

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-
COME-TRUE, TEN
TRIGGER FINGERS
ARE DEFINITELY
BETTER THAN TWO!

THE TYPING OF DEAD



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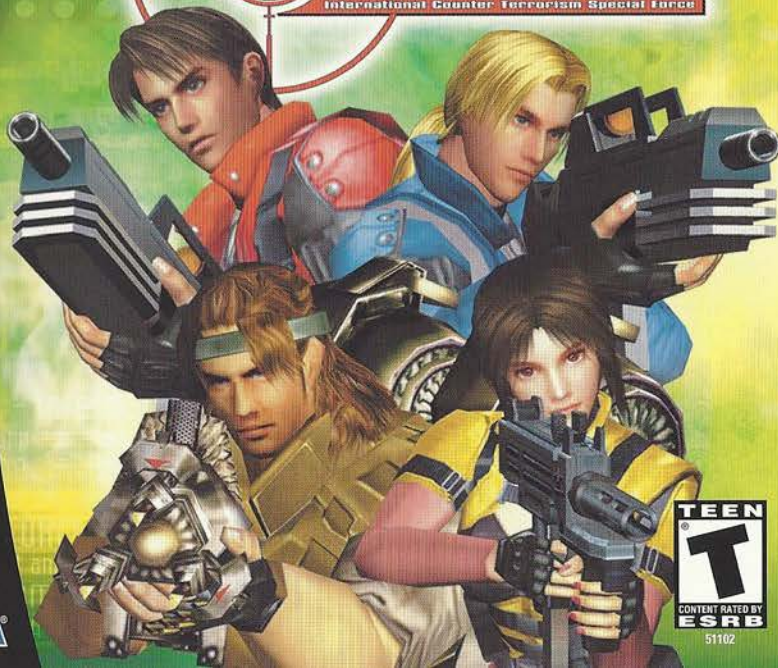
OUTTRIGGER™

International Counter Terrorism Special Force

Dreamcast™



SEGA®



51102

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 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.

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 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 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.



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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.

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 Outrigger network.

STARTING A GAME

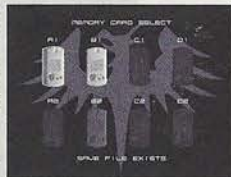
Load the Outrigger game disc into your Dreamcast and turn the power ON. If you haven't already inserted a memory card into an expansion socket of any controller(s) connected to Control Ports A, B, C or D, you will be requested to do so.

If more than one memory card, or previously created Outrigger 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 Outrigger 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 **A** to enter. For details on the modes available, refer to the corresponding page numbers listed here.



ARCADE MODE	----- 9
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NETWORK BATTLE	----- 12
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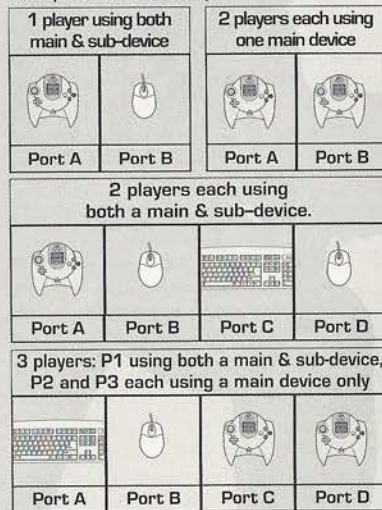
CAUTION

Never touch the controller Analog Thumb Pad or the Triggers **L**/**R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

BASIC CONTROLS

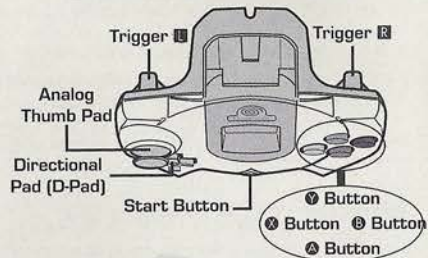
Outrigger is a one to four player game OFFLINE (and 1-6 players ONLINE) that can be played using either the Dreamcast Controller or Keyboard as a main device. Connect the device to be used by each player to a corresponding Control Port A, B, C or D.

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:



and so on...

DREAMCAST CONTROLLER

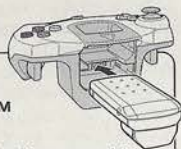


DREAMCAST KEYBOARD





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.



BASIC CONTROLS

DURING MENU SELECTION

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

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

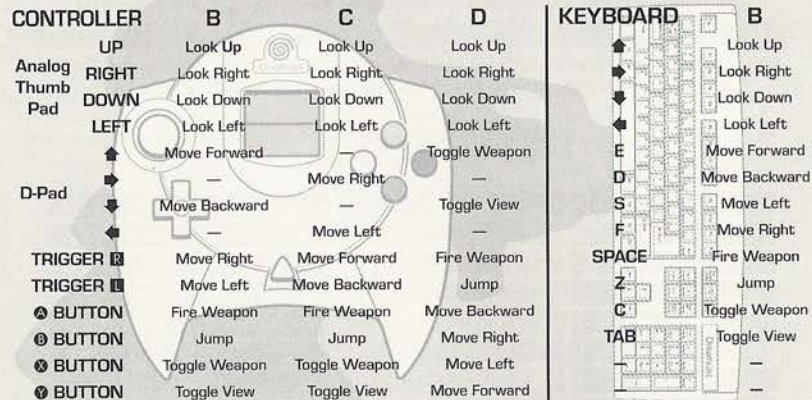
Start Button	Display the Pause Menu	Pause - Break
D-Pad ↑	Move Forward	Arrow Key ↑ / Number Pad 8
D-Pad →	Move Right	Arrow Key → / Number Pad 6
D-Pad ↓	Move Backward	Arrow Key ↓ / Number Pad 2
D-Pad ←	Move Left	Arrow Key ← / Number Pad 4
Trigger L	Rotate View Left	S
Trigger R	Rotate View Right	F
B Button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



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	R	R	S	S	L	L	—	R	R	—
Jump	R	S	L	S	L	R	R	—	L	L	—	R
Toggle Weapon	S	R	S	L	R	L	—	R	R	—	L	L
Toggle View	—	—	—	—	—	—	S	S	S	S	S	S

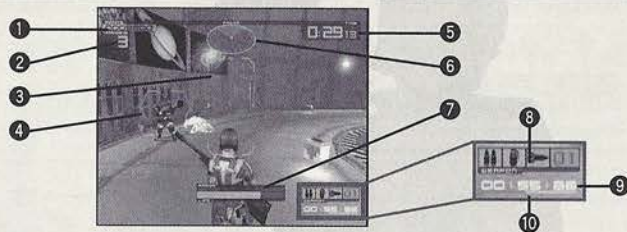
L = Left Click

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

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

10 COMBO GAUGE



PAUSE MENU

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

EXIT MENU

Close the pause menu and continue playing.

KEYCONFIG

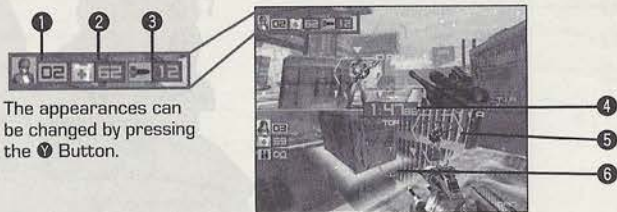
Make various device setups.

QUIT GAME

End the current game and return to the title screen.

GAME DISPLAY

VS MODE



The appearances can be changed by pressing the **Y** Button.

1 POINTS

The current number of points earned.

2 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.

3 WEAPON & AMMO

Indicates the weapon currently in use and amount of ammo remaining.

4 TIME

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

5 OPPONENT CURSOR

Appears on an opponent when in range.

6 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 Outrigger. 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.

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**.

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.



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.



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 \blacktriangle / \blacktriangledown to select an item and \leftarrow / \rightarrow 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).

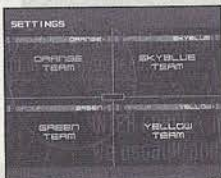
HANDICAP **ON:** When the current leader is defeated they will drop a Gold Medal worth 2 points.
OFF: When the current leader is defeated they will drop a Silver Medal worth 1 point.

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**.

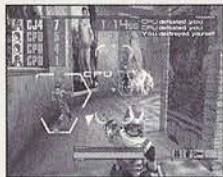


Next, each player uses \leftarrow / \rightarrow to select a group (Team) and enter your selection. This item is only available when the **TEAM BATTLE** feature is enabled.



Use \leftarrow / \rightarrow to select and enter the stage on which the battle will take place. Once the game loads, the battle will begin.

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.

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 1-800-500-8946.

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 **A** 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 **A** 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 **B** to switch the window to be active.



Join a room

Select this to display the list of currently available rooms. Use **↑↓** to select the room, and press **A** 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.

Log out

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 **ESC** 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 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.



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 from the room to the lobby.

Logout

Disconnect from the network (server) and return to the mode selection menu.

GAME MODES

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



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.

OPTIONS

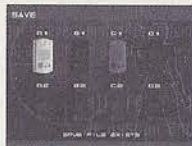
Select this mode to modify various game settings, save/load game data or conduct sound tests.



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 this to change 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.

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 $\uparrow\downarrow\leftarrow\rightarrow$ to select the memory card, and press **A** to enter. Press **B** 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 **A** to overwrite, and **B** 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 **A** to create a new file; press **B** to cancel.

SOUND TEST

When the **Sound Test Menu** screen is displayed, use $\uparrow\downarrow$ to select menu item, and $\leftarrow\rightarrow$ 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 **A** to play the selected music or the sound effect.

To return to the **Options Menu** screen, press **B**.

VIBRATION

You can enable and disable **Jump Pack** setting for each Port separately. Use $\uparrow\downarrow$ to select a port and $\leftarrow\rightarrow$ 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 $\uparrow\downarrow$ to select the parameter to change and press **A**. 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 $\leftarrow\rightarrow$ to select the numeral, and press **X** to enter. To backspace (erase the previous letter), press **B**. When you are done, press **A** 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 Outrigger 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.

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.

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.

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.



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.

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 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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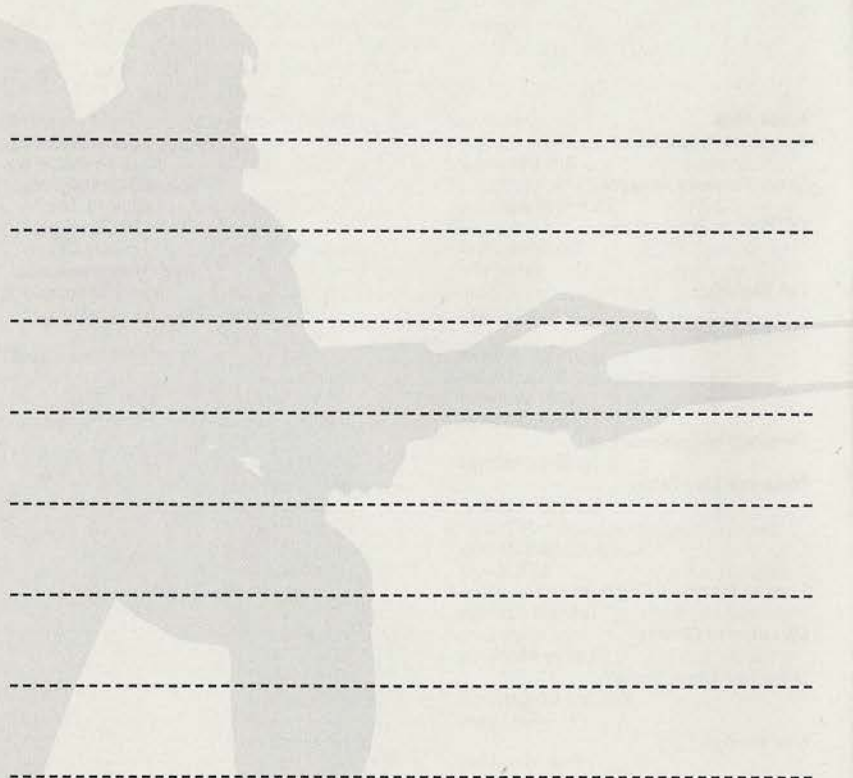
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