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TECHNICAL SUPPORT

Welcome to “Super Runabout™: San Francisco Edition.” This software is designed for use only with the Dreamcast console. Please read this instruction manual carefully before you start playing the game.

SUPER RUNABOUT™: SAN FRANCISCO EDITION
GAME STORY & TWO SCENARIOS

TO HELL WITH THE RULES! THE ROADS BELONG TO DRIVERS WHO KNOW NO FEAR!

The challenging streets of San Francisco await! Players can choose between two scenarios. One of the scenarios features a semi-legal courier service run by Pop, an old man struggling with a loan repayment, and his streetwise daughter, Shirley. The other scenario deals with two reckless cops, Brandon and Radman, who are trying to be promoted to the Criminal Investigation Department.

To complete their missions and gather up a few 'emblems' along the way, you'll risk death, blazing flames or even driving inside buildings. Who cares if a few traffic laws get broken along the way, right?

Choose your hero by selecting a scenario. The basic rules of the game apply to both scenarios. You can switch back and forth between any of the scenarios at any time during the game.

SCENARIO A: COURIER VERSION

After being gone for years, Shirley reappears at Pop's run-down auto shop. She offers to work in exchange for room and board. Pop, who is currently in debt to the local crime boss, Waldman, accepts her help as a courier. Their goal – do what it takes to free Pop from Waldman's influence!

SCENARIO B: POLICE VERSION

Police Officers Brandon and Radman have reached a dead end in their jobs; stuck as traffic cops, they really want to work for the Criminal Investigation Department. Thankfully, an opportunity presents itself when the Chief of the Department gives them the order to shut down a certain illegal courier business. If they succeed, perhaps their dream can then come true!

UNCLE JOE

Joe's an old buddy of Pop and a highly skilled mechanic. When he's not helping out Pop, Joe sometimes takes police and military related assignments as well.

POP

Pop's a shrewd courier, if a little unscrupulous, who is rumored to have once been an ex-F1 race car driver. Recently, he gave up a lifelong habit of smoking, thanks to the threats of his daughter.

SHIRLEY

Pop's daughter is a young, street savvy girl who has decided to drop back into town to attend school.

WALDMAN

Waldman is a politician who excels at covering up his true occupation as a powerful crime boss in San Francisco. Those who know the truth about him rarely survive long enough to turn him in.

SUPER RUNABOUT™: SAN FRANCISCO EDITION
BRANDON
Brandon is a scrupulously honest ex-Karate champion, who considers driving to be a hobby of his.

RADMAN
Brandon's partner, Radman, once aspired to be a NBA player, before giving up his career to join the "boys in blue."

RACING IN SAN FRANCISCO
Picturesque San Francisco is a beautiful city with neat rows of Victorian style buildings and many famous sightseeing spots such as Chinatown, the Golden Gate Bridge and Alcatraz Island. You can enjoy these spots during the game, especially when you travel through them at excessively high speeds.

Actual San Francisco streets were reproduced for this game and some original streets added in as well.

HOW TO START THE GAME

SHALL WE BEGIN?
Super Runabout is a single-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. When you click the Start Button in the Title Screen, the Menu Screen is displayed. If you are a first time player, choose "NEW GAME". If you want to load and continue a previously saved game, choose "LOAD GAME".

Use the Directional Button to navigate through the Menu screens and press the A Button to select an appropriate menu item.

HOW TO OPERATE THE SEGA DREAMCAST CONTROLLER
(Only Sega Dreamcast Licensed Controllers and Peripherals are supported.)

<table>
<thead>
<tr>
<th>Overhead View</th>
<th>Forward View</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analog Thumbs Pad</td>
<td>Expansion Slot 1</td>
</tr>
<tr>
<td>X Button</td>
<td>Right Trigger</td>
</tr>
<tr>
<td>Y Button</td>
<td>(Trigger L)</td>
</tr>
<tr>
<td>D Button</td>
<td>(Trigger R)</td>
</tr>
<tr>
<td>A Button</td>
<td>Expansion Slot 2</td>
</tr>
</tbody>
</table>
HOW TO OPERATE THE RACING CONTROLLER
(Only Sega Dreamcast Licensed Controllers and Peripherals are supported.)
You can play the game by using the optional Racing Controller. If you want to change viewpoints, please do so by selecting the View from the Pause Menu.

* To return to the Title Screen at any point during game play, simultaneously press and hold the A,B,X,Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
* Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction.
* This table shows the default function of each button. If you want to change the setting, please refer to page 7.
* If you are using an unsupported controller, we are unable to guarantee that each button will function correctly.

SUPER RUNABOUT™: SAN FRANCISCO EDITION
SAVING THE GAME

You need an optional Sega Dreamcast Visual Memory Unit to save a game.

* Visual Memory Game (VM Game)
When you meet certain conditions, you can play a Visual Memory Game.

PERIPHERAL EQUIPMENT - SEGA DREAMCAST JUMP PACK

The Sega Dreamcast Jump Pack is supported if you use a Sega Dreamcast Controller to play this game.

Connect the Sega Dreamcast Jump Pack to the Sega Dreamcast Controller’s Expansion Socket 2 and turn the Vibration on in the System Menu screen (See page 7).
ABOUT SCENARIO SELECTION

When you choose "New Game" in the Title Menu, you are prompted to enter a name and select a scenario. While available missions and automobiles are different in each scenario, the basic operation remains the same in both games. After you choose a scenario, you are prompted to select a difficulty level at which you want to play the game. Please choose one of the three options presented in the menu.

Use Left or Right Directional Button to choose a scenario that you want to play. There are three difficulty levels with different time limit settings.

OUTLINE OF GAME FLOW

The game proceeds as you complete assigned missions:

**Office:** You can choose a mission or configure various game settings.

**Garage:** You can adjust the car's settings or take a test drive.

**Mission Description:** When you choose a mission, its description is displayed.

**Work on Mission:** Accomplish your mission goals to successfully complete the mission.

**Return to Office:** When you complete your mission, you return to the Office.

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WELCOME TO OUR OFFICE!!

When you start the game, you are in the Office screen where you can select a mission, set up options, and tune up your car. Use the Left or Right Directional Button to move to your desired menu and select it by pressing the A Button. Please note that the Office screen shows different rooms depending on the scenario you've chosen. However, regardless of the scenario, the available menus and options remain the same.

**SCENARIO A**

In the Courier scenario, Pop's home is the Office. Select the menu you want to use and continue.

**SCENARIO B**

In the Police version, the 31st Precinct of San Francisco Police Department is the Office. The menu content is exactly the same as the Courier version.
MISSION

STARTING THE GAME
When you select this menu, two sub-menus appear: the MISSION SELECT menu from which you can select a mission and start the game, and the SCENARIO CHANGE menu where you can change scenarios. Select a mission from the displayed list, and then your car and transmission type (Automatic Transmission – AT – or Manual Transmission – MT). Then, your journey will begin!
The MISSION SELECT menu only displays available missions.
You can change between Scenario A and Scenario B in this menu. However, you cannot use the same car in both scenarios.

RESULT

CHECKING TIME AND BLACK LIST
Choose the menu first, then, use the Left or Right Directional Button to navigate through the menu items seen on your screen. The screen display will change according to the menu item. You can check the “MISSION RECORD” for the time it took you to complete each mission. The “FREE RUN” option shows you the top three records of free style driving on short and long courses. The “BLACK LIST” displays the amount of damage done in the last mission as well as the total damage done for all the games you have played.

SYSTEM

SAVING THE GAME
In this menu, “SAVE” records the current data, “LOAD” reads previous data, and “CONTROL TYPE” changes your controller configuration. If you have installed the Sega Dreamcast Jump Pack, “VIBRATION” enables you to turn on or off the vibration function.
When you use either command, choose Visual Memory followed by the name of the file that you want to use.
* While saving or loading a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

You can create a maximum of three files.

Use the Directional Button to move to the menu you want and press the A Button to select it.

**CONTROLLER CONFIG**

Select a controller type from two options. The Type A controller setup is the default setting.

**VIBRATION**

Pressing the A Button toggles the on/off status of the Sega Dreamcast Jump Pack.

**REPLAY**

**REPLAYING THE LAST RUN**

Selecting this menu shows you replays of past runs. The "LAST RUN REPLAY" option plays the last mission you were on. "LOAD REPLAY" replays any previously saved run data. "SAVE REPLAY" saves the mission run data in the Visual Memory. You may save a maximum of three locations of run data that require twenty four (24) blocks of available space per file.
You cannot see the replay unless there is run data. You can change your viewpoint from the Pause Menu during the replay.

To exit, select "EXIT" from the Pause Menu.

EMBLEM

CHECKING YOUR EMBLEM

In this menu, you can check the Emblem(s) you have earned in the previous missions. If you earn enough Emblems and then save the game, you can earn access to a 'mini-game'!

You can also check the cars you have earned.

SOUND

LISTENING TO MUSIC

This option allows you to change the music and sound effects used during the game. You can also select either stereo or monaural as the stereo type, and change the volume balance of the music and sound effects.

* Use the Left or Right Directional Button to navigate through music titles and select one by pressing the A Button.

Volume can be adjusted in five (5) levels (the default setting is 5).
GARAGE

SETTING UP YOUR CAR

When you enter the Garage, you can choose from four menus with the Left or Right Directional Button, just like the Office menu. First of all, choose your car. Your car appears in the upper right corner. SET UP and FREE RUN are available only after you selected your car. Select automatic (AT) or manual (MT) transmission. Refer to the following explanation for setup items.

* You can return to the Office if you select "OFFICE" in the Garage menu.

There are four (4) driving courses you can choose from. If you want to quit playing a course before you complete it, select "RETIRE" from the Pause menu.

MANUAL SETUP ITEMS

<table>
<thead>
<tr>
<th>Setup Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steering</td>
<td>Sets up the steering wheel. If you set the value too high, the car tends to spin easily.</td>
</tr>
<tr>
<td>Front Suspension</td>
<td>Sets up the stiffness of the Front Suspension. If you increase the value, you can get through the corners with more stability.</td>
</tr>
<tr>
<td>Rear Suspension</td>
<td>Sets up the stiffness of the Rear Suspension. If you increase the value, you can get through the corners with more stability.</td>
</tr>
<tr>
<td>Front Tire</td>
<td>Sets up the grip of the tires. The higher the value, the less resistance.</td>
</tr>
</tbody>
</table>

FREE RUN

Free Run will allow you to select between four courses. These are:

- **Short Course - A**: Union Square Drive
  - Two Lap Time Attack
- **Short Course - B**: Columbus Drive
  - Two Lap Time Attack
- **Long Course - A**: Bayside Drive
  - Two Lap Time Attack
- **Long Course - B**: Scenic Drive
  - Single Run Time Attack
Each course has checkpoints to track your split time through each segment of the track.

Each course keeps the top 3 times as well as the car that set the record. All cars currently available in the game are available for Free Run.

Free Run is an excellent location to test out new settings on a car that Uncle Joe has modified in the Set Up area of the Garage.

HOW TO PLAY THE GAME

WHO NEEDS A DRIVER’S LICENSE?!

1. TIME LIMIT
Displays the time limit.

2. SPEEDOMETER
Displays the engine revolutions, transmission, and current speed.

3. NAVIGATION MAP
Displays the map of the surroundings as well as the position of target objects.

4. OBTAINED ITEMS
Shows the number of items you have obtained to achieve your mission.

5. MARKER
Shows the position of the target object and the remaining distance.

6. AMOUNT (TOTAL AMOUNT)
Shows the total dollar amount of destroyed items.

7. ELAPSED TIME
Shows the time elapsed since the start of your game.

* Finally, you start working on your mission. Fair Warning — it’s going to take breakneck speeds to succeed in your assignment in time.
MENU SCREEN DURING THE RUN
You can bring up the Pause Menu by using the Start Button while working on your mission. In this menu, you can change the car's viewpoint or interrupt the mission. Use the Directional Button to navigate through the menu item and press the A Button to select one of them. You can close this menu by selecting the Continue option or by pressing the Start Button.

| Continue | Return to the game. |
| Restart  | Start the mission.  |
| View     | Change the viewpoint. |
| Meter    | Hide the meter display. |
| Navi     | Change the map display. |
| Retire   | Quit the mission. |

MISSION DESCRIPTION AND TIME LIMIT
There are two types of missions; collecting objects and reaching a specific destination. Each mission has its own time limit. You can continue to play if the time limit expires but you cannot achieve your objective any longer.

* Some missions may not have a time limit.
* You collect target objects by slamming your car against them.

DAMAGE AND GAME OVER
In general, a mission fails if the time limit expires. In addition to this, if your car is damaged beyond a certain point or falls into the ocean, the game is over. Try the mission again.

* You cannot check your damage, so you'd better keep an eye out for the "Warning Message!"

WHAT IS AN EMBLEM?
If you fulfill a specific condition in a mission (for example, doing a long distance jump or clearing the game within a short period of time), you earn an emblem. Depending upon the emblem, your number of available cars may increase, giving you more options to play with.

* You must find out the condition on your own to earn an emblem. When you earn an emblem, it will be displayed on the Clear screen.

TRY THE VMU MINI GAMES!!

SUPER RUNABOOT
You can only choose with the Directional Button. The more bombs you put in the trash, the higher score you will get. This is a real race, presented on a vertical screen, rather than your normal game viewpoint. Collect bombs and throw them into the Trash bin. You can hold onto a maximum of 10 bombs. When you run out of gas, go to the GS to refuel. Super Runabout Requires 128 Blocks to save.

VMU CONTROLS

Directional Button
Use this button to navigate through the menu items, move the cursor, and maneuver the car.

A Button
Use this button to select a menu item or type a dot in the Climax editor.

B Button
Use this button to cancel a command. Each game starts with A + B Buttons.
THE EDITORS

There are two types of tools available for you to choose from: a simple paint tool "Climax Editor" and a rename tool "Name Editor."

CLIMAX EDITOR

Select the EDIT feature to draw a picture and then FILE to save it. Animation is also available.

Edit
File
Modify
Animation

* Climax Editors - Requires 33 blocks to save

NAME EDITOR

You can change the name of a specific character from the game. This can be done at any point in the game.

Choose the name you want to change, then enter the new name. The name data will be saved automatically.

METHOD OF ENTERING A CHARACTER

Choose a text character in (3), confirm the text entry in (2), (1) displays the character you've entered. When you press down arrow on (2), you return to (3). Pressing SP adds one space and ED establishes your entry.
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TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

• Title of Game
• Platform
• A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your game's main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

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Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo, CEO

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