OutRun2006
Coast 2 Coast

SAN FRANCISCO
NEW YORK

SEGA

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.
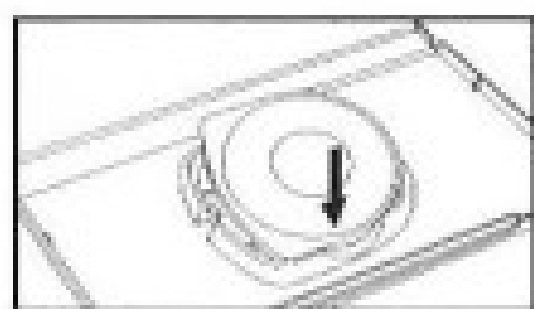
Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.
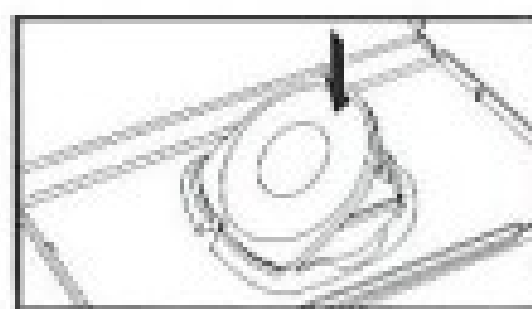
Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

3+ **7+** **12+** **16+** **18+**

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-
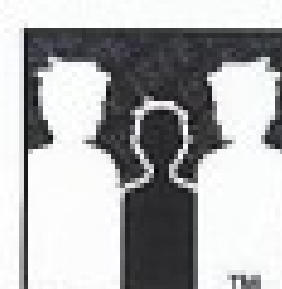
VIOLENCE   BAD LANGUAGE   FEAR   SEXUAL CONTENT   DRUGS   DISCRIMINATION

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

OutRun2006
Coast 2 Coast

Thank you for purchasing OutRun™ 2006: Coast 2 Coast. Please note that this software is designed only for use with the PSP™ system. Be sure to read this instruction manual thoroughly before you start the game.
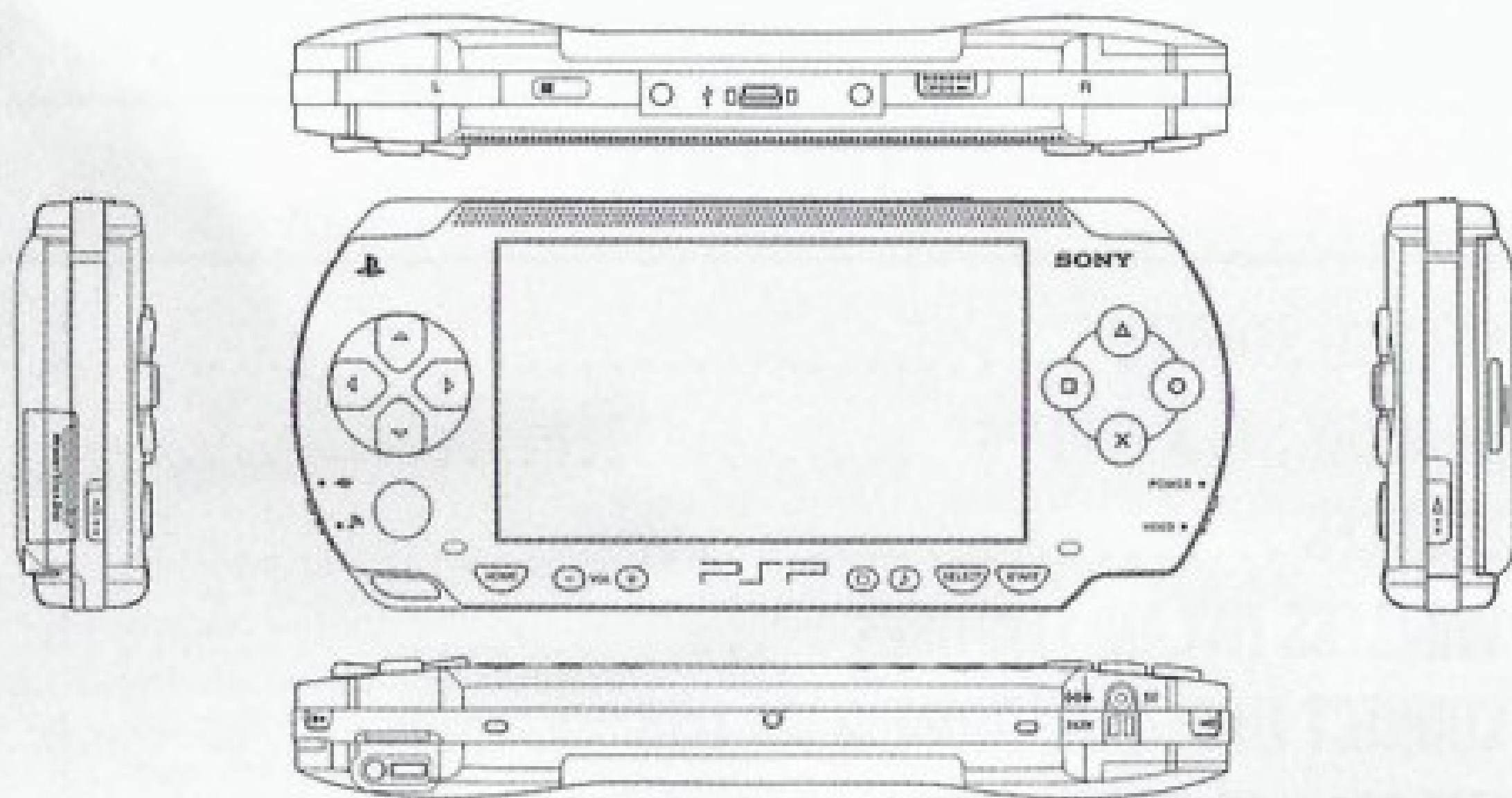
OutRun™2006 Coast 2 Coast

CONTENTS

GETTING STARTED

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the OutRun™ 2006: Coast 2 Coast disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the 🎮 icon from the Home Menu and then select the ⊙ icon. An image of the software will be displayed. Select the image and press the ⊗ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save a game, insert a Memory Stick Duo™ into your PSP™ system before you start the game. The game requires up to 1600KB free space to save game data and settings.

Note that OutRun™ 2006: Coast 2 Coast utilises an Autosave system, so inserting a different Memory Stick Duo™ after the game has started may result in it being overwritten. Follow on-screen prompts to save your data.

When Game Data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Do not switch the power OFF or remove the Memory Stick Duo™ while Game Data is being saved or loaded.

Your licence is where you will store your current settings and progress through the game. The first time you play the game, you will be asked to create a licence. Subsequently, the game automatically loads the last licence selected or you can select to load a different licence from the Licence Select screen. You can save multiple licences, so different players can all save their progress.

THE LICENCE SELECT SCREEN

On the Licence Select screen you will be able to use ← and → to scroll through all the available licences. At the end of the list, there will be a blank licence (up to a maximum of four), which you can select should you need to create any new licences. From this screen you can:

SELECT A LICENCE

This will load in all the settings and progress relating to the licence you have selected.

Create a Licence

When creating a licence you will be asked to enter the following information:

Enter name

Pressing ⊗ on this option will display the name entry keyboard. Use these characters to enter your name which needs to be at least 6 characters long.

SELECT NATIONALITY

Choose your nationality by highlighting the appropriate flag and pressing ⊗.

SELECT STARSIGN

Highlight your starsign and press ⊗ to display it on your licence.

DONE

Select this option when you are happy with all the information you have entered.

EDIT A LICENSE

Select this option to edit the information on your licence.

DELETE A LICENCE

Should you need to delete any of your licences, choose this option and press ⊗ to confirm.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

This title supports English, French, German, Spanish and Italian languages. Please choose your preferable language from the system settings on the PSP™ system before commencing play.

The communications function of this product includes software designed by the NetBSD Foundation Inc. and its contributors. For a complete list of contributors please see http://www.scei.co.jp/psp-license/pspnet.txt.

PLAYING THROUGH A ROUTER / FIREWALL

In order to host or join an OutRun2006: Coast 2 Coast Online network game with a router with NAT (Network Address Translation) or through a firewall, you may need to enable PORT FORWARDING. You will need to Forward UDP port 3658 to the IP address assigned to your PSP™ system. Please consult your Router documentation for further details.

You may need to give your PSP™ system a fixed IP address for PORT FORWARDING to work, as the IP address may change if is automatically assigned by your router. Please consult your PSP™ system documentation for further details on how to set a manual IP address.

If you own both the PSP™ system and PlayStation®2 versions of the game, you can transfer a licence across to the PlayStation®2 to play on the big screen!

Once your licence is sent, you will notice a Yin-Yang icon on it. You can continue to play the game on either platform, earning miles and unlocking content. At any point you can then merge the licences, selecting to send your miles to or from the PlayStation®2.

Special bonus content can also be unlocked via this method!

To use this option first ensure you have a memory card(8MB)(for PlayStation®2) in the PlayStation®2, and a Memory Stick Duo™ inserted in the PSP™ system.

Connect your PSP to your PlayStation®2 with a USB cable. Select the 'USB Link-up' on the both systems. Once connected, all operations are conducted via the PlayStation®2.

If you've not yet transferred a licence, pick the licence you wish to copy across. You can tell if a licence is on the PlayStation®2 or PSP by an icon in the lower right corner of the licence. Licences may be copied in either direction.

Once a licence has been copied, it will have a Yin-Yang symbol. Whilst connected you can then choose to merge the progress on these licences, whilst transferring all miles to either the PlayStation®2, or PSP.

Once you have finished transferring or merging licences, you can exit the connection by pressing △ on the PlayStation®2.

ONLINE OUTRUN

CONNECTING

You will need to set up an Infrastructure connection on the PSP™ system. Please see the PSP™ system manual for details on how to do this.
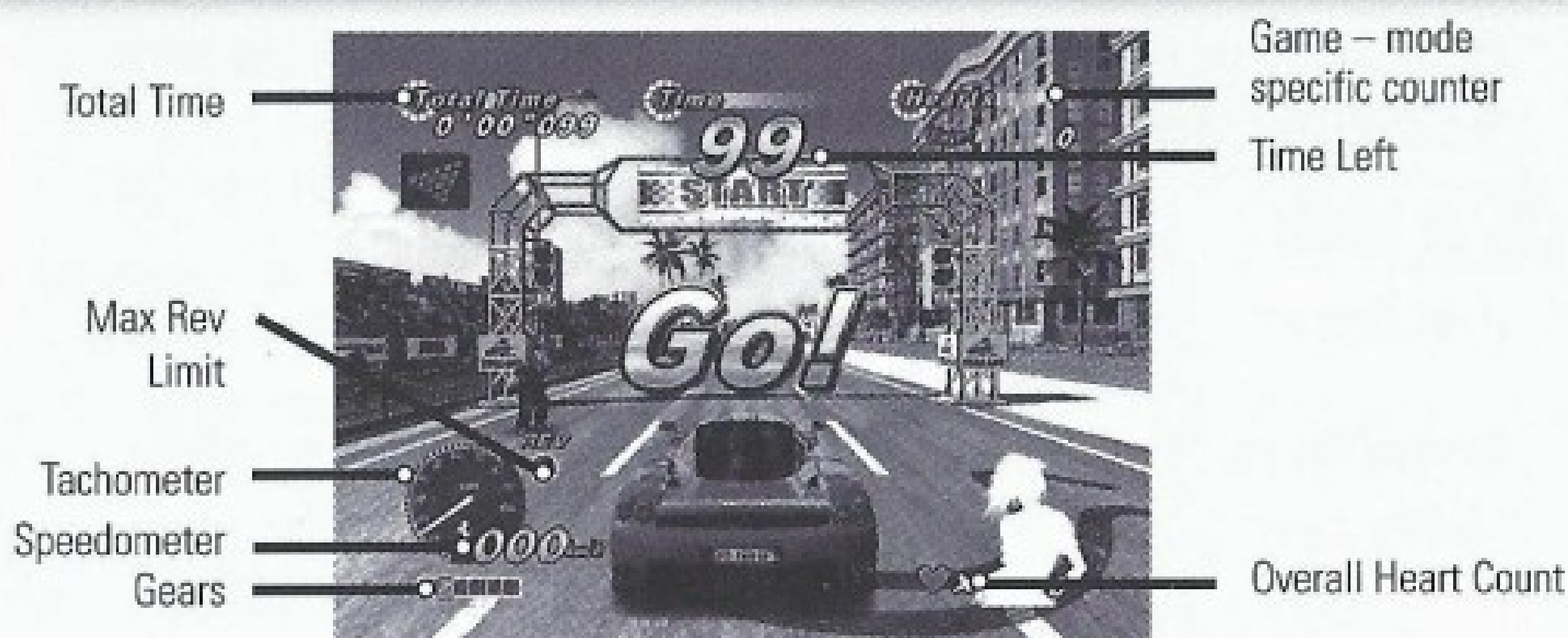
Drive the American dream. Push Ferraris to their limits as you race from coast to glorious coast across America, taking in the sights and racking up your OutRun miles!

CONTROLS

MENU CONTROLS	
DIRECTIONAL BUTTONS OR ANALOG STICK	Navigate through menu options / adjust settings
⊗ **BUTTON / START**	Select / confirm changes
◎ **BUTTON**	Back / return without saving changes
▢ **BUTTON**	Sign in / Friends
△ **BUTTON**	Access Licence Select screen

RACE CONTROLS	
⬅ / ➡ **OR ANALOG STICK**	Steer Left / Right
⊗ **BUTTON**	Accelerate
▢ **BUTTON**	Brake
△ **BUTTON**	Change camera angle
▢L▢ **BUTTON**	Gear Down
▢R▢ **BUTTON**	Gear Up
START BUTTON	Pause Menu

Total Time

Game – mode specific counter

Time Left

Max Rev Limit

Tachometer

Speedometer

Gears

Overall Heart Count

PAUSE MENU

Pressing **START BUTTON** when in game will take you to the Pause Menu, which consists of the following options:

RETURN TO GAME
End pause mode and continue racing.

RETRY
Return to the start of the race and try again.

QUIT
End the game and return to the Main Menu.

SETTINGS
Make changes to various in game options:

Auto Save	Turn auto save function On / Off.
Speedometer	Display your in game speed as Miles Per Hour or Kilometres Per Hour.
Display Ghost	Choose whether or not you wish to see best Car times represented on the track by "ghost cars".

CONTROLS
Choose from different control layouts and adjust control sensitivity.

AUDIO OPTIONS
Adjust sound and music volume levels.

Once you have created your licence, you will be taken to the Main Menu to select your game mode.

MAIN MENU

Just Drive   Select this to get a randomly selected mode to jump right in.

Single Player   Choose from one of the single player modes.

Multiplayer   Go online and choose one of the currently available games, but first you must ensure you are connected!

OutRun2SP   Play the Arcade version of OutRun2SP.

Rankings   Compare your best times.

Options   Adjust your games settings, controller configuration, audio options and load data.

SINGLE PLAYER MENU

Select one of the Single Player games from the menu:

Once you have selected your chosen game, you will be asked to choose your course from either OutRun2 or OutRun2SP tracks. You will then be asked to select your car.

COAST 2 COAST

Race and Heart Attack mode from Coast 2 Coast!

Drive from coast to coast, beating rivals and completing tasks along the way.

OUTRUN

Reach the goal with your girlfriend!

Choose your path from the various routes between you and the goal. Hit the checkpoints to extend your time and reach the goal before the timer hits zero. You can select OutRun2 or OutRun2SP tracks for this mode.

HEART ATTACK

Try to meet your girlfriend's demands!

Show off your driving skills to win their heart. The better you are, the more hearts you will be given. Fill your meter with hearts to pass the tasks. You can select OutRun2 or OutRun2SP tracks for this mode.

TIME ATTACK

Drive and challenge the course records!

Compete against the clock or ghost cars to improve your best time and driving techniques. You can select OutRun2 or OutRun2SP tracks for this mode. When you finish a lap, you will be given the choice to

retry or exit by choosing the left or right route at the junction. If retry is chosen, you will cross the starting line at top speed giving you the advantage of a rolling lap.

SHOWROOM

Buy new items here!

Use the OutRun miles you have accumulated in game to gain access to more cars, upgrades, music and extras.

MULTIPLAYER MENU

This is multiplayer OutRun for up to 6 players. You can play OutRun using Wireless or Online.

WIRELESS

Wireless play allows you to play against other PSP via Adhoc connection. You need to be in range of the other players to play via this method.

ONLINE

Online OutRun played against players all over the world! Compete and race over your internet connection. The first time you play you will need to create an online account to connect with. This is done via the Account entry screen.

Don't Sign In	Cancels connecting to the Internet.
Accounts	Lists all the currently available accounts.
Register New Account	Create an online account by entering a new name and password.
Login to Account	Log in to an existing account by entering your name and password.

Once you have created an account, the details will be saved.

GAME MODES

Once you have selected which method of multiplayer you want, you can then choose from the following Multiplayer modes.

QUICK GAME

Find a join any available session from around the World.

CUSTOM GAME

Choose the settings of a game you wish to join and you will be matched with the relevant hosts (see Multiplayer Settings section for details).

CREATE GAME

Start your own multiplayer game. Choose the settings of the game you wish to host and wait for players to join your session (See Multiplayer Settings section for details).

MULTIPLAYER SETTINGS

You can set the following settings when creating a Multiplayer game, or seaching for one via CUSTOM GAME.

Ranking	Choose between Ranked Match and Non-ranked Match.
Nationality	Set the Nationality of the game you are hosting or wish to join.
Lobby name	Enter the name for your lobby.
Max Players	Set the maximum number of players able to join your lobby.
Friends slots	Set how many slots are reserved for invited friends.
Course Type	Select one of the following settings: OutRun, Goal and 15 Course Continuous.
Car Settings	Choose between either OutRun2 or OutRun2SP.
Car Class	Allows the players to have Free Select or only choose cars from Novice, Intermediate, Professional or OutRun categories.
Catch-up	This option gives more speed to cars that are trailing, and reduces the speed of the cars that are in the lead. This can be turned on or off.
Collision	This turns the collision with other cars on or off.

LOBBY SCREEN

Once you join a game, you can adjust various settings through selections on-screen. If you are adjusting your settings, the other players will see an icon on their screens to show you are not ready.

CAR SETTINGS

Car	Choose the car you want to race in.
Transmission	Opt for Automatic or Manual transmission.
Colour	Pick a colour for your car.
Radio	Select the music to be played during the race.

If you created the game, then you also have additional options:

GAME SETTINGS

Adjust the settings for the kind of race everyone will play.

RANDOMISE

Changes the default race settings to random selections.

START GAME

When everyone is ready, select this option to begin the game.

PLAYER RANKING

You will get a ranking by playing online, calculated by the ELO ranking formula. In essence this system gives you a better ranking by beating higher ranked opponents.

THE CARS

Choose the Ferrari you want from those available, and get driving! Use ← → to toggle between cars, ☐ to change colour and ⊗ to confirm. Some cars will be unavailable until they have been bought from the showroom.

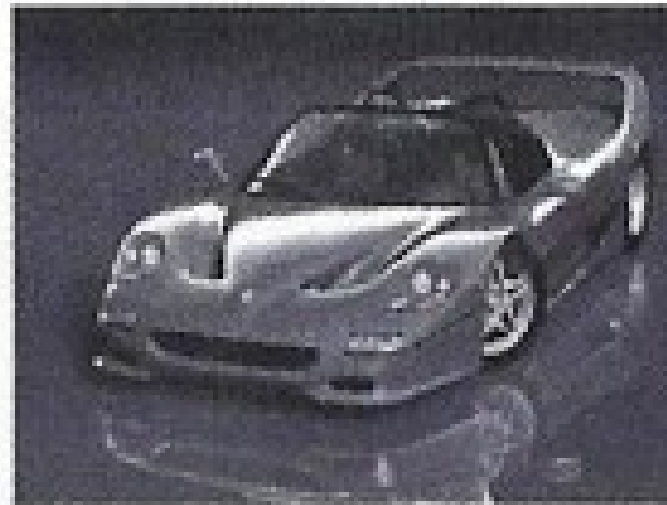## DINO 246 GTS & 365 GTS 4 (DAYTONA)

(NOVICE)

Acceleration ********
Handling ********
Top Speed ******

F50 & 360 SPIDER

(INTERMEDIATE A)

Acceleration ******
Handling ********
Top Speed *********

TESTAROSSA & 288 GTO

(INTERMEDIATE B)

Acceleration *********
Handling *******
Top Speed *********
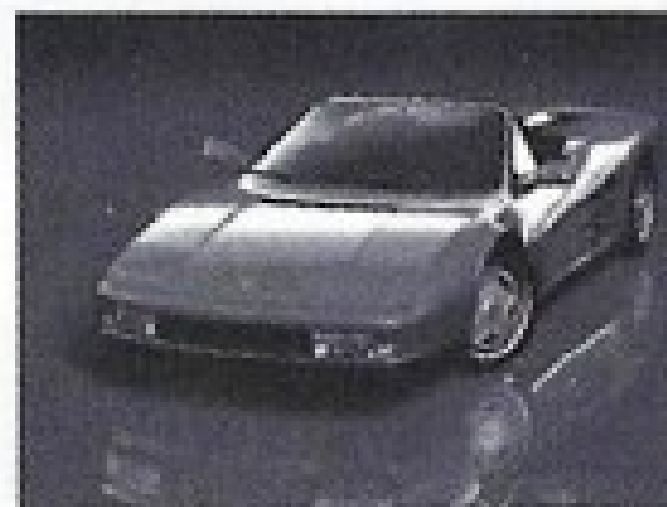
ENZO FERRARI & F40

(PROFESSIONAL)

Acceleration ********
Handling ******
Top Speed **********
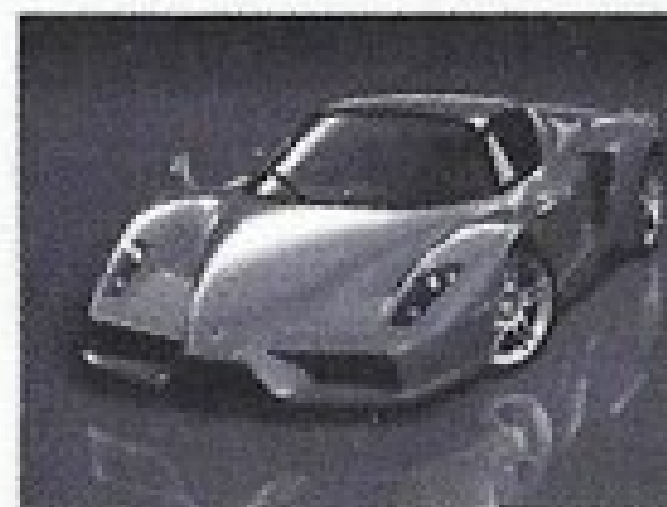
DRIFTING

As you approach a sharp corner, release the gas and immediately pull the brake. Now, quickly steer sharply into the turn and apply the gas again. Use ⬅ and ➡ to tame the drift.

When using Manual transmission, shift down a gear just before the turn, then immediately steer sharply, reselecting the higher gear when required.

SWITCHING DRIFT DIRECTION

Sometimes, you'll have to steer while you're in the middle of a power slide. To do this, steer in the opposite direction while drifting, then release and apply the gas again.

OTHER TIPS

Drifting is not always the quickest way to get around a corner. Instead, try slowing down and taking a better line. This is not always the answer, but sometimes it can be beneficial.

Avoid crashing! Not only will collisions annoy your driving companion but they will also slow you down!