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SEGA
GENESIS
16-BIT CARTRIDGE

OUT OF THIS WORLD™



INSTRUCTION MANUAL





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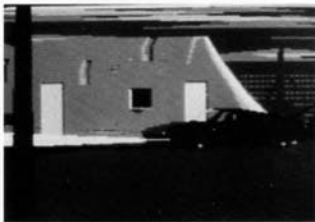
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The Story of Lester Knight Chaykin

Lester Knight Chaykin jumped into his black Ferrari and sped toward the laboratory. All he wanted was to get to his experiment as quickly as possible. If the changes he had been mulling over all day worked . . . it was almost too much to consider. Ominous clouds and the crackling of a not-so-distant electrical storm filled his ears as he drove. So intent was he on his aims that he hardly noticed. He should have.



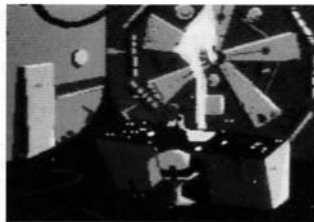
Chaykin sped toward the lab in his black Ferrari.

Any thoughts of the brewing storm were soon forgotten once Lester stepped into the quiet of the elevator. His slow descent into the lab only built his excitement. Spending some time away from the experiment had given him a better understanding of his previous errors and Lester was sure that his new particle acceleration experiment would be perfect this time.

Impatiently, Lester waited to gain security access to the lab. While the computer slowly matched his DNA, he reviewed once more exactly what he would do. Shuffling through the pizza boxes and other debris that line the floor of his office, he flipped on his computer and quickly typed in his password. After entering the parameters for his new experiment, he sat back and waited as he had done hundreds of times before. Lester cracked a soda while the

computer chugged away with the test. So many hours had gone into this project. Had he finally made a breakthrough? Any minute he would know.

Meanwhile, unbeknownst to Lester, the storm had continued to grow. Closer rolled the black clouds, brighter grew the flicker of lightning until suddenly, . . . SNAP! While Lester sat watching his experiment run to perfection, the sky unleashed a tremendous bolt of lightning, slashing through the night air and hitting the laboratory with deadly accuracy. Just as the computer activated the accelerator, the lightning found its way into the system with almost willful precision. Hitting the end of the accelerator the bolt exploded through the wall and struck the very spot where Lester sat. It coiled around him like a python until a massive charge had built. Detonating in a brilliant flash of light, only an empty space was left where Lester used to be.



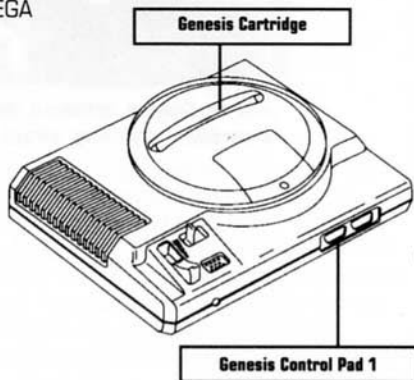
Just as Chaykin activated the experiment lightning struck.



Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in the control pad.
(OUT OF THIS WORLD is a one player game.)
2. Make sure the power switch is OFF. Insert the **OUT OF THIS WORLD** cartridge into the console with the label facing towards you and press it down firmly into the cartridge slot.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press Start when the title screen appears.

Important: If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and that the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



Take Control!

Genesis Control Pad



- A - Kick/Fire gun (you can only fire if stationary)
- B - Holding down this button and pushing the directional pad left or right will make character run (you can only start running if you are already moving)
- C - Jump

Directional Pad

- Pushing right - Will make character walk to right
- Pushing left - Will make character walk to left
- Pushing up - Will move character up
- Pushing down - Will make character crouch

Save Codes

At certain points in the game, you will be given a code when you lose. You can use this code at any time to return to that particular part of the game and continue playing. To do so, press the START button and enter the letters you have been given. Use the directional pad to move the cursor across the letters. Select the letter by pressing the B button. Select OK when you have entered the code. The game will restart immediately at the stage corresponding to the code you have put in. This system allows you to make progress in the game without having to completely restart it each time you lose.

First Scene Walkthrough

WARNING!!!

**THIS SECTION CONTAINS
HINTS THAT GIVE AWAY PARTS
OF THE GAME.**

**ONLY READ THIS SECTION IF
YOUR ARE STUCK!**

Press up on the directional pad when entering the water to swim to the surface. Once you get to the surface, walk to the right to the next screen. Hostile leeches will fall from the ceiling. You must attack them by kicking to squish them. You can also duck and attack at the same time to squish a leech that is too far away from you. Be careful not to let any land on you.



Once you swim to the surface, walk to the right.

After squishing all the leeches on the second screen, walk to the next screen to the right. There will be many more leeches to squish. You must squish all leeches on these two screens before proceeding to the next screen to the right.

After entering the fourth screen, walk to the right until the beast attacks. As soon as you see him, move to the left and press the attack button. This will make your player run away. Keep running to the left until you get to the screen with the hanging vine. Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment you land start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem . .

Hints

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF THEM APPLY IN YOUR SITUATION.

- Make sure that you do not forget to find and pick up your gun.
- Do not leave your buddy behind.
- There are more ways to kill guards than just shooting them.
- Before leaving the underground city make sure that you save your buddy.
- It is not ALWAYS wise to shoot the guards.
- Deactivate all power circuits.
- You can make a force field with your gun by holding the button for a short time and then releasing it.
- You make a super shot by holding down the button for a longer period of time.



There are more ways to kill guards than just shooting them.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:

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.

Credits

Design	Eric Chahi
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Genesis Programmer	Mike Burton
Executive Producer	Stephen Clarke-Willson
Interplay Productions Producer	Alan Pavlish
Virgin Games, Inc. Producer	Erik Yeo
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Quality Assurance Team	Noah Tool, Justin Norr, Danny Lewis, Mike Glosecki, Eugene Martin, Tommy Hulett
Manual By	Robin Kausch

Thanks to: Jesus Martinez, Daniel Morais, Frederic Savoie,
Cecile Chahi, Philippe Delamarre, Philippe Ulrich, Sebastien
Berthet, Pierre Gousseau, Bill Heineman

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Japan No. 82-205605 (Pending)