



INSTRUCTION BOOKLET



MINDSCAPE

A SOFTWARE TOOLWORKS COMPANY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**PLEASE READ THIS INSTRUCTION MANUAL BEFORE
PLAYING OUTLANDER™.**

**WARNING: PLEASE READ THE ENCLOSED CONSUMER
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USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



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INTRODUCTION

OUTLANDER™

Generations ago, the bombs had fallen. They had rained from the air over every city, factory, field and forest. The rivers were poisoned, the oceans died, and humanity was in danger of disappearing forever. But somehow, we survived. Homo sapiens' miraculous ability to adapt once again saved us from the brink of extinction...

...but the world was a much different place. Gone were the trees and lakes and wilderness, and nearly every animal in them. We had only barely managed to save our livestock for food. The rivers were poisoned or dried up, victims of the vast deserts that were spreading day by day across the middle latitudes of the planet. The weather patterns had been disrupted so severely that rain had ceased to fall. The only water we had came from the ocean, through desalinization plants we had built along the seashore. As a result, narrow strips of vegetation fringed the borders of every continent. But even this source was failing now, in the year 108 after the Apocalypse. The polar ice caps were slowly creeping closer and closer to the equator, freezing up the water of the seas and trapping it in the miles and miles of ice floes that now cloaked a full half of the planet. The water level of the ocean sank daily, travelling away from the reach of the desalinization plants that kept us alive.

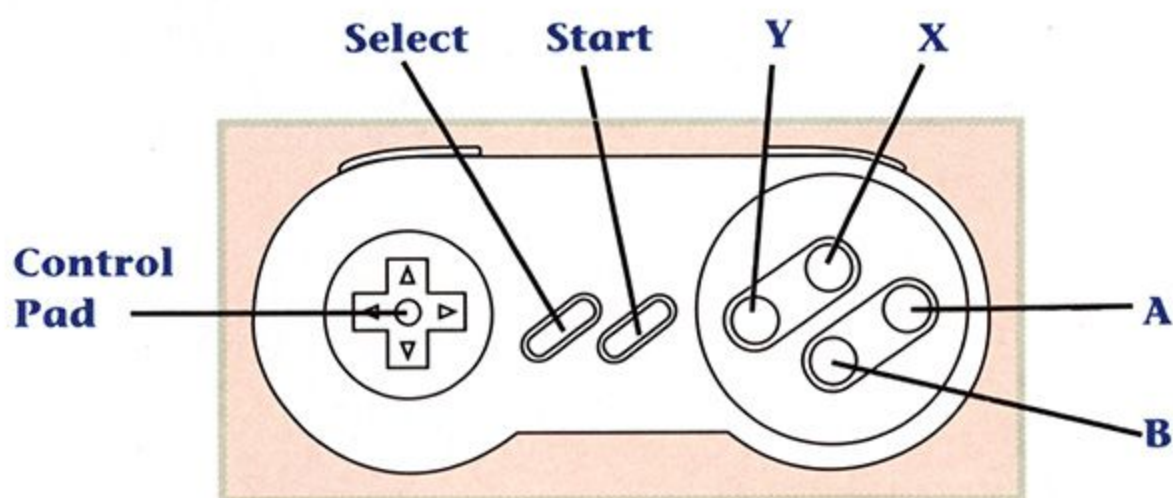
Once again we were resigning ourselves to our fate, when our greatest remaining scientist made an unprecedented discovery. He had somehow synthesized water in the laboratory, creating a brand new, unlimited source of water. Hailed as a savior, he was travelling around the world, giving every country the design for his Water Synthesizer, beginning with the driest nations and finishing with those nations richest in water.

His plane was shot down over the Wasteland of Australia, the broadest and driest desert in the world. The greedy inhabitants, led by the insane Duster, planned to capture Dr. Beaumont and the blueprints for his machine before any other country had a chance to copy it. By controlling the only source of water, they planned to control the world, and keep a stranglehold on every nation and citizen in it.

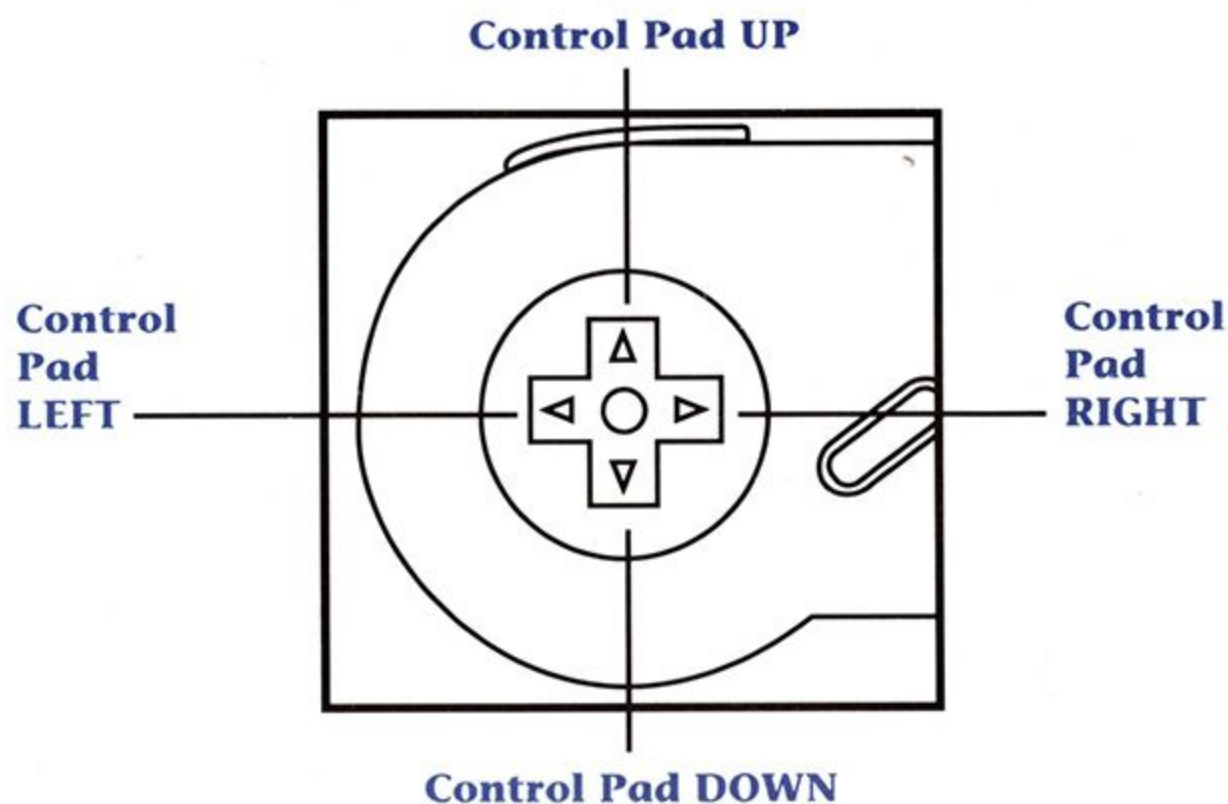
In a last-ditch effort to rescue the doctor and his lifesaving plan, the desperate remnants of the United Nations hired a mercenary soldier, one who knew the Wasteland, but had crossed over to the Outlands. He was an old friend of Duster's, and perhaps understood his madness and desire for power more than Duster himself did. He was the only one who could stand a chance against the toughened inhabitants of the inland desert. His old comrades in the Wasteland call him simply, the Outlander. The rest of the world calls him their only hope.



NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GAME CONTROLS SUMMARY

Here's a summary of game controls for both the driving and adventure modes in Outlander. Refer to the Contents page to locate complete descriptions of the driving and adventure modes.

THE MISSION BEGINS

Press the Start BUTTON at the Outlander introduction screen to begin play or Press the Select BUTTON to access the password screen. Refer to the Contents page to locate complete information on how to obtain passwords.

To key in a password move the arrows using the Control Pad. Highlight the letter, number or character, and then Press either the A, B, X or Y BUTTONS to enter it. Repeat the process until you have made all of your selections and select END when you are finished.



BEHIND THE WHEEL

TO ACCELERATE: Press and hold Y BUTTON.

TO STEER: Press Control Pad UP (straight), RIGHT, or LEFT while holding down the Y BUTTON.

TO BRAKE: Press and hold the X BUTTON.

TO REVERSE: Press and hold the Control Pad DOWN.

TO FIRE GUNS: Press the B BUTTON.

TO ACCESS HEAT-SEEKING SURFACE-TO-AIR MISSILES:

Press the A BUTTON.

TO ACCESS NITRO POWER: Quickly Press the Y BUTTON three times. * This is not effective when you're going full speed.

TO SEE MAP: Press the START BUTTON. To scroll up and down the map, press the Control Pad UP or DOWN. Press the START BUTTON to return to the road.

SCAVENGING FOR SUPPLIES

If you need to pick up some supplies, pull over at any one of the towns. If you only need basics, like gas, just pull off onto the side of the road. After a moment you will get out of the car.

TO WALK: Move the Control Pad LEFT/RIGHT.

TO FIRE YOUR GUN: Press the X BUTTON.

TO PUNCH: Press the A BUTTON.

TO JUMP: Press the Y BUTTON.

TO DUCK / PICK UP SUPPLIES: Press Control Pad DOWN.

TO PAUSE: Press the START BUTTON*, to resume play Press the START BUTTON again.

*A circle with a line through it will appear in the upper right hand corner of the screen when the game is paused.

STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a controller into the system.
2. Insert the Outlander Game Pak, label facing front, in the system Game Pak slot.
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.
4. When the title screen appears Press START to begin your mission.



THE QUEST

Your mission is to travel across the Wasteland alone, overtake the Army of Wastelanders and free Dr. Beaumont. Along the way you will battle Molotov tossing biker dudes, convicts, muscle-bound babes and the inevitable Big Boss. Make sure you stay on the road! The more damage you do to the car the greater the chance of a life-threatening accident.

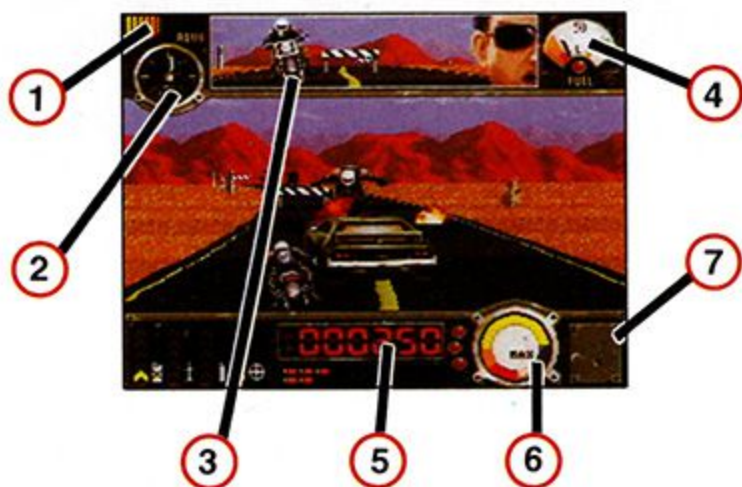
ROAD SURVIVAL



Choose your defense mechanism:

1. Ram scum that gets in your way.
2. Slam on the brakes and watch tailgating bikers fly over your hood.
3. Shoot at the bad guys that pull up along side with your sawed-off shot gun.
4. Use the car-mounted machine guns to mow down anything in your path.
5. Launch car-mounted heat-seeking missiles to eliminate the helicopters and trucks that are out to get you.
6. Nitro power lets you plow through the track.

THE COCKPIT



1. Tachometer

The tach lets you know you're revving even though you're not moving, like when you get stuck on the side of the road in a rut or ditch. When this happens throw the car in reverse and back up a little.

2. Speedometer

Check your speedometer to know your speed.

3. Rear View Mirror

Keep one eye on the rear view so you know who's on your tail.

4. Gas Gauge

Shows how much gas you have left in the tank. See the Scavenging section to find out how to fuel up.

5. Score-Ometer

Shows your score.

6. Health Meter

Measures your health and how much food and water you have. Decreases each time you hit an obstacle or are hit by fire or punched or kicked.

7. Window

Displays your Geiger Counter, if you have picked one up.

SUPPLY GAUGES



1. Gas Meter

Shows how much gas you have left in the tank. See the Scavenging section to find out how to fuel up.

2. Surface-To-Air Missiles

Shows how many surface-to-air missiles you have.

3. Nitro

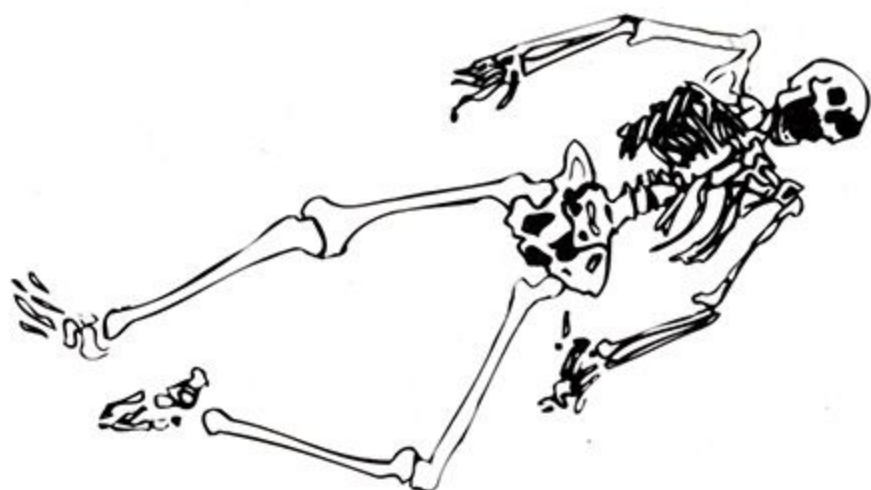
Measures how much nitro you have in your tank.

4. Car Ammo

Lets you know how much ammunition you have left.

5. Continues

Shows the number of lives remaining.



SCAVENGING



It is crucial to your survival to pull over along your journey and pick up supplies. Keep an eye on your supply gauges and pull over whenever you need to gas up or pick up body armor. Low fuel lights will flash, in the top right corner, warning you to pull over and fuel up. A buzzer will sound

when your health is running low alerting you to pick up supplies. At the road-side towns you can pick up even more vital survival equipment.

1. When towns are approaching you will hear a beeping sound and your brake lights will flash. Pull over and stop to pick up survival equipment. Supplies vary from town to town so don't wait until you have run out.
2. You will find supplies lying on the ground, in barrels and in supply sheds.
3. To get back into the car, walk to the driver's side and you will automatically climb in.



The bottom of the town screen lists:

1. Item Window

The Item Window will appear here, displaying the item you have picked up. Low ammo/health warnings will also flash here to warn you when you are out picking up supplies.

2. Gas Meter

Measures how much gas you have in your tank.

3. Surface -To-Air Missiles

Displays how many surface-to-air missiles in your arsenal. In the inventory window, each light indicates two missiles.

4. Nitro

Shows you how much nitro you have available.

5. Car Ammo

Shows how much car ammo you have.

6. Score-Ometer

Shows your score.

7. Hand Gun Ammo

Displays how many bullets you have.

8. Continues

Shows you the number of lives you have remaining. It also appears in the driving sequence near the Health Meter.

9. Health Meter

Measures your health and how much food and water you have. Increases every time you pick up non-contaminated supplies.

10. Window

Displays your Geiger Counter, if you have picked one up.

SHOP 'TIL YOU DROP



Although it is important to stop periodically and pick up supplies, it can also be very hazardous and costly. Wastelanders are waiting in ambush around every corner, and land mines riddle the terrain you must walk through. Also, time is of the essence. Remember that

you're racing against the clock to find Dr. Beaumont before it's too late. The longer it takes you to get to the next town, the further your score will drop. There is also the increased chance of loss of life if you venture out into the uncharted terrain.

SCORING POINTS

You receive points along your journey based on your skill and accuracy. Points are calculated when you pull into the towns and are given for the following items:

1. **Wastelanders Bonus:** Extra points for every Wastelander you pick off.
2. **Ammo Bonus:** Based on how much ammo you have left.
3. **Time Bonus:** You are rewarded for speed in reaching the next town.
4. **Health Bonus:** Awarded for how well you have protected yourself during the last leg of your journey.
5. **Skill Bonus:** Based on your driving skills.
6. **Fuel Bonus:** Awarded for how much gas remains.
7. You'll also get 20 additional points automatically, for each thug you dust while you are scavenging.
8. Based on your success you can earn Continues periodically—up to a maximum of three.
9. Hit sheep on the side of the road for added points.



WHAT'S IN STOCK

These are items to look for:

Gas Cans: Fill up your tank.

Car Ammunition: Loads your guns.

Shotgun Ammo: Shells for the gun.

Missiles: Heat-seeking, surface-to-air missiles.

Food: Will keep you fit to fight.

Water: Increases your Health Meter.

Oil: Will keep your car a well-greased machine and adds to your Health Meter, but only when you are safely back in your car.

Contaminated Food / Water: Be careful of what you pick up, some supplies are radioactive—and will reduce your Health Meter.

Body Armor: Helps you to take the punches with minimum damage.

Supercharger: Increases your car's horsepower. This item will only last you the distance of two towns.

Nitro Canister: Nitro allows you to speed across the road.

Geiger Counter: Pick up a Geiger Counter to make sure you are not getting contaminated supplies.

Tires: They always say you should carry a spare. This item will increase your Health Meter once you've returned to the driver's seat.

Car Armor: Protects you from impacts while driving.

DO YOU KNOW THE WAY...



There are 28 regions to battle through, each with different items hidden along the roadside.

Wreckwood	Fish Eye	Burgess Hole	Broken Ridge
Egastown	Voidville	Tortilla Flats	Hazletown
Blastpoint	Dustbowl	Grassmeres	Taxaceville
Snake Creek	Slough	Freetown	Ground Zero
Scaynes Heal	Denial	Wipeout	Barrattville
Dirt Gultch	Bush Town	Woodburn	Aridzona
Tombstone	Wild Basin	Rankton	Trumtown

PASSWORDS

Once you have completed four towns you will be given a password that will allow you to skip to that level in the future.

Log your passwords here:

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