

Press Release

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RACE TO HIGHER EARNINGS BY SETTING YOUR OUTRUN 2 SPECIAL TOURS TO 15 COURSE MODE

OPERATORS CAN GIVE THEIR PLAYERS MORE PLAY OPTIONS BY ADJUSTING THE GAME ASSIGNMENT SETTINGS

<u>Elk Grove Village, IL July 25, 2005 –</u> Sega Amusements USA, Inc. wants every operator to know about novel game setting for OutRun 2 Special Tours.

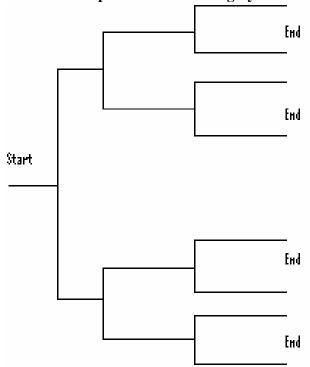
About OutRun 2 Special Tours

OutRun 2 Special Tours combines the 15 courses of the original OutRun 2 with 15 new Special Tours courses.

How the Game Operates

15 courses are randomly selected and laid out on a map that looks like a pyramid. The pyramid has 4 levels. As a player comes to the end of a course, s/he can choose to go take the left fork or the right fork. The maximum number of courses a player can actually race on is four.

OutRun 2 Special Tour's Racing Pyramid



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The game leaves the factory giving players a selection of 1 of 4 race modes,

- **Versus Mode**. Link up to 4 seats together for multi-player action.
- OutRun Mode. Player's race to get to the end of each stage before the timer runs out.
- <u>Heart Attack Mode</u>. Your front seat partner becomes the ultimate back seat driver telling you what to do. She'll tell you when to power slide, when to pass cars, what hoops to drive through and more.
- <u>Time Attack Mode.</u> At the start of every stage, you're joined by a Ghost Car that's a replay of that stage's best run ever. Beat it and your car becomes the Ghost Car that challenges future players.

About OutRun 2 Special Tours - 15 Course Mode

The 15 Course Mode is an operator-controlled feature that gives players the option of racing in two additional modes, 15 Course OutRun and 15 Course Time Attack. When activated, players race all 15 new courses in sequence.

OutRun 2 Special Tours 15 - Course Mode Racing Map



The 15 Course Mode can be operator-set 3 ways;

- Off How the game is set when it leaves the factory. Players are denied access to the 15 Course Modes when set to "Off".
- On Charge When set to "On Charge" players must pay an up charge to race the 15 Course Modes (factory set at 2 credits). Operators can set the up charge between 1 and 9 credits.
- On Free When set to "On Free" the cost of racing one of the 15 Course Modes is the same as the other 4 race modes. There is no additional up charge required.

About Turning the 15 - Course Mode On

To turn the 15 course mode on, follow this simple procedure.

- Open the coin entry door, locate the test and service buttons, and push the test button 1 time. This takes you to the main test menu.
- Use the service button to step down to Game Test Mode (OutRun 2 Special Tours) and push the test button 1 time.
- Use the service button to step down to Game Assignments and push the test button 1 time
- Use the service button to step down to 15 Course Mode and push the test button 1 time.
- Use the service button to select the setting you desire, Off, On Charge, or On Free and push the test button 1 time.
- Use the service button to step down to Exit and push the test button 1 time. This takes you back to the main test menu.

If you choose "On Charge" when setting the 15 Course Mode you need to tell the game how much the up charge should be. The below describes how to do this.

- Use the service button to step down to Coin Assignments and push the test button 1 time
- Use the service button to step down to Game Cost Setting and push the test button 1 time
- Use the service button to step down to Credit(s) to Select 15 Course Mode and push the test button until you get to the setting you desire (1-9).
- Use the service button to step down to Exit and push the test button. This will take you back to the main test menu.
- Use the service button to step down to Exit and push the test button.

You're done!

Should you have any questions regarding any aspect of the above, please contact Sega directly.



About Sega Amusements USA, Inc.

Serving the North and South American markets, Sega Amusements USA, Inc. is a wholly owned subsidiary of Sega Corporation, Japan. Sega Amusements USA, Inc. is an industry leader in creating state-of-the-art interactive video, self contained merchandising, and redemption game play experiences through the utilization of complementary technologies and devices to enhance player enjoyment and loyalty. Products include single-player upright video games, self-contained merchandisers, and multi-player attendant operated simulators.