

OutRun2 Race Controls



SEGA PRESENTS OutRun2



0804 Part No. X10-70278



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Thank you for purchasing *OutRun™ 2*. Please note that this software is designed only for use with Xbox. Be sure to read this instruction manual thoroughly before you start playing.

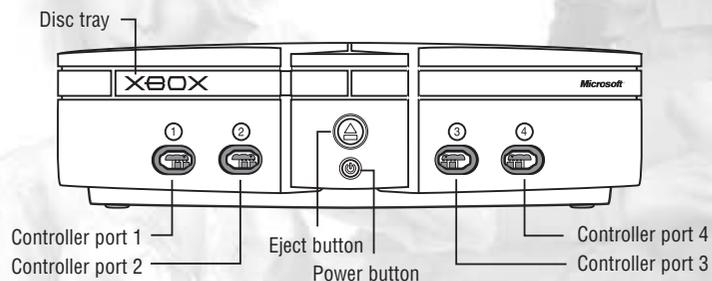
CONTENTS

USING THE XBOX® VIDEO GAME SYSTEM	2
USING THE XBOX CONTROLLER	3
CONNECTING TO XBOX LIVE™	4
WELCOME TO <i>OUTRUN 2!</i>	6
ROUTE PLANNER	6
CHARACTER INTRODUCTIONS	7
CONTROLS	8
RACE DISPLAY	9
OPTIONS MENU	10
GETTING STARTED	11
THE CARS	12
GAME TYPE DETAILS	13
GENERAL OPTIONS	15
GALLERY	16
HOW TO DRIVE YOUR FERRARI	17
CREDITS	18
WARRANTY	20
TECHNICAL SUPPORT	21



USING THE XBOX® VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button, and the status indicator light will light up.
3. Press the eject button, and the disc tray will open.
4. Place the *OutRun™2* disc on the disc tray with the label facing up, and close the disc tray.
5. Follow on-screen instructions, and refer to this manual for more information about playing *OutRun2*.

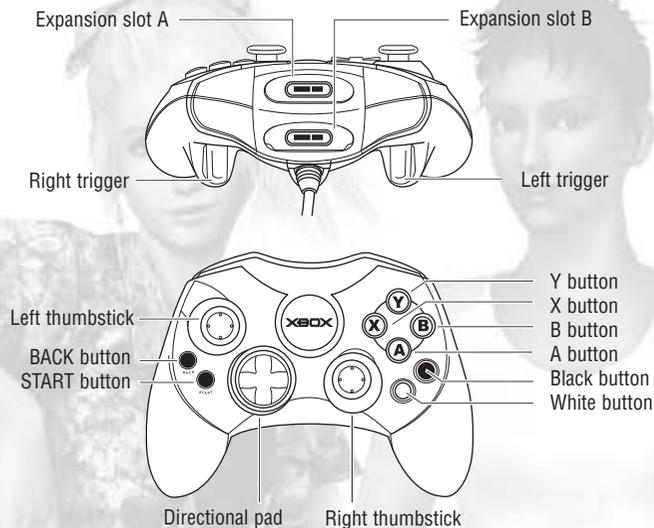


AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heartshaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions, and refer to this manual for more information about using the Xbox Controller to play *OutRun2*.



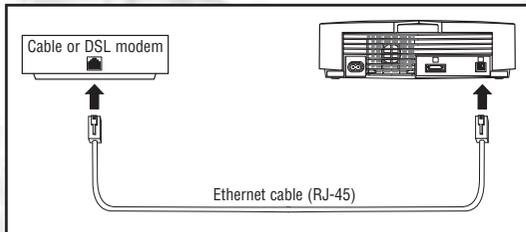
CONNECTING TO XBOX LIVE™

IMPORTANT! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

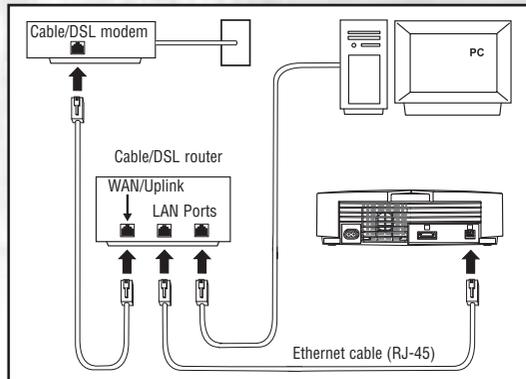
STEP 1: CONNECT

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B. For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. DIRECT CONNECTION



B. SHARED CONNECTION



STEP 2: GO LIVE

IMPORTANT! Xbox Live is a subscription service. You must have a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You must set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live. At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

STEP 3: CONFIGURE (IF NECESSARY)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter your network settings. You may have to enter information, such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. When you have the information, enter it in the Xbox Dashboard.

NEED MORE HELP?

If you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance, see

www.xbox.com/live or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing): in the United States and Canada: 1-866-740-9269.

SYSTEM LINK

You also can join up to eight Xbox consoles via a Local Area Network (LAN) and use multiple Xbox consoles in one game. When you select System Link, you have the option of either joining a session on another Xbox on the LAN or creating a session for other Xbox consoles to join.



WELCOME TO *OUTRUN2!*

THE BEAUTIFUL JOURNEY RETURNS...

From Palm Beach to Ancient Ruins or from Deep Lake to Ghost Forest, power sliding Ferraris has never been so much compulsive fun! An extensive range of Italian beauty is available and ready to be tamed; the Enzo, Dino, F40, F50, Spider, GTO, and many more fine examples of Ferrari's motoring genius are awaiting a driver who is willing to push them to their limits.

Are you ready for the challenge?

Now that this modern day arcade classic is here exclusively on your Xbox, what are you waiting for? Belt up, put your foot to the floor, burn some rubber, and earn the love of your driving companion!

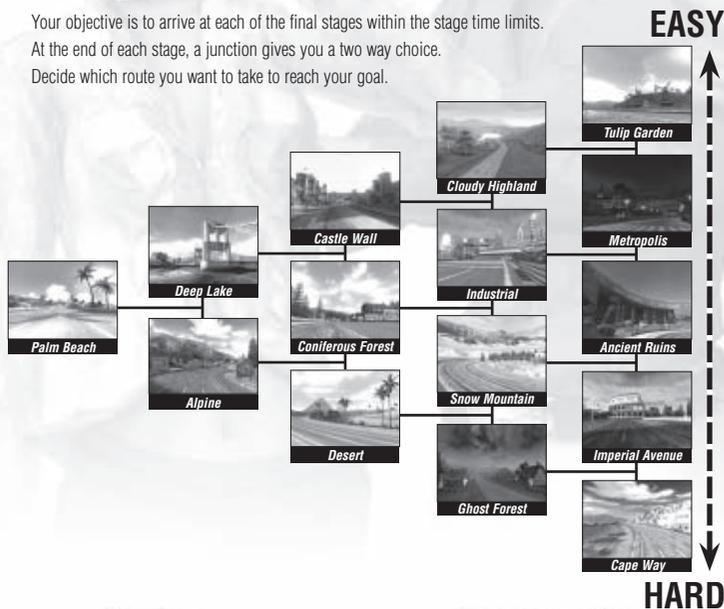
OutRun2 is idling on the grid, ready to go, just waiting for you.

ROUTE PLANNER

Your objective is to arrive at each of the final stages within the stage time limits.

At the end of each stage, a junction gives you a two way choice.

Decide which route you want to take to reach your goal.



CHARACTER INTRODUCTIONS

Four major characters appear in the game; Alberto, Clarissa, Jennifer, and Holly.

**ALBERTO**

The hero of this game. He gives the impression that he's a little easygoing, but when it's time to make a decision, he makes it. He has a unique driving sense.

**CLARISSA**

(Heart Attack Companion)
A high-spirited young lady who sits in the passenger seat in the Heart Attack Mode. Clarissa has a pleasant sexiness. She loves to ride in cars and loves a thrilling drive. Although she makes a lot of demands of other people, she's good at sweet-talking so everyone seems to love her.

**JENNIFER**

(OutRun Companion)
A super-rich young lady who sits in the passenger seat in the Outrun Mode. She is selfish and always is asking for a thrill, but the hero and Jennifer love each other. She gave him a Ferrari. She keeps an eye on the hero's driving techniques.

**HOLLY**

(Challenge Companion)
Holly's sassy and independent. She loves challenging OutRunners with her many different missions, designed to improve their driving skills and give 'em top-speed thrills! She likes Alberto but doesn't fall for his charms as easily as the other girls do...

Along the way, you'll also meet **SAM** and **WOLF**, who'll try and beat you in the race missions in Challenge Mode!

CONTROLS

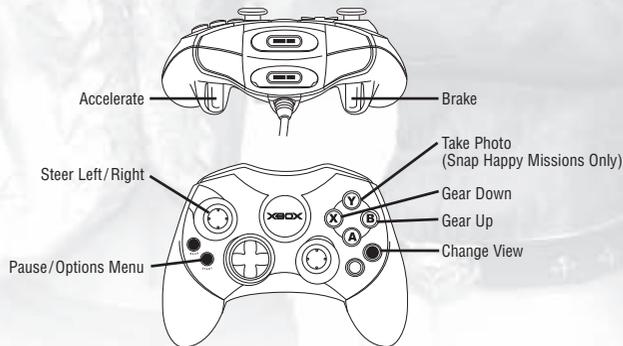
Connect the Xbox Controller to Controller port 1 of the Xbox console. When turning on the Xbox, please do not move the left and right thumbsticks or the left and right triggers, as this may disrupt the calibration of the controller and cause malfunctions.

MENU CONTROLS

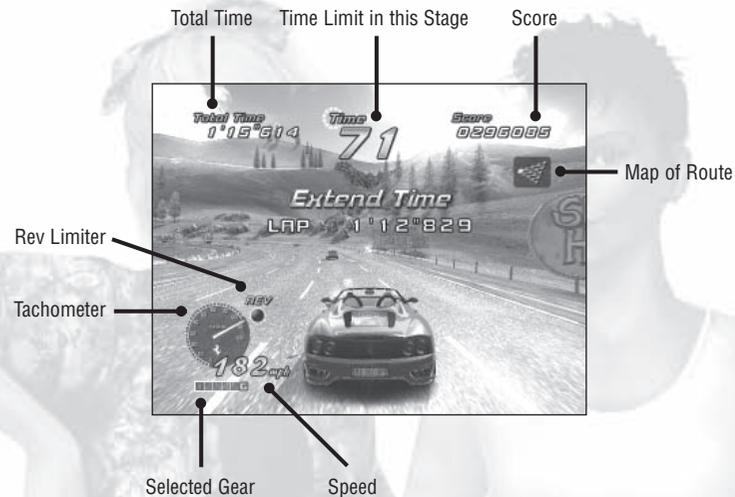


RACE CONTROLS

*All button assignments shown are the default control configuration.



RACE DISPLAY



MISSION MODE



HEART ATTACK

Heart Meter



Total Heart Meter

OPTIONS MENU

During a race, press **ESC** to display the Options Menu.

Use **UP** and **DOWN** to highlight a menu item, and press **ENTER** to select it. The Options menu items vary between modes.



Note: Pausing is not possible in Online Mode. Pressing **ESC** in Online Mode (during the race or menu screens) will open/close the In-game menu.

- Restart Game :** Restarts the current game.
- Quit Game:** Exits current game back to the Main Menu.
- General Options:** Allows the user to change sound, video, and gameplay options.
- Controller Options:** Change the default configuration of the controller.
- Xbox Live:** Allows the user to view Friends lists, Players lists, and Xbox Live status options.

GETTING STARTED

PROFILES

Profiles are used to store your current settings and progress through the game. The first time that you play the game, you are taken to the Profile screen. Subsequently, the game automatically loads the last profile selected. To choose another profile, press **X** in the Main Menu. You are allowed multiple profiles, so different players can play on the same Xbox.

On the Profile screen, there are two options:

Press A to Select or Create a Profile. To select a profile, highlight the name of the profile you want to use. To create a profile, highlight an empty slot, press **A**, and then give it a name.

Press B to Delete Profile. Delete your profile.

GAME TYPE SELECTION

On the Game Type Selection menu, use **LEFT** and **RIGHT** to select the menu item (see below), and press **A** to confirm your choice.

At the beginning of the game, not all of the options are available. Some become unlocked by progressing through Mission Mode.

OUTRUN ARCADE (ONE PLAYER)

Play the original arcade game in your own home!

Select from three different modes and eight cars, as well as the sound track of your choice, before hitting the open road.

Within OutRun Arcade mode, choose from: **OutRun Mode**, **Heart Attack Mode**, and **Time Attack Mode**.

Certain items will be locked until unlocked in Mission Mode.

OUTRUN CHALLENGE (ONE TO FOUR PLAYERS)

Play Xbox exclusive missions! Use your skills to prove that you have what it takes to finish the 16 different stages and win the mission cards. Don't forget to retry missions and get higher ranks to win one of the elusive Chase Cards hidden in the game!

Within OutRun Challenge mode, choose from: **OutRun Mission**, **Party Missions**, and **OutRun Race**.



OUTRUN XBOX LIVE (ONE TO EIGHT PLAYERS)

Connect to Xbox *Live* to compete with up to eight players from around the world online or to view world rankings. Upload your scores, or download ghost cars.

Within Xbox *Live*, choose between: **Xbox Live OutRun**, **Xbox Live Time Attack**, and **Xbox Live High Scores**.

(See **Game Type Details** on page 13.)

THE CARS

Choose the Ferrari you want from those available, and get driving!
Use $\leftarrow \rightarrow$ to toggle between cars, \otimes to change color and \triangle to confirm.
Some cars are locked until unlocked in Mission Mode.

DINO 246 GTS & 365 GTS/4 DAYTONA

(NOVICE)

Acceleration *****
Handling *****
Top Speed *****



F50 & 360 SPIDER

(INTERMEDIATE)

Acceleration *****
Handling *****
Top Speed *****



TESTAROSSA & 288 GTO

(INTERMEDIATE)

Acceleration *****
Handling *****
Top Speed *****



ENZO FERRARI & F40

(PROFESSIONAL)

Acceleration *****
Handling *****
Top Speed *****



TRANSMISSION SELECTION

You can choose between Automatic transmission and Manual transmission.



When Manual transmission is selected, the number of gears varies with the car model.

6-speed: F50, 360 Spider, Enzo Ferrari

5-speed: Dino 246 GTS, 365 GTS/4 Daytona, Testarossa, 288 GTO, F40

GAME TYPE DETAILS

OUTRUN ARCADE

OutRun Mode

Enjoy the simple pleasure of a drive with your companion through the various routes across the game. Make sure you get to the checkpoints before the time runs out, or it'll be game over!

Heart Attack Mode

Can your driving skills satisfy the demands of your girl? Use your best driving techniques to try to capture her heart. If your driving skills measure up to her demanding requirements, she will present you with hearts. Fill your meter with hearts to pass the tasks!

Time Attack Mode

Complete for the best time against the clock or ghost cars, and improve your driving.

OUTRUN CHALLENGE

OutRun Mission

Complete the missions, collect the cards, and prove you are a real OutRunner!

Party Missions

Up to four players can take turns to compete in any of the selected missions to see who has the ultimate skills.

OutRun Race

Rival Race

Compete against rival AI cars on any available track.

Time Trial

Compete against the clock and ghost cars on any available track.

System Link

Compete with up to seven other players using System Link (more than two players requires a HUB). See *Xbox Live OutRun2* for a detailed explanation of the Lobbies.

OUTRUN XBOX LIVE

Xbox Live OutRun

Start your engines, and get ready for the world stage. Do you have what it takes to be one of the world's best? Compete with other players from all around the planet, upload your best times, and download the ghosts to keep the *OutRun2* challenge alive.

Race Type

Choose the type of race you want to compete in—routes, single stages, or a five stage OutRun race.

Reverse

Select if you want the route/stage reversed.

Route/ Stage

Select which route or stage.

XBOX LIVE OUTRUN²

Create Game

Host a game, defining your own personal race for other users to join. Select from the following options, and then wait for the world to connect.

Race Type: Choose from any available race type.

Reversed: Choose between normal and reversed tracks.

Route: Choose a route if appropriate.

Car Type: Restrict the race to a specific car, or have no restrictions.

Max Players: Set the maximum number of players in the race.

Reserved Slots: Reserve the number of slots available to Friends.

Catch Up: Choose if the handicapping feature is employed.

After you have created a game, you will be taken to the Game Lobby.

Game Lobby

Start: Start the game when everybody is ready (only available to the host).

Kick: Remove individuals from the race (only available to the host).

Settings: Edit the original game preferences (only available to the host).

Car: Edit your individual car preferences.

Music: Choose your individual music.

Quick Match

Find and join any of available sessions from around the world.

OptiMatch™

Define preferences and search for a specific race type that suits you.

Xbox Live Time Attack

Upload your best time, and compare it to the world's best. If you are in the top-ranking players, then you get a chance to upload your ghost. Download and compete with the world's best ghost cars.

Xbox Live High Scores

View the Xbox Live Time Attack high scores, or download and race any available ghost cars.

Sign Out

Sign out of Xbox Live.

GENERAL OPTIONS

To enter the Options screen, press **Y** when on the menu screens. Then, you can adjust various game settings. Use **↑ ↓** to select a menu item (below) and **← →** to change the setting.

Sound Volume

Set the volume level of the sound effects.

Music Volume

Set the volume level of the music.

Brightness

Set the brightness level of the game.



Arcade Difficulty

Select the difficulty of *OutRun2* Arcade mode by adjusting the time limit.

Speedometer

Choose the units of your speedometer display.

XBOX LIVE OPTIONS**Players**

View players from the last session, and send Friends requests or feedback.

Friends Request

This enables you to ask players from this session to join your Friends list, where you can see when they're online or send them invites to join your favorite game.

Highlight the player's name, and press **A** to send the request.

Friends

Access your Friends list, and send messages, game invites, and so on.

Accept Friends Request

You must accept a Friend's request before they can see your online status or send you messages.

Remove Friend

This removes a friend from your Friends list.

Options**Appear to be offline**

Select your online appearance.

Voice

Turn voice communications through the speakers on or off.

GALLERY

From the *OutRun* Challenge Mode, you can enter the Gallery by pressing **X**. Here you can view all your Awards and your Card collection. You also can enter secret codes or view the high scores.

HOW TO DRIVE YOUR FERRARI**DRIFTING**

As you approach a sharp corner, release the gas and immediately pull the brake. Now, quickly steer sharply into the turn, and pull the gas again. Use **←** and **→** to tame the drift.

When using a Manual transmission, shift down a gear just before the turn, and then immediately steer sharply, reselecting the higher gear when required.

SWITCHING DRIFT DIRECTION

Sometimes, you'll have to steer while you're in the middle of a power slide. To do this, steer in the opposite direction while drifting, and then release and pull the gas again.

OTHER TIPS

Drifting is not always the quickest way to get around a corner. Instead, try slowing down and taking a better line. This is not always the answer, but sometimes it can be beneficial.

Avoid crashing! Not only will collisions annoy your driving companion but they also will slow you down!

For further information, visit the SEGA website: www.sega-europe.com.



CREDITS**SUMO DIGITAL**

Chief Operations Officer
Carl Cavers

Technical Manager
Paul Porter

Creative Director
Darren Mills

Project Manager
Mark Glossop

Senior Designer
Sean Millard

Lead Programmer
Philip Rankin

Programmers
Tom Seddon
Chris Rea
Ash Bennett
Ali Davidson
Sean Davies

Lead Artist
John Hackleton

Artists
Dominic Hood
Andy Ritson
Mark Sweeney
Richard Simmons
John Stopforth

Graphic Designer
Chan Beaumont

Designer
Steve Lycett
Travis Ryan
Colin Stone

SEGA JAPAN

Executive Producer
Hisao Oguchi

Senior Supervisor
Makoto Osaki (AM2)

Producer
Kats Sato

Assistant Producer
Nobuyuki Minato

Supervisors
Shin Ishikawa (AM2)
Yukitoshi Katsuyama (AM2)
Tatsutoshi Narita (AM2)

SEGA EUROPE

President/Chief Operating Officer

Naoya Tsurumi

Managing Director
Mike Hayes

Executive Vice President

- *Development*
Jin Shimazaki

Senior Producer
Ben Gunstone

Assistant Producer
Warren Leigh

European Marketing Director
Matt Woodley

European Product Manager
Mark Fisher

European Marketing Manager
Gary Knight

PR Executive
Stefan McGarry

UK Sales Director
Alan Pritchard

Export Product Manager
Ben Chalmers-Stevens

*European Partnerships/
Trade Marketing Manager*
Suzanne Egleton

Head of Export Sales
Alison Gould

SOE QA Supervisor
Darius Sadeghian

SOE Team Lead
Dwayne Buck

SOE Lead Tester
Justyn Mclean

SOE Testers
Justin Shehta
Femi Sani
Mohammed Ajajib
Henric Swahn
George Sakkas
Jamie Armstrong

Thanks to

All at Ferrari, especially Francesco for all his hard work; Outsource Media for their European Voice Production, Localization and QA skills; and Richard Jacques for his aural sensations in the remixes of the classic tunes Splash Wave, Magical Sound Shower, and Passing Breeze.



Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Technical Support

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at www.xbox.com.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & © 2004 Microsoft Corporation. All rights reserved.

Microsoft, OptiMatch, Xbox, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

© SEGA, 2003, 2004. SEGA, the SEGA logo and OUTRUN are registered trademarks or trademarks of Sega Corporation or its affiliates.

Manufactured under license from Dolby Laboratories.

All trade marks used with permission of the owners. AMD, the AMD ARROW logo and combinations thereof are trademarks of Advanced Micro Devices, Inc.

Produced under license of Ferrari S.p.A.

Ferrari, all associated logos and the distinctive designs are trademarks of Ferrari S.p.A.

The body of the Ferrari car is protected as Ferrari property under trade dress and/or design regulations.

© 2004 Ferrari S.p.A.

U.S. Patent Nos. 5,269,687 and 5,354,202.

