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, eye or muscle twitches, loss of consciousness, disorientation, 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 a minimum of 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 not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge 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 the 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.

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

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM disc can only be used with the Sega Dreamcast video game system. Do not attempt to use this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, 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 Outtrigger. 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

Outtrigger 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.

Game File | 8 Blocks Required

STORY

In response to a series of high casualty terrorist attacks to its military research facilities, Visicaria, 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 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.
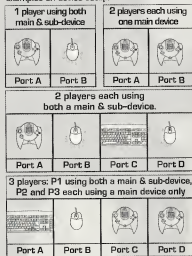
CAUTION
Never touch the controller Analog Thumb Pad or the Triggers ⓛ/ⓡ while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
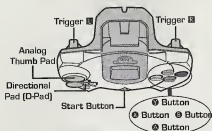
BASIC CONTROLS

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.

DREAMCAST CONTROLLER

Trigger Ⓛ   Trigger Ⓡ

Analog
Thumb Pad

Directional
Button (D-Pad)

Start Button

Ⓨ Button   Ⓧ Button
Ⓐ Button   Ⓑ Button

DREAMCAST KEYBOARD

1 player using both main & sub-device

Port A	Port B

2 players each using one main device

Port A	Port B

2 players each using both a main & sub-device.

Port A	Port B

3 players: P1 using both a main & sub-device, P2 and P3 each using one main device only

Port A	Port B	Port C	Port D

and so on...

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.

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DURING MENU SELECTION

	CONTROLLER		KEYBOARD
	D-Pad	Select	Arrow Keys
	Ⓐ Button	Enter	Enter Key
	Ⓑ Button	Cancel	Escape Key

DURING GAME PLAY

Refer to the following chart for a summary of the commands assigned as the default control settings (Control Method A) for the following main devices. For details on alternative settings, see p. 6.

CONTROLLER	DEFAULT CONTROLS	KEYBOARD
Start Button	Display the Pause Menu	Pause - Break
D-Pad ↑	Move Forward	Arrow Key ↑/Number Pad 8
D-Pad ➡	Move Right	Arrow Key ➡/Number Pad 6
D-Pad ↓	Move Backward	Arrow Key ↓/Number Pad 2
D-Pad ⬅	Move Left	Arrow Key ⬅/Number Pad 4
Trigger Ⓛ	Rotate View Left	S
Trigger Ⓡ	Rotate View Right	F
Ⓐ Button	Jump	Z/Delete
Ⓑ Button	Toggle View	Tab/Insert
Ⓧ Button	Fire Weapon	Space/Pagedown
Ⓨ Button	Toggle Weapon	C/End
Analog Thumb Pad ↑	Rotate View Upward	E
Analog Thumb Pad ➡	Rotate View Right	E
Analog Thumb Pad ↓	Rotate View Down	S
Analog Thumb Pad ⬅	Rotate View Left	S

To soft-reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons (Keyboard: Control, Alt & Delete).

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BASIC CONTROLS

ALTERNATIVE COMMAND SETTINGS

The following diagrams show the main alternative command methods available. Note that each main method (A, B, etc.) has and 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	B	C	D		KEYBOARD	B
Analog Thumb Pad						
UP	Look Up	Look Up	Look Up	↑		Look Up
RIGHT	Look Right	Look Right	Look Right	→		Look Right
DOWN	Look Down	Look Down	Look Down	↓		Look Down
LEFT	Look Left	Look Left	Look Left	←		Look Left
				E		Toggle Weapon
D-Pad		Move Forward		R		Move Forward
			Move Right	D		Move Right
			Toggle View	S		Move Left
	Move Backward			X		Move Backward
TRIGGER L	Move Right	Move Left	Move Forward	SPACE		Fire Weapon
TRIGGER R	Move Left	Move Right	Move Backward	Z		Jump
● BUTTON	Fire Weapon	Fire Weapon	Jump	C		Toggle Weapon
● BUTTON	Jump	Jump	Move Backward	TAB		Toggle View
● BUTTON	Toggle Weapon	Toggle View	Move Left			
● BUTTON	Toggle View	Toggle Weapon	Move Forward			

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.

TYPE	A	B	C	D	E	F	G	H	I	J	K	L
Fire Weapon	L	L	L	R	R	R	L	L	–	R	R	–
Jump	R	S	L	S	L	R	R	–	L	L	–	R
Toggle Weapon	S	R	S	L	R	L	R	S	L	S	S	S
Toggle View	–	–	–	–	–	S	S	S	S	S	S	S

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

GAME DISPLAY

1 PLAYER MODE

❶ **POINTS**
The current number of points earned.

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

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

❹ **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.

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

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

❼ **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.

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

❾ **TOTAL ELAPSED TIME**

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

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

The appearances can be changed by pressing the ● Button.

❶ POINTS
The current number of points earned.

❷ 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.

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

❹ TIME
The alloted time remaining. A match will end when this reaches zero.

❺ OPPONENT CURSOR
Appears on an opponent when in range.

❻ SIGHT
Use 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) ported 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 devices.

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 objective 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.

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GAME MODES

VS MODE

Select this one for 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 (2'00 - 20'00).
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.
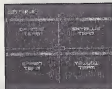
Next, each player uses ⬅➡ to select a group [Team] and enter your selection. This item is only available when the TEAM BATTLE feature is enabled.

Use ⬅➡ to select and enter the stage on which the battle will take place. Once the game loads, the battle will begin.
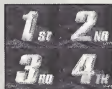
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GAME MODES

ONE PLAYER   TWO PLAYERS   THREE TO FOUR PLAYERS

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.

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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 to do so. Refer to the Dreamcast Browser instruction manual for details. To request a Dreamcast browser disc call 1-800-500-8946.

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.

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 has 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

LOBBY MENU

Join a room	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.

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 the room, 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 start the creation process. Press ❶ 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 a blank, if you wish to have the 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 battle 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.

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

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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 (see the outlined box at the center of the page). 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

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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.

Next, use ← → to select a character type from the available options 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.

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OPTIONS

Select this mode to modify various game settings, save/load game data or conduct sound tests.
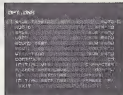
ITEM	EXPLANATION
SAVE TYPE	Set the data save method to AUTO or MANUAL.
AUDIO	Set the sound output to STEREO or MONO.
SAVE	Select to manually save the current game data or settings. See p.18 for details.
LOAD	Select to manually load game data or settings. See p.18 for details.
SOUND TEST	Select to display the sound test menu. See p.18 for details.
MOVIE TEST	View movie. (Not available until certain requirements are met)
VIBRATION	Select to enable or disable Jump Pack function. See p.19 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 ISP settings if using a Broadband Adapter. See p.19 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.

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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 for 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 of your action. Press Ⓐ to overwrite, and Ⓑ to cancel. 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 Ⓑ.

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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.

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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 strength gauge by a set amount.

POWER UP
This item will enhance your aim, 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.

Note: Thermography appears with green lenses; Noctovision with blue.

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CHARACTERS

JAY ARAGAKI

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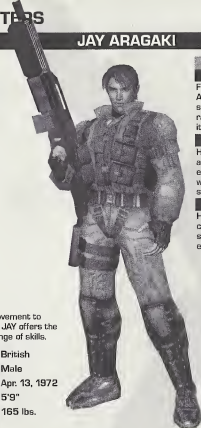
From speed of movement to weapon efficiency, JAY offers the most balanced range of skills.

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

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ALAIN CIEL
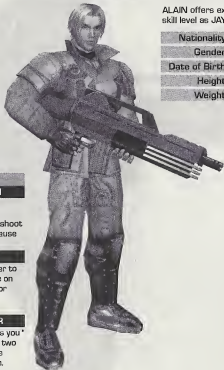
ALAIN offers exactly the same skill level as JAY.

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; as you can defeat the enemy with two shots. You can also use the explosion to cause damage.

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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.

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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.

TALON is a power-oriented character. While he may not be quick on his feet, he does have the strongest attacks with any weapon.

Nationality:	American
Gender:	Male
Date of Birth:	July 7, 1969
Height:	6'4"
Weight:	210 lbs.

TACTICAL ADVICE

Strafing

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

Rocket Lanucher Jump

With the rocket launcher equipped, press the jump and fire buttons simultaneously to perform this huge jump. Perfect for reaching high places or evading 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 Outtrigger. Credits for the original development staff of the game are listed in the credits of the game itself.

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Ryoichi Shiratsuchi
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NOTES

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