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**

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STARTING A GAME · · · · 3
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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 terroist 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 Counterterrorism 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 file 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
V\$.MODE	10
NETWORK BATTLE	
MISSION MODE:::::	15
CHARACTER EDIT	16
OPTIONS	17

### CAUTION

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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.

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## **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:regires.the.use.of:two.ports for each iplayer (one port for the main device and one for the sub). See the following diagrams for examples on device setup:

····Port A

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		i iavainhias inn iachina biritihi: : : : : : : : :	Start Butto
		1 player using both 2 players each using	1
		main & sub-device one main device	
		The state of the s	
	000000		DREAMCAST
	(,,,,,,,,,,		
-		. <b></b>	
		:.:Port:A::::Port:B:::::Port:A::::Port:B::	
		2 players each using	
		both a main & sub-device.	
	111111111		
	000000		
		Port A Port R Port C Port D	
		11.14 14.14 1	Using
		3 players: P1 using both a main & sub-device,	
		P2 and P3 each using a main device only	the Jump Paci
			tino o amp i aoi
		\$100000000   \$10000000000000000000000000	
	1111111111		To use the Jump Pag
			when playing, always
			Jump Pack into Expa

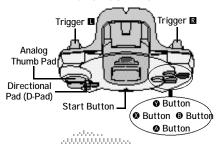
Port B

....Port.D.

.and.so.on...

Port C:

### DREAMCAST CONTROLLER



# DREAMCAST KEYBOARD



# Usina 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**



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	Ā						
	R						

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Select Arrow Keys Enter Key Enter Cancel



### **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.



### **DEFAULT CONTROLS**

### The state of the s KEYBOARD

CONTINOLLLIN			
Start Button	Display the Pause Menu	Pause - Break	
D-Pad <b></b>	Move Forward	Arrow Key 1/2/2/2/2/2/2/2/2/2/2/2/2/2/2/2/2/2/2/2	
D-Pad <b>→</b>	Move Right	Arrow Key   → / Number Pad 6	
D-Pad ₹	Move Backward	Arrow Key ♥/Number Pad 2	ů.
D-Pad 🗲	Move Left	Arrow Key <-/Number Pad 4	***
Trigger <b>L</b>	Rotate View Left	S	
Trigger R	Rotate View Right		***
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	Figure 1	
Analog Thumb Pad ▼	Rotate View Down	D	
Analog Thumb Pad 4	Rotate View Left	S	

To soft-reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the Ø, Ø, Ø 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

CONTR	ROLLER	В		D	KEYBOARD	₽ B
	UP	Look Up	Look Up	Look Up		Look Up
Analog	RIGHT	Look Right	Look Right	Look Right		Look Right
Thumb Pad	DOWN	Look Down	Look Down	Look Down		Look Down
	LEFT	Look Left	Look Left	Look-Left · · · ·		Look Left
	+ 3	Move Forward		Toggle Weapon		Move Forward
D Dod		Ten -	Move Right		D	Move Backward
D-Pad	.0.₹	Move Backward	- 9	Toggle:View::::	s	Move Left
•	~~•		Move Left			Move Right
TRIGO	SER R	Move Right	Move Forward	Fire Weapon	SPACE	Fire Weapon
TRIG	SER 🗓	Move Left	Move Backward	Jump.	Z	Jump
<b>⊘</b> BU	TTON		Fire Weapon	Move Backward	C	Toggle Weapon
<b>©</b> BU	TTON	Jump.	Jump	Move Right	TAB	Toggle View
· Ø BU	TTON	Toggle Weapon	Toggle Weapon	Move Left		and I
Ø BU	TTON	Toggle View	Toggle View	Move Forward		

### SUB-DEVICE

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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.

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<b>TYPE</b>	Α	∵В∵	···C·	Ď	::E:	F	G	Н	I	J	K	L
Fire Weapon	L	L	R	R	S	S	L	L		R	R	
:: Jump	R	S		S		R	R		L	L		R
Toggle Weapon	S	R	S	L	R	L		R	R		L	L
:							S	S	S	S	S	S
≟ Left Click		S	= Sid	e Clicl	k	: K	= Ri	ight C	lick			

### **GAME DISPLAY**

### 1 PLAYER MODE



..... .... ....

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### POINTS

The current number of points earned.

REMAINING OPPONENTS

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

#### 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.

#### **6** TIME

The allotted time remaining. A session will end when Shoot the next enemy before this gauge turns to this reaches zero if the mission objectives are not completed.

### G RADAR MAP

Shows the position of your opporients (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:

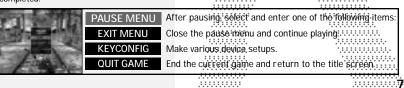
WEAPON & AMMO

Indicates the weapon currently in use and amount: of ammorremaining..... 

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When an enemy is shot, this gauge turns to green. earn combo points.



### **GAME DISPLAY**

### ....... VS MODE

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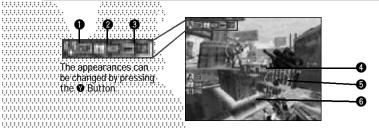
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• POINTS

The current number of points earned.

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:

• WEAPON & AMMO

: Indicates the weapon: currently in use and amount: of ammoremalning.....

#### TIME

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

OPPONENT CURSOR

Appears on an opponent when in range:.... .**6**:SIGH∓......

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.

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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) por ted 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.



**PLAYER SETUP** 

COLOR

Use **←** to select a color.

WEAPON 1, 2 AND 3

Use ★▼ to select a weapon and ◆ to select a weapon type.

Select to change the identifying color or

weapon settings of your character.

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.



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

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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 comple te 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 to four-player mode to participate in battles where it's every player for themselves or divided into themselves or divided into the selection of the 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.

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.

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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:.....



GAME MODES



ONE PLAYER



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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.



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

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CHANGE STAGE Opt to reselect the s tage only.

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

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CHANGE RULES Opt to modify the battle rules.

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Exit the versus mode and return to the fittle screen.

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### 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 1-800-500-8946.

### 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 fur ther: Once the setting is made, it will not be recognized until you exit the mode.

#### CONNECTING ONLINE

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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



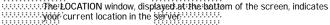
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#### CAUTION

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 (4) to enter:



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#### 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 has taken place inside the server (players' entrance to/exit from the lobby/room, chat messages, etc.) will be displayed. Press 19 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 @ 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. 1.4 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.

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Leave this Lobby

Leave the current lobby.

Logout

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

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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 1 to return to the LOBBY MENU without creating a room (cancel).

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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).

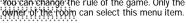
#### INSIDE THE ROOM

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.



You can change the rule of the game. Only the



Start game Player Settings Team Select

Room chat

Show room members Leave this room

Logout

Start the battle. Only the owner of the room can select this menu item.

'You can change the character to be used.

Select the team. This menu item is available only when the TEAM BATTLE feature is enabled by the room owner.

As in Lobby chat; use to communicate with others in the room.

Displays a list of members in the room in the OPERATION LOG window.

Leave from the room to the lobby.

......

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

### GAME MODES

### MISSION MODE

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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 QK.





This emblem indicates that a mission is complete.

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 PLAYERSETUP: 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. 100000

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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 and return to mission mode selection screen. 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 of Flame Thrower. Meeting certain requirements in arcade or mission mode play will unlock new character types and weapons for use here.

### CHARACTER SELECTION SCREEN



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files available for editing and then press enter.



Next, use ◆ to select a character type from the available options and then press enter. ......



#### PLAYERSETUP

Use 🖚 to select three alphanumeric characters to identify your character.

to select a color. Then press \$........

### WEAPON SETTING

......Use 🌦 to select a weapon catagory (1,2 and 3) to select a weapon type.

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### **OPTIONS**

**EXIT** 

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........... 1,1,1,1,1,1,1,1,1,1

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



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ITEM	EXPLANATION
SAVE TYPE	Set the data save method to AUTO or MANUAL.
AUDIO	Set the sound output ro. STEREO or MONO.
SAVE	Select to manually save the correct 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.

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

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### **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 of your action. Press • to overwrite, and • to cancel it 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 whe ther 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 ▲ to select menu item, and \* to change the value.

**BGM TEST** SE PACK

Listen to the background music.

Select the pack number of the sound effects. :Listen to the sound effects of the selected pack.

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Adjust the volume setting for the background music. Adjust the volume setting for the sound effects.

SE VOLUME

For BGM TEST and SE TEST, press to play the selected music or the sound effect.

To return to the Options Menu screen; press 6 ....



**OPTIONS** 33333

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### VIBRATION

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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 

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 (a) to complete.

If all parameters are completed, select SAVE TO FLASH to save them to the onboard memory. 





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### **ITEMS**

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









**AMMO** 

Grab this item to ..... This will absorb damage increase your animo inflicted until the armor strength gauge by a set by 5 rounds. gauge (appears above the strength gauge) .....runs.out. 

This will replenish your amount.

This item will enhance your aim, attack power and speed for a set amount of time.

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THERMOGRAPHY

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



:These goggles enable .......Grab this to increase :you to see at night as if it were day.



your time limit by five seconds (only available in the 1P modes).



SNIPER'S RIFLE FLAME THROWER .....Can dispose of an

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



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



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

....again to fire. Note: Thermography appears with green fenses; Noctovision with blue.

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the zoom sight and

Press fire to activate

# CHARACTERS From speed of movement to weapon efficiency, JAY offers the most balanced range of skills. 0000 000000000000 Nationality: British Gender: Male Date of Birth: Apr. 13, 1972 Height: 5'9" Weight: 165 lbs.

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### **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: 10000000

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### **CHARACTERS**

### **ALAIN CIEL**



### ...... **WEAPONS**

1,1,1,1,1,1,1,1,1

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### 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. 22

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### **CHARACTERS** 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.



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### **WEAPONS**

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### 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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### **CHARACTERS**

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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...

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

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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 strating 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 guadruple 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 Gunifor 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.

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### **Avoiding Rockets**

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

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## **CREDITS**

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

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### **NOTES**

