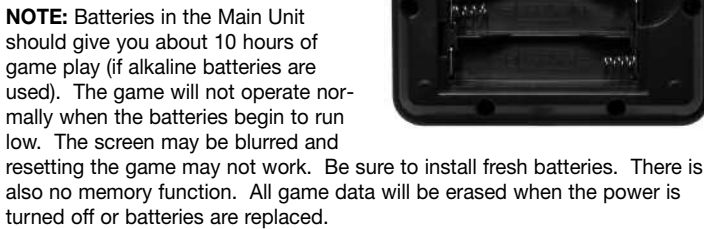


A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Get ready for the wildest drive of your life. Five incredible cross-country races take you through some of the most impressive sights – and the most treacherous roads – in the world. You'll travel at speeds that will test the limits of your skills, reflexes...and nerve. A sound racing strategy can also mean the difference between a disastrous crash and setting a new world speed record.

On the back of the main unit, loosen the screw on the battery compartment and insert four (4) "AA" (LR6) batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.



**NOTE:** To connect Outrun 2019 directly to a TV, the TV must be equipped with audio and video input jacks. They are commonly found on the front of the TV near the contrast, color, and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

If your TV does not have audio and video input jacks, you may connect Outrun 2019 through a VCR connected to your TV.

To connect Outrun 2019 to your VCR, insert the yellow video plug from the Main Unit into the video-in (yellow) jack on your VCR, the white audio plug into the left audio-in (white) jack. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

The diagram illustrates the components of the Sega Genesis system. At the top, two views of the Sega Genesis controller are shown. The left view is a front-left perspective with labels: 'A Button' pointing to the top button, 'B Button' pointing to the button below it, 'Start' pointing to the small button on the left grip, and 'Directional Pad' pointing to the central four-way pad. The right view is a front-right perspective with a label: 'C Button' pointing to the top button. Below the controllers is the Sega Genesis console. A label 'Power' points to the power button located on the front panel, just below the 'SEGA GENESIS' logo.

Press the **START BUTTON** at any time during the race to stop the action. In the **STATUS WINDOW** of the game screen, you'll be asked whether or not you want to retire from the race. If you want to continue racing, use the **STEERING WHEEL** to select **NO** and press the **START BUTTON**. If you select **YES**, the game ends.

STAGES  
STAGE 1: METROPOLIS



Race along perilous elevated bridges and through underground tunnels. Watch for road construction along the way.

STAGE 2: TEMPLES AND RUINS



You'll drive past some of the most impressive sites in the world, but there will be no time to look at the scenery. Rally on a challenging dirt course. Rolling hills wreak havoc, while poor visibility and several sharp curves will have you standing on the brake. The road is out in several spots. Tall trees and stone blocks and columns loom on either side of the course, and deep pits will swallow any car that strays from the track.

STAGE 3: AROUND THE WORLD



Heavy traffic and tight corners make passing through this course a challenge. If you have enough boost, you can try jumping onto fragments of elevated highway.

STAGE 4: INTO THE SUNSET



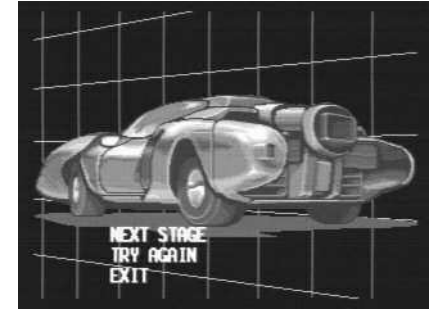
Heavy construction undulating pavement and plenty of obstacles make this stage a challenging roller coaster ride!

COMPLETING A STAGE



After you complete the final route of a given stage, you'll see a chart showing your time for each route you've taken, then your final time. Your position in the chart shows how your time compares to the times for previous races.

You'll then see a menu screen with three choices: move on to the next stage, try the same stage again for a better time, or exit the game. Make your choice with the DIRECTIONAL PAD BUTTON and then press BUTTON A, B, C or the START BUTTON.



If you fail to complete a route in time and are forced to retire from a race, you'll see your running time for each route you had completed. Then you will have the choice of trying that stage again, or exiting the game.

MUSIC SELECT



Once you complete a stage or retire from a race, select TRY AGAIN from the MAIN MENU SCREEN that follows and press BUTTONS A, B and C at the same time. You will then see a MUSIC SELECT SCREEN where you can select the background music you want to hear while racing the next stage. Press the DIRECTIONAL PAD BUTTON up or down until the title you want is highlighted in yellow, then press BUTTON A, B or C.

HIGHWAY HINTS

- Use your BRAKE. The driver who never lets off the ACCELERATOR runs off the road a lot.
- For best results at high speeds, try to straighten out the corners by driving in as straight a line as possible while staying on the road. Or use your BRAKE to cut to the inside of a turn, and then ACCELERATE during the turn.
- Learn the trouble spots of each stage and plan your routes accordingly.
- Use your booster rocket wisely. Try to calculate the timing of you boosts accordingly to the track layout.

TROUBLE SHOOTING  
TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Output:

-Voltage: 6 Volts DC  
  
-Current: 300 mA (minimum)  
Polarity: Negative Center  
Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.  
AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- The unit may malfunction when there is a radio interference on the power line. The unit will revert to normal operation when the interference stops.
- Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.

- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

**IMPORTANT:** Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed in the U.S. by:  
**RADICA U.S. Ltd.**  
13628-A Beta Road  
Dallas, TX 75244-4510



**RADICA®**  
PLAY TV IS A REGISTERED TRADEMARK  
OF RADICA GAMES LTD.  
©2004 RADICA GAMES LTD.  
PRODUCT SHAPE™  
ALL RIGHTS RESERVED

Street Fighter® II' Special Champion Edition & © 1991, 2005  
CAPCOM U.S.A., INC. All Rights Reserved.

Ghouls'n Ghosts™ & © 1988, 2005 CAPCOM CO., LTD.  
All Rights Reserved.

Reprogrammed Game ©SEGA CORPORATION, 1989 All Rights Reserved.

SEGA and the Sega Logo are either registered trademarks or trademarks of Sega Corporation.  
Manufactured and distributed by Radica under license by Sega Toys.