

OUT OF THIS WORLD™

INSTRUCTION BOOKLET

Interplay™

SNES
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

Table of Contents

1) The Story of Lester Knight Chaykin.....	2
2) Controls	4
3) Getting Started.....	5
4) First Scene Walkthrough.....	6
5) Hints	8
6) Credits.....	9
7) Save game passwords.....	10



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

The Story of Lester Knight Chaykin

The laboratory was engulfed in a sea of storm. This in no way disheartened young nuclear scientist Lester Knight Chaykin as he raced towards the lab in his Ferrari. It would take more than a storm to keep him from trying his new experiment. In his excitement, he barely noticed the dark clouds looming on the horizon. Even if he had,



Lester runs his experiment

there was no way for Lester to even imagine the events that were about to take place.

The violence of the brewing storm was soon forgotten once Lester stepped into the quiet of the elevator. His slow descent into the lab only seemed to create more excitement. Lester could almost feel electricity in

the air. Spending some time away from his lab had helped him to understand his earlier errors. With this new understanding, Lester was sure that his new particle acceleration experiments would be perfect.

Before he could gain entrance to the lab, Lester had to wait impatiently for the security scan. Lester was ready to begin his experiment and didn't have time for what he thought were unnecessary security measures. Through the security door Lester stepped into the mess he called his office. The piles of notes, empty soft drink cans and pizza boxes were a testimonial to the long hours of work that had passed before. Lester flipped a switch and with a beep his computer snapped to life. He quickly entered his password and began to enter the parameters for his new

experiment. Now, he had only to wait. As he had done a hundred times before, Lester kicked back with a cold soda while the computer chugged away with the test. Any minute the computer would give him the results and he would know if he had indeed made a breakthrough. But outside, the storm had other plans for tonight. As Lester sat watching his experiment run to perfection, the storm unleashed a tremendous bolt

of lightning. The wave of electricity cut through the cool night air like a knife and hit the laboratory with deadly accuracy. Lester was unaware of what was happening outside. Just as the computer activated the accelerator the bolt of lightning found its way into the system with almost willful precision. As Lester sat

with his icy cold soft drink, what was certain to be his demise was racing towards him through the accelerator at the speed of light. The bolt hit the end of the accelerator and exploded through the wall unleashing the fury that only a bolt of lightning is capable of. It coiled around Lester like a python until a massive charge was built up. Detonating in a brilliant flash of light, only an empty space was left where Lester used to be ...



Lester's experiment goes wrong

Controls

LEFT / RIGHT control pad:

Moves you left / right.

DOWN control pad:

Makes you duck. It can also be used to pick up items. If you are swimming or on an elevator it moves you down. If you are standing on a teleporter you will be teleported down.

UP control pad:

If you are swimming or on an elevator it moves you up. If you are standing below a teleporter you will be teleported up.

Button Y:

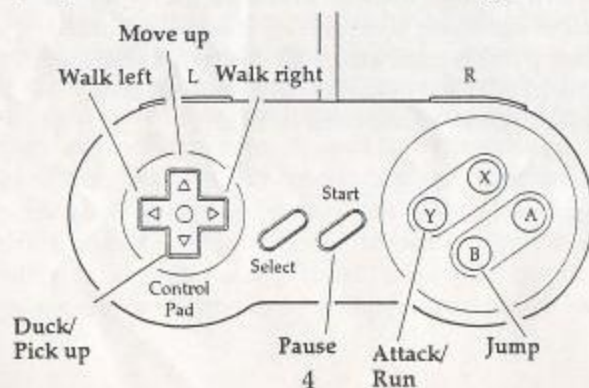
Used mostly for attack. If you do not have a weapon you will kick. If you have a gun you will shoot. It can also be used in combination with the LEFT / RIGHT control pad to run.

Button B:

Jump.

START:

Pauses the game.



Getting Started

Plug in the game pak and turn on your Super Nintendo Entertainment System. After the Out of this World logo vanishes you may press any button to get to the Start / Continue screen. You may choose either Start or Continue by pressing up or down on the control pad. Select 'Start' and press 'B' to start the game. Once the game has started, push up on the control pad to swim to the surface of the water.



Lightning hits the laboratory

First Scene Walkthrough

WARNING!!!

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

ONLY READ THIS SECTION IF YOU ARE STUCK!



How to squish leeches

Press up on the control 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.

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, go 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...



Hanging by a thread

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 destroy 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.



Picking up a much needed weapon

Credits

Design

Eric Chahi

Programming

Eric Chahi

Artwork

Eric Chahi

Super NES Programming

Bill Heineman

Additional Programming

Jim Sproul, John Philip Britt

Music

Charles Deenen, Jean-Francois Freitas

Sound

Jean-Francois Freitas, Eric Chahi, Charles Deenen

Title Animation

Jason Magness

Director of Quality Assurance

Jacob R. Buchert III

Testing

Jeremy Airey, Jason Ferris, Steve Nguyen,

Scott Everts, Feargus Urquhart, Eric Demilt,

Christopher Benson, Christopher Jones

Thanks to

Jesus Martinez, Daniel Morais, Frederic Savoir,

Cecile Chahi, Philippe Delamarre, Philippe Ulrich,

Sebastien Berthet, Pierre Gousseau, Chris Taylor

Producer

Alan Pavlish

*Copyright 1991 & 1992 Interplay Productions & Delphine Software.
Out Of This World is a trademark of Interplay Productions.*

Save Game Passwords

PW	Description of area
<u>FXLC</u>	_____
<u>KRFK</u>	_____
<u>KLFB</u>	_____
<u>TTCT</u>	_____
<u>XJRT</u>	_____
<u>ARTB</u>	_____
<u>BRTD</u>	_____
<u>TFBB</u>	_____
<u>TXHF</u>	_____
<u>CKJL</u>	_____
<u>LFCK</u>	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

INTERPLAY PRODUCTIONS LIMITED 90-DAY WARRANTY

Interplay Productions warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Interplay Productions agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Interplay Productions and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a brief statement describing the defect, and (2) your return address.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE INTERPLAY PRODUCTIONS. IN NO EVENT WILL INTERPLAY PRODUCTIONS BE LIABLE FOR SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF INTERPLAY PRODUCTIONS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

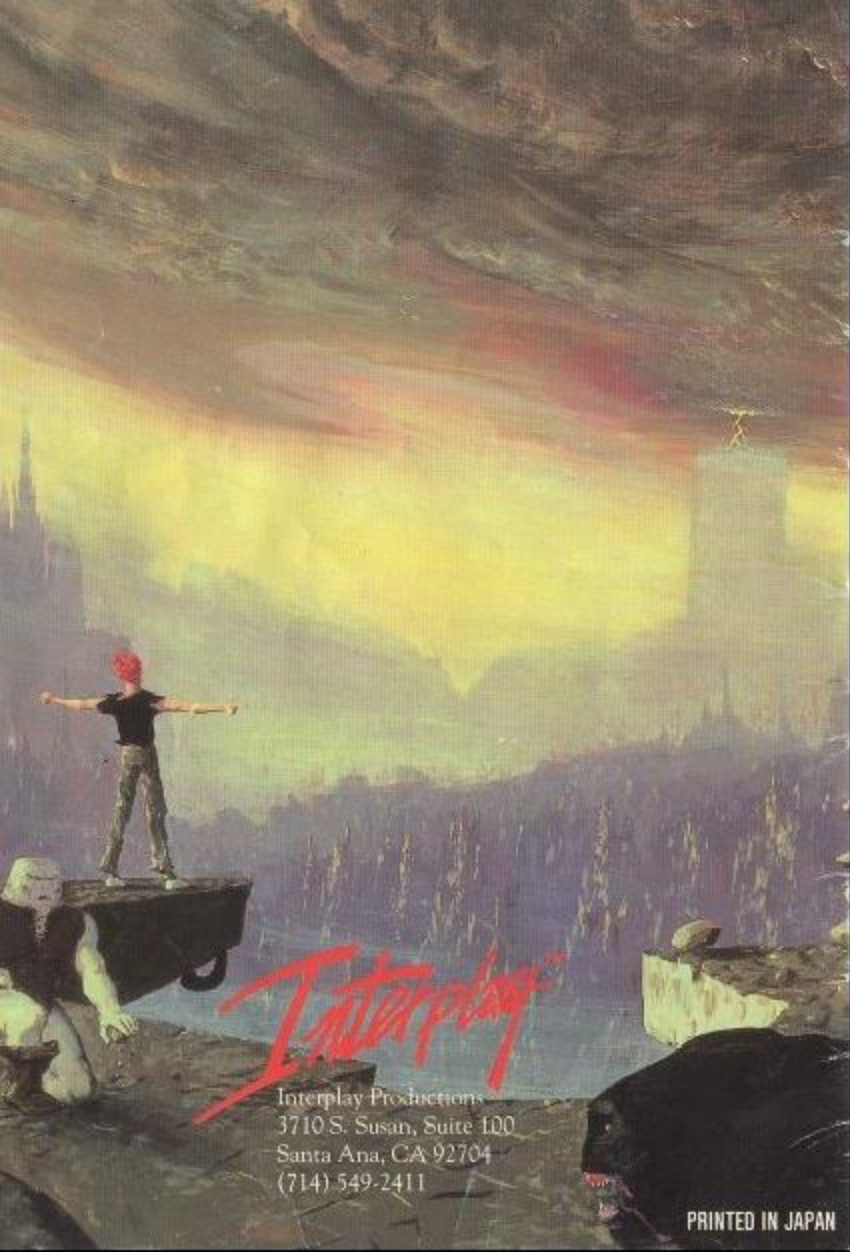
SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES

YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

If you have a problem with your software, you may wish to call us first at (714) 549-2411. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem to:

WARRANTY REPLACEMENTS

Interplay Productions
3710 South Susan
Suite 100
Santa Ana, CA 92704



Interplay

Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

PRINTED IN JAPAN