SEGA ARCADE SMASH HITS

Limited Collector's Edition
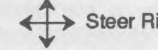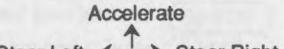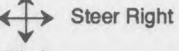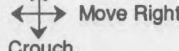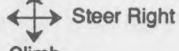
Reference Card

The information presented in this Reference Card will help you play and enjoy each of the games in this Sega ARCADE SMASH HITS collection. This page provides the story behind each game and general information on how to master the game. Each of the following pages describes all five games on one computer format: IBM PC and compatibles, Commodore C-64/C-128, or Commodore Amiga.

Out Run

It's everything you've ever dreamed of – the ultimate driving experience. The hottest car ever to hit the road, capable of speeds of up to 295 kilometers per hour.

Take it out on some of the most scenic roads in the world. Cruise by the beaches of southern France. Race on Germany's modern Autobahn. Soar through the Alps.

Take a turn through the French countryside. Or cross California's Death Valley. Experience beautiful scenery everywhere you travel.

Your score is based on how well – and how fast – you drive. At the beginning of each scene, the length of time allowed is shown at the top of the screen. If you reach the checkpoint in less than the time allowed, your reserve time will be awarded to the next scene.

At the end of each race, you can enter your initials in the Name Entry screen if your score is among the top seven.

Scoring: Drive fast: points increase
Cross goal line: time remaining x 1 million

Slamming on the brakes stops you cold. Shift to lower gear instead.

Downshift to hug the road on curves.

Use high gear for maximum speed on straightaways.

After Burner

Whether you're flying through narrow canyons or above the clouds, the action is intense.

Enemy planes attack from the rear or by flying directly at you firing air-to-air missiles. Evade them by flying upside down, rolling, or faking them out. When you're on the offensive, use your state of the art weapons to gun down hostile aircraft and missiles.

Use the Vulcan, a 20mm rapid-fire cannon capable of tearing opposing aircraft to shreds. Aim through the firing sight on your screen.

Your air-to-air homing missiles are your most powerful weapon. Locate and lock-on the target in your gunsight – the missile will find and destroy it! But be careful – a missile fired without a lock-on will spin off into the sky, wasted.

Refuel at designated refueling sights. Guide your aircraft to the refueling pipe and press the fire button to receive fuel and ammunition.

To survive aerial combat, learn how to manuever your F-14 Tomcat. Roll your jet to avoid most enemy fire.

Load a missile into the holding bay during a spare moment so you're prepared.

No room to roll in canyons. Wait 'til the last second, then swerve.

Shinobi

You are Joe Musashi, Master Ninja, trained in the ancient art of Shinobi. Lethal hands and feet coupled with powerful weapons make you virtually invincible.

The evil Ring of Five has kidnapped the children of the world's leaders. Your job is to defeat the dangerous villains and rescue the hostages.

You have a secret weapon…Ninja Magic! Use it wisely to weaken your opponents at the right moment, allowing you to deal the final blow.

You have two types of attacks, close quarter and distance. At short range, kicking and punching are your defenses. For longer ranges, lethal ninja shurikens will help protect you.
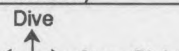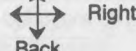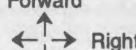
If you're skillful enough to make it past the terrorists in each mission, you'll face a Bonus Round. Fling shurikens at the approaching ninjas by rapidly pushing the fire button. The directional keys or joystick will move your hands left or right. Beat all of the ninjas and take an extra life into the next round.

The enemies attack in patterns. Attack them when they are vulnerable.

Ninja Magic takes all of your energy, so you can only use it once per mission. It destroys all normal enemies, but it only weakens the leaders of the Ring of Five. Choose your moment wisely!

Thunder Blade

Your enemies have surrounded the cities, infiltrated the forests, and covered the canyons. And you've got to get in there and clean things up. Which is what makes this 3-D chopper combat mission so hectically spectacular. Everything's always changing. The enemy. The scenery. The perspective.

As the pilot of Thunder Blade, the ultimate flying machine, you are the last hope of freedom. Dip down into war-torn city canyons and pick off enemy patrollers. Maneuver hidden canyons, virgin forests, and craggy desert ranges. Down screaming jets and dodge enemy fire as you go.

If you earn a high score, place your name or initials on the screen. Move the joystick right or left to highlight each letter. Press the fire button to make your selection. When you are finished entering your name or initials, highlight ED and press the fire button again.

Swoop halfway down and fire to hit tanks and jeeps on overhead view.

Vary your speed and position in a random fashion to throw off enemy fire.

On the end level of each stage, stay near the top of the screen to retreat.

Alien Syndrome

It happened. The dreaded alien mega-virus has infiltrated one of our most important outcolonies. All of its inhabitants are being held hostage by this vile and vicious breed of parasites. You must save our outcolony. And the people in it. You can go in solo, or with a buddy.

You'll go in armed only with your rifle. But hidden throughout the sectors is more sophisticated weaponry.

Find the fireball (FB), a high tech weapon that shoots large rolling balls of fire. Use the powerful laser (L), strong enough to blast through groups of aliens with one shot. The flame thrower (F) sprays a steady stream of lethal fire.

Guarding every EXIT is a Super Alien. They're hard to destroy, but each has its weak spot. Even when you find it, you'll need several shots to destroy the Super Alien. Resort to the bomb launcher (B) when things get intense. It will help with some of the Super Aliens.

Study the patterns of each group of alien attackers to plan your strategy.

Use your maps to locate hostages.

Develop patterns to play each sector. Remember where certain weapons are kept and head for those areas first. Pick up hostages in a time saving order.

IBM PC/TANDY and Compatibles

Setup: Set up your computer as shown in the owner's manual. Insert the appropriate game disk into the floppy drive (typically drive A on 5 1/4" systems and drive B on 3 1/2" systems). For games with more than one disk, use Disk #1. DOS 2.0 or higher is required to play these games. On this page, J: refers to joystick controls, K: refers to keyboard controls, and the symbols ↑, ↓, →, and ← refer to the UP, DOWN, RIGHT, and LEFT arrow keys, respectively.

	Out Run	After Burner	Shinobi	Thunder Blade	Alien Syndrome
Getting started	For 5 1/4" systems: If your system has an EGA card or Tandy 16 color monitor, use Disk #1. If your system has a CGA card, Hercules card, or Tandy 4 color monitor, use Disk #2. Insert the appropriate disk, type OUTRUN, and press ENTER. Choose the appropriate graphics mode. Select sound by moving the joystick or the appropriate directional keys to your selection. Then Press (FIRE) Tune in to Passing Breeze, Magical Sound Shower, or Splash Wave, or just car and road sounds (Sound Effects Only).	Insert After Burner Disk #1 into the floppy drive. Type AB and press ENTER. Choose the appropriate graphics mode. Press CTRL K for keyboard control. Press CTRL J for joystick control. NOTE: Fire 1 refers to Fire Button #1 on your joystick and Fire 2 refers to Fire Button #2 on your joystick. To exit to DOS press CTRL X	Insert Shinobi Disk #1 into the floppy drive. Type SH and press ENTER. Choose the appropriate graphics mode and joystick/keyboard control. The game will load automatically. To pick up hostages, touch them. To exit to DOS press CTRL X	Insert Thunder Blade Disk #1 into the floppy drive. Type THUNDER and press ENTER. Keyboard speed control allows freer movement. To exit to DOS press ESC	Insert Alien Syndrome Disk #1 into the floppy drive. Type ALIEN and press ENTER. At the title screen press F1 for the menu. Choose a one or two player game. Choose joystick, keyboard, or mouse control. The character selection screen will appear. Use the directional keys or your joystick/mouse to make your selection and press (FIRE) To exit to DOS press ESC
To Start the Game	Press (FIRE) or (SPACE)	Press (FIRE) or (SPACE)	Press (FIRE) or (SPACE)	Press (FIRE)	
Restart Game	Press ESC		Press ESC		Press F1
Sound/Music On/Off	Press CTRL Q	CTRL Q (music) or CTRL S (sound)	Press "S"	Press M for music, S for sound	Press "S"
Pause	Press CTRL P, any key to continue.	Press CTRL P, any key to continue.	Press "P"	Press (SPACE)	Press (SPACE)
Motion Control	Press CTRL K for keyboard control. Press CTRL J for joystick control. Follow on-screen directions to calibrate the joystick. J: Accelerate Steer Left ←↕→ Steer Right Decelerate/Brake (Move joystick to center position to stop accelerating. Pull back on joystick to brake.) To shift gears Press (FIRE) K: Accelerate Steer Left ←↕→ Steer Right Decelerate/Brake (To decelerate, release UP ARROW key. To brake press DOWN ARROW key.) To shift gears Press (SPACE) Take corners in first. Use second for real acceleration.	J: Dive Steer Left ←↕→ Steer Right Climb To accelerate: Push joystick ↑ and hold down BOTH fire buttons. To decelerate: Pull joystick ↓ and hold down BOTH fire buttons. To fire cannon press Fire Button #1. To launch missiles press Fire Button #2. K: Dive Fly Left ←↕→ Fly Right Climb To accelerate: Press SPACE BAR, ENTER, and ↑ keys at the same time. To decelerate: Press SPACE BAR, ENTER, and ↓ keys at the same time. To roll press SPACE BAR, ENTER, and ← or → at the same time. To fire cannon press SPACE BAR. To launch missiles press ENTER.	J: Jump Move Left ←↕→ Move Right Crouch To fire Press (FIRE) To jump to the upper level Press (FIRE) and ↑ To jump to the lower level Press (FIRE) and ↓ K: Jump Move Left ←↕→ Move Right Crouch To fire Press (SPACE) To jump to the upper level hold down "J" and press ↑ To jump to the lower level hold down "J" and press ↓ To use Ninja Magic, press the ENTER key	J: Dive Steer Left ←↕→ Steer Right Climb To shoot press (FIRE) (With a mouse, press the left button.) To accelerate push the joystick ↑ and hold down Fire Button #2. (With a mouse, press the right mouse button and pull back.) To decelerate push the joystick ↓ and hold down Fire Button #2. (With a mouse, press the right mouse button and push forward.) K: Dive Steer Left ←↕→ Steer Right Climb To shoot press ENTER To accelerate press ↑ To decelerate press ↓ To move up or down use PAGE UP or PAGE DOWN.	J: Forward Left ←↕→ Right Back To fire press (FIRE) K: Forward Left ←↕→ Right Back To fire press ENTER or press "5" on the numeric pad. Touch the maps along the walls to display the locations of hostages. To rescue hostages, touch them. Touch the "?"s for bonus points. To exit to the next stage, rescue the hostages, then go through the EXIT doors.

Amiga

Setup: Set up your computer as shown in the Commodore Amiga owner's manual. Plug in your joystick or mouse as shown in the manual. Insert the diskette into the disk drive, label side up. Turn on the disk drive and the computer. Amiga 1000 requires a Kickstart™ 1.2 or higher version diskette. On this page, J: refers to joystick controls, M: refers to mouse controls, K: refers to keyboard controls, and the symbols ↑, ↓, →, and ← refer to the UP, DOWN, RIGHT, and LEFT arrow keys.

	Out Run	After Burner	Shinobi	ThunderBlade	Alien Syndrome
Getting started	Load the game, press (FIRE) to start, then press (SPACE) for menu. Position the cursor over your menu choice with the mouse. Pull back. To select joystick instead of mouse, pull down the CONTROL menu, highlight JOYSTICK, and press the left mouse button. Or, press "J" for joystick and "M" for mouse. Under TUNE you may select Passing Breeze, Splash Wave, Magical Sound Shower, or Radio Off. Pull down the GAME menu, highlight START, and press the fire button on the joystick or the left mouse button.		To pick up hostages, touch them.	Keyboard speed control allows freer movement.	For two players, plug the second joystick into port #1. Or, player 2 may use the keyboard. Press F1 to view the menu. Follow the on-screen instructions to select 1 or 2 player game, turn sound on/off, choose keyboard or joystick control, & customize the keyboard. Press FIRE or F10 to start the game. Move joystick #1 right or left to select your character from the character selection screen. NOTE: If you are not using the keyboard to play, do not touch any of the keys during the game. This could accidentally restart the game.
To Start the Game	Press (FIRE)	Press (FIRE)	Press (FIRE) or (SPACE)	Press (FIRE)	Press (FIRE)
Restart Game	Press ESC	Press ESC	Press ESC	Press ESC	Press ESC
Sound On/Off	Press T for music, S for sound	Press CTRL M for sound	Press F8 for music, F9 for sound	Press "S"	
Pause	Press (SPACE)	Press "P"	Press F10	Press (SPACE)	Press (SPACE)
Motion Control	**J:** Accelerate Steer Left ↔ Steer Right Brake or decelerate **To switch gears** press (FIRE) **M:** Steer Left ← → Steer Right **To accelerate** press left mouse button. **To decelerate** release left mouse button. **To switch gears** press right mouse button. Take corners in low gear. Use high gear for real acceleration.	Dive Steer Left ↔ Steer Right Climb **To fire cannon** PRESS (FIRE) **To launch missiles**, hold fire button to load the missile into the firing bay. Then to launch press (FIRE) Or, press (SPACE) on the keyboard **To roll** pull the joystick to one side of screen, then wriggle joystick to the middle and back to the side.	**J:** Jump Move Left ↔ Move Right Crouch **To fire** Press (FIRE) **To jump** to the upper level Press (FIRE) and ↑ **To jump** to the lower level Press (FIRE) and ↓ **K:** **To jump** press "N". **To crouch** press "C". **To move left** press "A". **To move right** press "F". **To fire** press "B". **To jump** to the upper level hold down "N" and press "B". **To jump** to the lower level hold down "C" and press "B". **To use Ninja Magic** press (SPACE)	**J:** Dive Steer Left ↔ Steer Right Climb **To shoot** press (FIRE) (With a mouse, press the left button.) **To accelerate** push the joystick ↑ and hold down the FIRE button. (With a mouse, press the right mouse button and pull back.) **To decelerate** push the joystick ↓ and hold down the FIRE button. (With a mouse, press the right mouse button and push forward.)	Forward Left ↔ Right Back To fire laser exterminator Press (FIRE) or the appropriate key To see a map, touch the maps along the walls and the locations of the hostages will be displayed. To exit to the next stage, first rescue the hostages. Then go through the EXIT doors.

C64/128

Setup: Set up your computer as shown in the Commodore 64 or 128 owner's manual. For Commodore 128, set the system to C64 mode. Plug a joystick into port #2. Turn on your disk drive and computer. Insert the diskette for the game you weant to play into the drive and type **LOAD"*",8,1** and press **RETURN**.

	Out Run	After Burner	Shinobi	Thunder Blade	Alien Syndrome
Getting started	Move the joystick up or down to highlight the goal you want (A - E). Then Press (FIRE) **Move the joystick left or right to select sound:** Radio Off ← Splash Wave → Magical Sound Shower Press (FIRE) to select **Follow onscreen directions to flip the diskette.**		At the title screen, move the joystick left/right to select 1 or 2 player mode. Only 1 joystick is required. (Note: in a two player game, players play one after the other, not together.) To pick up hostages, touch them.		Press (FIRE) for character selection screen. Move the joystick ←→ To select your character Press (FIRE) For 2 player game, plug the second joystyick into port #1 Press (FIRE) on the second player joystick
To Start the Game	Press (FIRE) or (SPACE)	Press (FIRE)	Press (FIRE)	Press (FIRE)	Press (FIRE)
Restart Game	Press (RESTORE)	Press (RESTORE)	Press Q	Press (RESTORE)	Press (RUN/STOP) then press Q
Sound On/Off				Press (RUN/STOP)	Music ON (F3) , Music Off (F5)
Pause	Press (SPACE)	Press (RUN/STOP)	Press P		Press (RUN/STOP)
Motion Control	Accelerate Steer Left ↔ Steer Right Brake or decelerate Press (FIRE) to switch gears. Take corners in first. Use second for real acceleration.	Dive Steer Left ↕↔ Steer Right Climb To fire cannon Press (FIRE) To launch missiles, hold fire button to load the missile into the firing bay. Then to launch Press (FIRE) To roll pull the joystick to one side of screen, then wriggle joystick to the middle and back to the side.	Jump Move Left ↕↔ Move Right Crouch To fire Press (FIRE) To jump to the upper level Press (FIRE) and ↑ at the same time. To jump to the lower level Press (FIRE) and ↓ at the same time. To use Ninja Magic Press (SPACE)	Dive Steer Left ↔ Steer Right Climb To shoot Press (FIRE) **To accelerate**, hold down fire button or press SPACE while pushing forward on the joystick. **To decelerate**, hold down the fire button or press any key other than SPACE while pulling back on the joystick.	Forward Left ↕↔ Right Back To fire laser exterminator Press (FIRE) To see a map, touch the maps along the walls and the locations of the hostages will be displayed. To exit to the next stage, first rescue the hostages. Then go through the EXIT doors.