectrum/Amstrad Cassette Users

We have included a grid for you to record tape counter readings after ensuring that you have set the counter to zero before loading Tape 2 Spectrum or Tape 1, Side 2 Amstrad.

The tape has 15 short pieces of data recorded sequentially (1-15 inclusive). There are numerous ways to travel from the **START** to give finishing points (A, B, C, D, E). You will always travel in a forward direction. At the end of each short route you will come to a fork in the road from which you choose the left or right route. (i.e. at the end of stage (1) you can choose either stages (2) or (3). After you have chosen the respective route, the computer will prompt you to load the appropriate section of road. Press **PLAY** on the cassette recorder and the program will automatically find the correct piece of route data. After the data has loaded, press **STOP** or **PAUSE** promptly on the cassette recorder. (Note: the border turns blue when the program finds the correct route).

Proceed to play your chosen route. Repeat this procedure after arriving at any chosen fork. When you have completed any of the five finishing points, rewind the tape and play the same or any other course.

If you should run out of time for the route you have chosen, rewind and start again.

How to speed up road data loading (Spectrum/Amstrad)

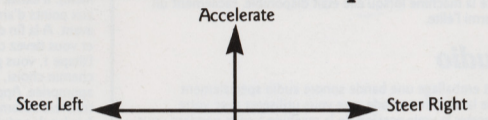
By recording your counter references in the boxes provided within the grid it will give you speedy access to routes you have used before. We suggest that the first time you choose a new route to a finishing point you do not fast forward or rewind the tape as the data is recorded sequentially (1, 2, 3, 4, 5 etc. to 15). When prompted by the computer, press **PLAY** and allow the appropriate road data to load (Note: the border turns blue when the correct

code is found, otherwise the border is red), then press **PAUSE** or **STOP** promptly. Note the counter reading in the appropriately referenced box.

Example: When you have reached stage 9 you will meet the fork which has to load stages 13 or 14. Therefore you will have to wait while the road data for stages 10, 11 and 12 is searched through before coming to stages 13 or 14. By noting the counter reference you will be able to fast forward the tape to the appropriate point, the next time you choose a route which includes the stages 13 or 14.

Eventually you will have tape counter references for all of the various stages and be able to find any new road very quickly by fast forwarding the tape.

Joystick controls. All computers



Additional joystick controls

Fire Button = Change Gear

Commodore 64:

Left and Right — Select music or turn off music (Radio Screen)

Left and Right — Selects Initials (High Score Table)

Fire Button — Enter Initials (High Score Table)

Your car:

Ferrari Testarossa Convertible. 2 door, 5 speed. Specification.	
Engine type.....	dohc 4 valve flat — 12
Capacity.....	4942cc
Maximum speed.....	180.1 mph
Maximum power (bhp/rpm).....	390
Maximum torque (lb/ft).....	361
0-60 mph (secs).....	5.8
30-50 mph (secs).....	4.4
50-70 mph (secs).....	7.3
Overall con (mpg).....	12.1
Touring con (mpg).....	19.0
Braking from 80 mph.....	242 ft
Top speed.....	185 mph
Compression ratio.....	8.7:1
Cost.....	Approx £85,000

Credits: — Artwork created by Camel Advertising, Sheffield. Audio Soundtrack: Reproduced from the arcade version, mastered and edited by Ablex Audio Video Ltd. Programming: Amazing Products Ltd (CBM 64/128), Probe Software (Spectrum/Amstrad/ST). Duplication: Ablex Audio Video Ltd., Telford, Shropshire. Production Co-ordinator: Bob Kenrick, U.S. Gold. Director: Geoff Brown, U.S. Gold. Public Relations and Publicity: Richard Tidsall, U.S. Gold. Marketing Co-ordination: Tim Chaney, U.S. Gold.

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