DEATH SENTENCE!

Your rapid-fire typing skills spell doom for the undead in this utterly odd, totally challenging take-off on House of the Dead 2.

When you're battling zombies in a nightmare-comb-true, ten trigger fingers are definitely better than two!

OUTTRIGGER

International Counter-Terrorism Special Force

The Typing of the Dead

Dreamcast

SEGA
WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, or muscle twitches, loss of consciousness, disorientation, or any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
• Sit at least 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
• Do not play if you are tired or have not had much sleep.
• Make sure that the room in which you are playing has all the lights on and is well lit.
• Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
• Before removing disc, be sure it has stopped spinning.
• The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially in a CD player.
• Do not allow fingerprints or dirt on either side of the disc.
• Avoid bending the disc. Do not touch, scratch or scratch its surface.
• Do not modify or alter the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
• Do not write on or apply anything to either side of the disc.
• Store the disc in its original case and do not expose it to high temperature and humidity.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Use lens cleaner and a soft, dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTED TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeat or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for use on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Outrigger: Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you begin playing.

CONTENTS

GAME MODES —— 9
ARCADE MODE —— 9
VS MODE —— 10
NETWORK BATTLE —— 12
MISSION MODE —— 15
CHARACTER EDIT —— 16
OPTIONS —— 17
ITEMS —— 20
CHARACTERS —— 21
TACTICAL ADVICE —— 25

Outrigger requires the use of a memory card to save/load game data. For details on saving and loading, see p. 18. While saving or loading, never turn the Dreamcast power OFF, attempt to remove the memory card or disconnect the controller containing the memory card.
STORY

In response to a series of high casualty terrorist attacks to its military research facilities, Visitaria, a multinational corporation involved with military and space industries, established training facilities to prepare members for entry into an elite unit known as the International Counter-terrorism Special Force. Handpicked from various special forces groups from around the world, the first squad of highly trained, male and female soldiers are set to begin a harsh and violent program designed to transform them into the world's ultimate counter-terrorism weapon.

As a member of this squad, your goal is to vie for supremacy among your fellow trainees. Utilize the various weapons at your disposal while learning to capitalize on your strengths and minimize your weaknesses in the various missions available. Get to know your opponents and master the techniques required to dispose of them quickly and effectively in the versus mode. Then go online and use every ounce of your cunning and tactical experience to exert your dominance on the Outtrigger network.

STARTING A GAME

Load the Outtrigger game disc into your Dreamcast and turn the power ON. If you haven't already inserted a memory card into an expansion socket of any controller(s) connected to Control Ports A, B, C or D, you will be requested to do so.

If more than one memory card, or previously created Outtrigger game file is available, use to designate which game file to load. Once the selected memory card and/or file is verified, the game will load. Press the Start Button to proceed to the title screen.

SAVING & LOADING

Each Outtrigger game file requires 8 free memory blocks to save. In general, saving and loading of game data will occur automatically to the file designated at the start of gameplay. For details on saving or loading data manually, see p. 18.

MAIN MENU

From the title screen, press the Start Button to display the mode selection screen. Use to select a game mode and press to enter. For details on the modes available, refer to the corresponding page numbers listed here.

ARCADE MODE 9
VS MODE 10
NETWORK BATTLE 12
MISSION MODE 15
CHARACTER EDIT 16
OPTIONS 17

CAUTION

Never touch the controller Analog Thumb Pad or the Triggers \ while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
**BASIC CONTROLS**  
Outtrigger is a one-to-four player game OFFLINE (and 1-6 players ONLINE) that can be played using either the Dreamcast Controller or Keyboard as a main device. Connect the device to be used by each player to a corresponding Control Port A, B, C or D. A sub-device (such as the Dreamcast Mouse, etc.) can also be used to play, however doing so requires the use of two ports for each player (one port for the main device and one for the sub). See the following diagrams for examples on device setup:

1 player using both main & sub-device  
2 players each using one main device

<table>
<thead>
<tr>
<th>Port A</th>
<th>Port B</th>
<th>Port A</th>
<th>Port B</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 players each using both a main &amp; sub-device.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port A</th>
<th>Port B</th>
<th>Port C</th>
<th>Port D</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 players: P1 using both a main &amp; sub-device, P2 and P3 each using a main device only</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Using the Jump Pack™  
To use the Jump Pack (sold separately) when playing, always be sure to insert the Jump Pack into Expansion Socket 2 of the Dreamcast controller. Note that the Jump Pack can not be used with the keyboard.

---

**DURING MENU SELECTION**  
- **D-Pad**: Select  
- **O Button**: Enter  
- **O Button**: Cancel  

**CONTROLLER**  
- **Start Button**: Display the Pause Menu
- **D-Pad**: Move Forward
- **D-Pad**: Move Right
- **D-Pad**: Move Backward
- **D-Pad**: Move Left
- **Trigger**: Rotate View Left
- **Trigger**: Rotate View Right
- **D Button**: Jump
- **D Button**: Toggle View
- **O Button**: Fire Weapon
- **D Button**: Toggle Weapon
- **Analog Thumb Pad**: Rotate View Upward
- **Analog Thumb Pad**: Rotate View Right
- **Analog Thumb Pad**: Rotate View Down
- **Analog Thumb Pad**: Rotate View Left

**DEFAULT CONTROLS**  
- **KEYBOARD**
  - **Pause - Break**: Arrow Key ↑/Number Pad 8
  - **Move Forward**: Arrow Key ↓
  - **Move Right**: Arrow Key ←
  - **Move Backward**: Arrow Key →
  - **Move Left**: Arrow Key ↓
  - **Rotate View Left**: Arrow Key ←
  - **Rotate View Right**: Arrow Key →
  - **Jump**: Arrow Key ↓
  - **Toggle View**: Arrow Key →
  - **Fire Weapon**: Arrow Key ←
  - **Toggle Weapon**: Arrow Key ↓
  - **Rotate View Upward**: Arrow Key ↓
  - **Rotate View Right**: Arrow Key ←
  - **Rotate View Down**: Arrow Key →
  - **Rotate View Left**: Arrow Key ↓

To soft-reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the O, D, D, D and Start Buttons (Keyboard, Control, Alt & Delete).
BASIC CONTROLS

ALTERNATIVE COMMAND SETTINGS

The following diagrams show the main alternative command methods available. Note that each main method (A, B, etc.) has an additional three types of configuration (e.g., method A1, A2, and A3) available. Experiment to determine the control device and configuration setting that is right for you.

CONTROLLER

<table>
<thead>
<tr>
<th>Analog Thumb Pad</th>
<th>D-Pad</th>
<th>TRIGGER L</th>
<th>TRIGGER R</th>
<th>○ BUTTON</th>
<th>● BUTTON</th>
<th>○ BUTTON</th>
<th>● BUTTON</th>
<th>○ BUTTON</th>
<th>● BUTTON</th>
</tr>
</thead>
<tbody>
<tr>
<td>RIGHT</td>
<td>Move Backward</td>
<td>Move Right</td>
<td>Move Forward</td>
<td>Fire Weapon</td>
<td>Jump</td>
<td>Toggle Weapon</td>
<td>Toggle Weapon</td>
<td>Toggle View</td>
<td>Move Forward</td>
</tr>
<tr>
<td>UP</td>
<td>Look Up</td>
<td>Look Right</td>
<td>Look Right</td>
<td>Look Up</td>
<td>Look Right</td>
<td>Look Up</td>
<td>Look Right</td>
<td>Look Up</td>
<td></td>
</tr>
<tr>
<td>DOWN</td>
<td>Look Down</td>
<td>Look Right</td>
<td>Look Right</td>
<td>Look Down</td>
<td>Look Right</td>
<td>Look Down</td>
<td>Look Right</td>
<td>Look Down</td>
<td></td>
</tr>
<tr>
<td>LEFT</td>
<td>Look Left</td>
<td>Look Left</td>
<td>Look Left</td>
<td>Look Left</td>
<td>Look Left</td>
<td>Look Left</td>
<td>Look Left</td>
<td>Look Left</td>
<td></td>
</tr>
<tr>
<td>○ More Forward</td>
<td>—</td>
<td>—</td>
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<td>—</td>
<td>—</td>
<td>—</td>
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<tr>
<td>○ More Backward</td>
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<td>—</td>
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<td>—</td>
<td>—</td>
<td>—</td>
<td></td>
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<tr>
<td>○ Move Right</td>
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<tr>
<td>○ Move Left</td>
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<td></td>
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<tr>
<td>○ Toggle Weapon</td>
<td>Toggle Weapon</td>
<td>Toggle Weapon</td>
<td>Toggle Weapon</td>
<td>Toggle View</td>
<td>Toggle View</td>
<td>Toggle View</td>
<td>Toggle View</td>
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<tr>
<td>○ Toggle View</td>
<td>Toggle View</td>
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<td>Toggle View</td>
<td>Toggle View</td>
<td>Toggle View</td>
<td>Toggle View</td>
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<td></td>
</tr>
</tbody>
</table>

KEYBOARD

<table>
<thead>
<tr>
<th>Keyboard</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Look Up</td>
<td>Look Up</td>
<td>Look Up</td>
<td>Look Up</td>
<td>Look Up</td>
</tr>
<tr>
<td>Look Right</td>
<td>Look Right</td>
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<td>Look Right</td>
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<td>Look Down</td>
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<td>Look Left</td>
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</tbody>
</table>

SUB-DEVICE

The following chart lists the command settings available when using a sub-device, such as the Dreamcast Mouse, to supplement a main device for gameplay.

<table>
<thead>
<tr>
<th>TYPE</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>H</th>
<th>I</th>
<th>J</th>
<th>K</th>
<th>L</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Weapon</td>
<td>L</td>
<td>L</td>
<td>R</td>
<td>R</td>
<td>S</td>
<td>S</td>
<td>L</td>
<td>L</td>
<td>—</td>
<td>R</td>
<td>R</td>
<td>—</td>
</tr>
<tr>
<td>Jump</td>
<td>R</td>
<td>S</td>
<td>L</td>
<td>S</td>
<td>L</td>
<td>R</td>
<td>R</td>
<td>L</td>
<td>L</td>
<td>—</td>
<td>L</td>
<td>—</td>
</tr>
<tr>
<td>Toggle Weapon</td>
<td>S</td>
<td>R</td>
<td>S</td>
<td>L</td>
<td>S</td>
<td>L</td>
<td>L</td>
<td>R</td>
<td>L</td>
<td>—</td>
<td>R</td>
<td>L</td>
</tr>
<tr>
<td>Toggle View</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
</tr>
</tbody>
</table>

L = Left Click  S = Side Click  R = Right Click

GAME DISPLAY

1 PLAYER MODE

1. POINTS
The current number of points earned.

2. REMAINING OPPONENTS
Indicates the number of opponents you must eliminate in order to complete the mission. (Arcade Mode and Mission Mode only)

3. SIGHT
Use to aim. The shape will vary according to the weapon used.

4. OPPONENT CURSOR
Appears on an opponent when in range. Color indicates when the opponent will attack (red = imminent). In "Highest Point Total" missions, the opponent's cursor is always red.

5. TIME
The allotted time remaining. A session will end when this reaches zero if the mission objectives are not completed.

6. RADAR MAP
Shows the position of your opponents (red) relative to your position (green). (Arcade and Mission Modes only)

7. STRENGTH GAUGE
Indicates your physical strength. This gauge will decrease when damage is inflicted by an opponent. If it reaches zero, your character will go down and you will restart.

8. WEAPON & AMMO
Indicates the weapon currently in use and amount of ammo remaining.

9. TOTAL ELAPSED TIME

10. COMBO GAUGE
When an enemy is shot, this gauge turns to green. Shoot the next enemy before this gauge turns to earn combo points.

PAUSE MENU
After pausing, select and enter one of the following items:

EXIT MENU
Close the pause menu and continue playing.

KEYCONFIG
Make various device setups.

QUIT GAME
End the current game and return to the title screen.
GAME DISPLAY

VS MODE

1. The appearances can be changed by pressing the 6 Button.

2. POINTS
   The current number of points earned.

3. STRENGTH
   Indicates your physical strength. This value will decrease when damage is inflicted by an opponent. If it reaches zero, your character will go down and you will restart.

4. WEAPON & AMMO
   Indicates the weapon currently in use and amount of ammo remaining.

5. TIME
   The allotted time remaining. A match will end when this reaches zero.

6. OPPONENT CURSOR
   Appears on an opponent when in range.

7. SIGHT
   Used to aim. The shape will vary according to the weapon used.

PAUSE MENU
After pausing, select and enter one of the following items:

EXIT MENU
Close the pause menu and continue playing.

KEYCONFIG
Change device setup.

VS RULE
Exit the current game and return to the RULES menu.

QUIT GAME
End the current battle and return to the title screen.

GAME MODES

ARCADE MODE

Select this one-player mode to participate in a series of four training courses (Preparatory, Novice, Intermediate and Advanced) from the arcade version of Outtrigger. Use this mode to hone your battle technique and build your weapon skills.

SETTINGS

Press the enter key of the main device you will use. To use a sub-device in conjunction with a main device, only press the enter key of the sub-device.

Next, use to select a character and enter your selection. Then, use to select and enter three alphanumeric characters to identify your character.

PLAYER SETUP
Select to change the identifying color or weapon settings of your character:

COLOR
Use to select a color.

WEAPON 1, 2 AND 3
Use to select a weapon and to select a weapon type.

DEVICE SETUP
Select to change the control settings of the designated device.

CONTROL ASSIST
Use to toggle ON or OFF. If ON, set the SENSITIVITY to the desired setting.

CONTROL TYPE
Use to select control method.

VIEW
Use to select NORMAL or REVERSE.

Once the above settings are complete, select and enter OK.

Next, use to select the course of training you wish to undergo and then enter your selection. Once the game loads, the first mission will begin. Read the instructions and complete the mission objectives successfully to continue on to the next mission and so on until you have completed the entire course.

Even if you fail to complete a mission, you will have a chance to continue play. To continue, press the Start Button before the countdown reaches zero to restart from the last attempted mission.
GAME MODES

VS MODE
Select this one to four-player mode to participate in battles where it's every player for themselves or divided into opposing teams. In the one player mode, you'll battle against CPU opponents on a full screen. When playing with 2 or more human opponents, you'll battle on a half or quarter split-screen.

RULE SELECT
Use ↑↓ to select an item and ←→ to adjust each setting as required. Press START to advance.

GAME TYPE
Set to TIME LIMIT or POINT LIMIT.

MATCH POINT
Set the total number of points required to win (1 - 50).

TIME LIMIT
Set the time at which the battle will end (200 - 20000).

MATCH COUNT
Set the number of sets required to win the match (1 - 5).

HANDICAP
ON: When the current leader is defeated they will drop a Gold Medal worth 2 points.
OFF: When the current leader is defeated they will drop a Silver Medal worth 1 point.

TEAM BATTLE
Set whether to enable or disable team play.
Note: MATCH POINT is disabled, if TIME LIMIT is selected as GAME TYPE.

SETTINGS
Each player must complete the device and character settings as described in the SETTINGS section on p. 9 (see the outlined box at the center of the page). Once these settings are complete, select OK.

Next, each player uses ↑↓ to select a group (Team) and enter your selection. This item is only available when the TEAM BATTLE feature is enabled.

Use ←→ to select and enter the stage on which the battle will take place. Once the game loads, the battle will begin.

GAME MODES

When you play the VS MODE by yourself, the three latest actions that has happened in the game will be displayed at the top right side of the screen.

Once the battle is over, the ranking of each participant will appear followed by the results screen.

Select and enter an item from the displayed menu to either continue versus mode play or exit to the title screen.

RETRY
Retry using the exact same settings (no load time).

CHANGE STAGE
Opt to reselect the stage only.

CHANGE RULES
Opt to modify the battle rules.

EXIT
Exit the versus mode and return to the title screen.
GAME MODES

NETWORK BATTLE MODE
Select this 1-6 player mode to connect online to battle against other players over the Internet.

If you have not already configured ISP settings to your Dreamcast, use your Dreamcast browser disc to do so. Refer to the Dreamcast Browser instruction manual for details. To request a Dreamcast browser disc call 1-800-500-8945.

SETTINGS
Complete the device and character settings as described in the SETTINGS section on p. 9 [see the outlined box at the center of the page]. Once these settings are complete, select OK.

Note: If you are using the Dreamcast Keyboard for chatting, you must have it connected before you proceed any further. Once the setting is made, it will not be recognized until you exit the mode.

CONNECTING ONLINE
Follow the direction shown on the screen to connect to the network server. Once connected, LOGIN GAME SERVER menu will be displayed. Enter your name to be used inside the server [player name], and select Login OK to enter the server.

CAUTION
Although there is an option to change game server name, there exists only one server. As this option is strictly for possible future enhancement, please leave this parameter as is, without changing.

ENTERING A LOBBY
Once you are in the server, a SERVER MENU window will be displayed. Use ◀ to select the menu item, and press ◀ to enter. When you select Join a lobby, a list of available lobbies will be displayed. Use ◀ to select the lobby to enter, and press ◀ to enter.

The LOCATION window displayed at the bottom of the screen, indicates your current location in the server.

GAME MODES

INSIDE THE LOBBY
Inside the lobby, two windows will be displayed: LOBBY MENU window and OPERATION LOG window. On the LOBBY MENU window, a list of menu items [commands you can perform in the lobby] will be displayed. On the OPERATION LOG window, the actions that have taken place inside the server [players' entrance to/exit from the lobby/room, chat messages, etc.] will be displayed. Press ◀ to switch the window to be active.

OPERATION LOG
Select this to display the list of currently available rooms. Use ◀ to select the room, and press ◀ to enter. If a password is needed to enter the room, you will be prompted to do so.

Create a room
Create a room to have battle. See p. 14 for details.

Lobby chat
Use the on-screen software keyboard or the Dreamcast Keyboard to chat with other players in the lobby. The message will be displayed on the OPERATION LOG window.

Show Lobby members
Display the list of players in the current lobby. The list will be displayed on the OPERATION LOG window.

Leave this Lobby
Leave the current lobby.

Logout
Disconnect from the network [server] and return to the mode selection menu.

Note: The server name and lobby name appearing in the screenshots here are temporary. The actual server/lobby names may be different.
GAME MODES

CREATING A ROOM
The network battle takes place inside a room in the lobby. You can enter any currently available room, or create one. If you create a room, you become the owner of the room, and the room will exist until all room members leave the room. If the current owner leaves first, then another room member becomes the new owner. To create a room, select Create A Room from the LOBBY MENU. A ROOM CREATION menu will be displayed. Set the following parameters, and select Create OK to create a room. Press \ to return to the LOBBY MENU without creating a room (cancel).

**Room Name**
Enter the name for the room to create.

**Password**
If you wish to create a room for selected participants, enter a password to enter the room you create. You may leave this blank, if you wish to have room open to everyone in the lobby.

**Maximum Players**
Establish the maximum number of participants in the room (1-6 players).

INSIDE THE ROOM
Inside the room, you can start the network battle. The game can be played the same way as the VS MODE. Utilize the chat to agree, with one another, on the rule to be played.

Once inside the room, a ROOM MENU will be displayed.

<table>
<thead>
<tr>
<th>Game Settings</th>
<th>You can change the rule of the game. Only the owner of the room can select this menu item.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Game</td>
<td>Start the battle. Only the owner of the room can select this menu item.</td>
</tr>
<tr>
<td>Player Settings</td>
<td>You can change the character to be used.</td>
</tr>
<tr>
<td>Team Select</td>
<td>Select the team. This menu item is available only when the TEAM BATTLE feature is enabled by the room owner.</td>
</tr>
<tr>
<td>Room Chat</td>
<td>As in Lobby chat, use to communicate with others in the room.</td>
</tr>
<tr>
<td>Show Room Members</td>
<td>Display a list of members in the room in the OPERATION LOG window.</td>
</tr>
<tr>
<td>Leave This Room</td>
<td>Leave from the room to the lobby.</td>
</tr>
<tr>
<td>Logout</td>
<td>Disconnect from the network (server) and return to the menu selection menu.</td>
</tr>
</tbody>
</table>

MISSION MODE
Select this one-player mode to participate in a series of missions divided into three levels of 15 missions each. Initially only the first five missions of the Novice level will be available for selection. You will need to clear these missions in order to unlock the next cluster of five missions and then clear those to unlock the last cluster of four missions. The 15th and final mission of a level can only be unlocked if you clear all the previous 14 missions.

**Settings**
Complete the device and character settings as described in the SETTINGS section on p. 9. Once these settings are complete, select OK.

Use \ to select a level (Novice, Intermediate or Advanced) and then press enter. Next, use \ to select a mission from the available options and then press enter. If you wish to modify your player settings, select PLAYER SETUP. Otherwise, after you have read the mission objective, select OK to begin. Select EXIT to return to the mode selection screen.

Once the game loads, your mission will begin. Read the instructions and complete the mission successfully to continue on to the next mission, and so on until you have completed the entire level. Whenever you successfully complete a mission, an emblem will appear under that mission's number on the mission selection screen.

This emblem indicates that a mission is complete.

Regardless of whether you successfully complete or fail a mission, you can retry for a better score. Use \ to select either EXIT or RETRY.

**EXIT** Exit and return to mission mode selection screen.

**RETRY** Restart from the last attempted mission.
CHARACTER EDIT
Select this mode to modify the color and weapons settings to create your own original character that you can use to battle against other players in the versus or network versus battle modes. Weapons that are normally not available to a particular character can be selected as well as weapons that usually must be found on the battle field such as the Photon Torpedo or Flame Thrower. Meeting certain requirements in arcade or mission mode play will unlock new character types and weapons for use here.

CHARACTER SELECTION SCREEN
Use ● ● to select one of the four character files available for editing and then press enter.

PLAYER SETUP
Use ● ● to select three alphanumeric characters to identify your character.

COLOR
Use ● ● to select a color. Then press ●.

WEAPON SETTING
Use ● ● to select a weapon category [1, 2 and 3] and then use ● ● to select a weapon type.

Once the settings are complete, use ● to select OK and press enter to save these settings. Select CANCEL to exit without saving.

OPTIONS
Select this mode to modify various game settings, save/load game data or conduct sound tests.

ITEM
SAVE TYPE
Set the data save method to AUTO or MANUAL.

AUDIO
Set the sound output to STEREO or MONO.

SAVE
Select to manually save the current game data or settings. See p.13 for details.

LOAD
Select to manually load game data or settings. See p.13 for details.

SOUND TEST
Select to display the sound test menu. See p.13 for details.

MOVIE TEST
View movie. (Not available until certain requirements are met)

VIBRATION
Select to enable or disable Jump Pack function. See p.13 for details.

CONTINUE
Set to enable or disable the continue feature.

INITIAL VIEW
Set the default view setting to either CHARACTER or WEAPON.

ARCADE GAME LEVEL
Set the arcade difficulty to EASY, NORMAL, HARD or VERY HARD.

BBA ISP SETTINGS
Select and enter this to change ISP settings if using a Broadband Adaptor. See p.13 for details.

INITIAL SETTINGS
Select and enter this to return the options settings to the default settings.

EXIT
Select to save the options settings and return to the mode selection menu.
**OPTIONS**

**SAVE/LOAD**
When you either save or load a game file, a Memory Card Select screen will be displayed, with each icon representing the Controller Port/Expansion Socket location. Memory card icons connected with a game file will be displayed brightly; memory card icons without game files will be displayed dark. Only a silhouette will be displayed with the locations without memory cards. Use 🅱️️️ to select the memory card, and press 🅱️️️ to enter. Press 🅱️️️ to return to the Options Menu screen.

**Memory Card with Game File**
If saving, the game file will be overwritten. You will be confirmed if you want to continue. If loading, the game will load the file and returns to the Options Menu screen.

**Memory Card without Game File**
Saving or loading, you will be asked whether to create a new file or not. Press 🅱️️️ to create a new file; press 🅱️️️ to cancel.

**SOUND TEST**
When the Sound Test Menu screen is displayed, use 🅱️️️ to select menu item, and 🅱️️️ to change the value.

- **BGM TEST**
  Listen to the background music.

- **SE PACK**
  Select the pack number of the sound effects.

- **SE TEST**
  Listen to the sound effects of the selected pack.

- **BGM VOLUME**
  Adjust the volume setting for the background music.

- **SE VOLUME**
  Adjust the volume setting for the sound effects.

For BGM TEST and SE TEST, press 🅱️️️ to play the selected music or the sound effect.
To return to the Options Menu screen, press 🅱️️️.

**VIBRATION**
You can enable and disable Jump Pack setting for each Port separately. Use 🅱️️️️ to select a port and 🅱️️️️ to toggle each setting to ON or OFF.

**ISP SETTING**
If you are connecting to the internet with the Broadband Adapter (sold separately), you can configure the network settings here. For proper values for each parameter (IP Address, Subnet Mask, etc.) refer to the instruction booklet of the ISP you are contracted with.

**Note:** If you are connecting with the 56K modem, configure the network setting with the Dreamcast browser disc.

**Entering the Value**
First, use 🅱️️️ to select the parameter to change and press 🅱️️️️. You will then enter the value for the parameter. You can use either the Dreamcast Controller or the Dreamcast Keyboard to enter values. If you are using the Dreamcast Controller, use 🅱️️️️ to select the numeral, and press 🅱️️️️ to enter. To backspace (erase the previous letter), press 🅱️️️. When you are done, press 🅱️️️️ to complete.
If all parameters are completed, select SAVE TO FLASH to save them to the onboard memory.
ITEMS

A number of the items and weapons available in Outtrigger are as follows:

**AMMO**
Grab this item to increase your ammo by 5 rounds.

**ARMOR**
This will absorb damage inflicted until the armor gauge (appears above the strength gauge) runs out.

**LIFE UP**
This will replenish your life bar by a set amount.

**POWER UP**
This item will enhance your attack power and speed for a set amount of time.

**THERMOGRAPHY**
These goggles enable you to see through objects, such as walls, for a set amount of time.

**NOCTOVISION**
These goggles enable you to see at night as if it were day.

**TIME +5**
Grab this to increase your time limit by five seconds (only available in the 1P modes).

**SNIPER'S RIFLE**
Can dispose of an enemy in one shot. Press fire to activate the zoom sight and again to fire.

**FLAME THROWER**
This quick acting and powerful weapon can only be used at close-range.

**GUIDED MISSILE**
Missiles fired by this weapon will automatically home in on their target.

**PHOTON TORPEDO**
Bullets fired by this weapon will bounce off of objects such as walls before striking.

**WEAPONS**

**SUBMACHINE GUN**
Fires four shots at once. Although it does not have strong fire power, you can shoot rapidly and accurately because it is easy to aim.

**GRENADE**
High on firepower, but harder to aim. Bombs will be effective on enemies hiding behind wall or where you can't shoot in a straight line.

**ROCKET LAUNCHER**
Has very high fire power, as you can defeat the enemy with two shots. You can also use the explosion to cause damage.

**CHARACTERS**

**JAY ARAGAKI**

From speed of movement to weapon efficiency, JAY offers the most balanced range of skills.

- **Nationality:** British
- **Gender:** Male
- **Date of Birth:** Apr. 13, 1972
- **Height:** 5'9"
- **Weight:** 165 lbs.
ALAIN CIEL

ALAIN offers exactly the same skill level as JAY.

- **Nationality**: French
- **Gender**: Male
- **Date of Birth**: Oct. 4, 1971
- **Height**: 5'11"
- **Weight**: 171 lbs.

WEAPONS

**SUBMACHINE GUN**
Fires four shots at once. Although it does not have strong fire power, you can shoot rapidly and accurately because it is easy to aim.

**GRENADE**
High on firepower, but harder to aim. Bombs will be effective on enemies hiding behind wall or where you can't shoot in a straight line.

**ROCKET LAUNCHER**
Has very high fire power, so you can defeat the enemy with two shots. You can also use the explosion to cause damage.

LINA MIYAGI

What LINA lacks in power she more than makes up for with her quicker speed and superior agility. She appeals to players who are more interested in evasive power than attacking.

- **Nationality**: Japanese
- **Gender**: Female
- **Date of Birth**: Apr. 12, 1975
- **Height**: 5'5"
- **Weight**: 145 lbs.

WEAPONS

**SUBMACHINE GUN**
Fires five shots in one burst. A weapon that is easy to handle.

**MOTION SENSOR BOMB**
Sticks to the walls and ceiling for a given time, and explodes when someone approaches.

**55mm RIFLE**
This weapon lacks the explosive power of Rocket Launcher, but makes up for it with rapid fire ability.
TALON GRANT

WEAPONS
3 WAY LASER GUN
Bursts from this gun do more damage than the Submachine Gun, but it doesn't fire as rapidly. You can also deflect shots against the walls.

HEAVY GRENADE
Upon impact these grenades will slow down enemy movement, which allows you to attack while the enemy is neutralized.

RAILGUN
These Rockets fly faster and hit harder than any other, but the rate of fire is below normal.

TACTICAL ADVICE

Strafing
It is a good idea to practice strafing so that you can become accustomed to dodging opponent fire.

Rocket Launcher Jump
With the rocket launcher equipped, press the jump and fire buttons simultaneously to perform this huge jump. Perfect for reaching high places or avoiding enemy fire.

Combos
When you defeat an enemy, a small gauge under the elapsed time turns green. As you defeat the next enemies before the gauge turns red, you will be awarded double, triple, and quadruple the amount of normal points as combo. Aim for the combo to get a high score.

Tip on Moving
You can move and look around separately. Use this technique to move strategically and smoothly.

Tip on Dodging
To dodge enemy attacks, use sidesteps.

Damage from Blast
Blast damage can be inflicted from the explosion of the Rocket Launcher or Grenades. If you aim at an enemy that is very close, you will risk taking damage yourself. Use the Submachine Gun for close combat.

Aiming a Little Further
It is a good idea to read the enemy movement and aim at where he is headed.

Use Items Effectively
Locations where items appear are fixed. Memorize the locations, and use the battlefield to your advantage.

Avoiding Rockets
You can shoot down rockets fired at you with your machine gun.
CREDITS

The following credits list the staff responsible for the localization, marketing and manual development for the U.S. version of Outrigger. Credits for the original development staff of the game are listed in the credits of the game itself.

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ESRB RATING

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