

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 **◆** to enter. For details on the modes available, refer to the corresponding page numbers listed here.



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NETWORK BATTLE	12
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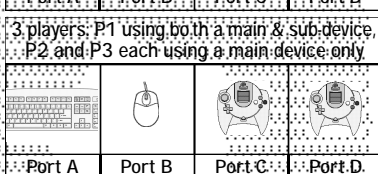
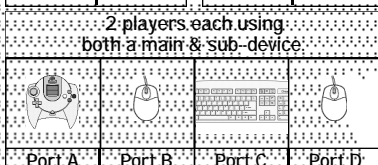
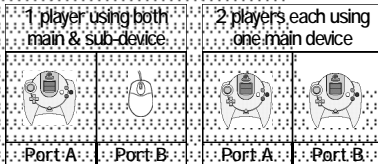
CAUTION

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

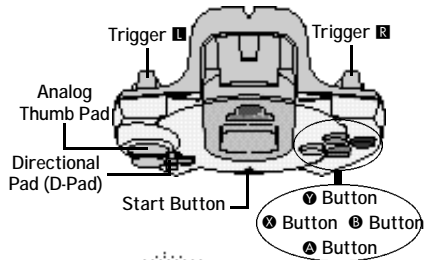
Outrigger is a one to four player game OFFLINE (and 1-6 players ONLINE) that can be played using either the Dreamcast Controller or Keyboard as a main device. Connect the device to be used by each player to a corresponding Control Port A, B, C or D.

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

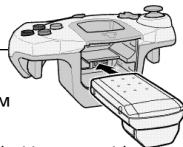


DREAMCAST KEYBOARD



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



CONTROLLER

D-Pad	Select
A Button	Enter
B Button	Cancel

Arrow Keys	Enter Key
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

Start Button	Display the Pause Menu
D-Pad ↑	Move Forward
D-Pad →	Move Right
D-Pad ↓	Move Backward
D-Pad ←	Move Left
Trigger L	Rotate View Left
Trigger R	Rotate View Right
B Button	Jump
Y Button	Toggle View
A Button	Fire Weapon
X Button	Toggle Weapon
Analog Thumb Pad ↑	Rotate View Upward
Analog Thumb Pad →	Rotate View Right
Analog Thumb Pad ↓	Rotate View Down
Analog Thumb Pad ←	Rotate View Left

DEFAULT CONTROLS



KEYBOARD

Pause - Break
Arrow Key ↑/Number Pad 8
Arrow Key →/Number Pad 6
Arrow Key ↓/Number Pad 2
Arrow Key ←/Number Pad 4
S
F
Z/Delete
Tab/Insert
Space/Pagedown
C/End
E
F
D
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.

	B	C	D	KEYBOARD	B
Analog Thumb Pad	UP: Look Up	Look Up	Look Up	↑: Look Up	Look Up
	RIGHT: Look Right	Look Right	Look Right	→: Look Right	Look Right
	DOWN: Look Down	Look Down	Look Down	↓: Look Down	Look Down
	LEFT: Look Left	Look Left	Look Left	←: Look Left	Look Left
	▲: Move Forward	---	Toggle Weapon	E: Move Forward	Move Forward
	---	Move Right	---	D: Move Backward	Move Backward
D-Pad	▼: Move Backward	---	Toggle View	S: Move Left	Move Left
	---	Move Left	---	F: Move Right	Move Right
TRIGGER R	Move Right	Move Forward	Fire Weapon	SPACE: Fire Weapon	Fire Weapon
TRIGGER L	Move Left	Move Backward	Jump	Z: Jump	Jump
▲ BUTTON	Fire Weapon	Fire Weapon	Move Backward	C: Toggle Weapon	Toggle Weapon
○ BUTTON	Jump	Jump	Move Right	TAB: Toggle View	Toggle View
○ BUTTON	Toggle Weapon	Toggle Weapon	Move Left	---	---
○ BUTTON	Toggle View	Toggle View	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	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

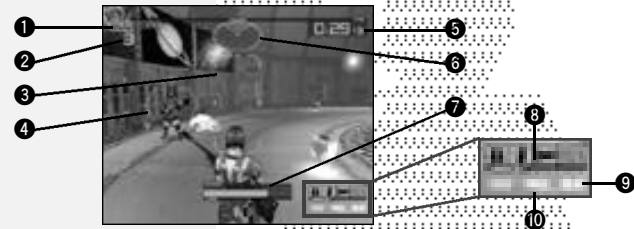
L = Left Click

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 Modes 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.

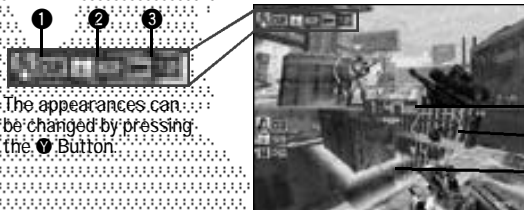
9 TOTAL ELAPSED TIME

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

	PAUSE MENU	After pausing, select and enter one of the following items:
	EXIT MENU	Close the pause menu and continue playing.
	KEYCONFIG	Make various device setups.
	QUIT GAME	End the current game and return to the title screen.

GAME DISPLAY

VS MODE



1 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.

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.



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 \blacktriangleleft / \blacktriangleright 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 \blacktriangleleft / \blacktriangleright to select a group (Team) and enter your selection. This item is only available when the **TEAM BATTLE** feature is enabled.



Use \blacktriangleleft / \blacktriangleright 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



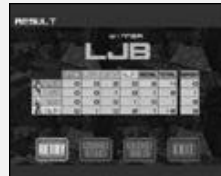
TWO PLAYERS



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.

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 further. Once the setting is made, it will not be recognized until you exit the mode.

CONNECTING ONLINE

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



CAUTION

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

ENTERING A LOBBY

Once you are in the server, a SERVER MENU window will be displayed. Use **▲▼** to select the menu item, and press **○** to enter. When you select Join a lobby, a list of available lobbies will be displayed. Use **▲▼** to select the lobby to enter, and press **○** to enter.

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



GAME MODES

INSIDE THE LOBBY

Inside the lobby, two windows will be displayed: LOBBY MENU window and OPERATION LOG window. On the LOBBY MENU window, a list of menu items (commands you can perform in the lobby) will be displayed. On the OPERATION LOG window, the actions that 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.

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 **B** 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 **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.



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.



PLAYERSETUP

Use ◀▶ to select three alphanumeric characters to identify your character.

COLOR

Use ◀▶ to select a color. Then press ▼.

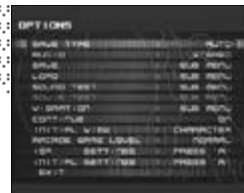
WEAPON SETTING

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 **▲▼◀▶** 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 return 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 **▲▼** 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.

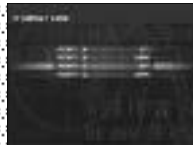
SE VOLUME Adjust the volume setting for the sound effects.

For **BGM TEST** and **SE TEST**, press **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 **▲▼** 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 **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 **◀▶** to select the numeral, and press **A** 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.



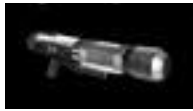
FLAME THROWER

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



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 fire power, 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:	171lbs.

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 fire power, 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.

CHARACTERS

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 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 Outrigger. Credits for the original development staff of the game are listed in the credits of the game itself.

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CREDITS

NOTES