



OutRun (SEGA)

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Everything pretty much works fine. Freeplay mode is excellent on this machine.
Has no method for RAM saving (not unusual).
Slightly buggy with the attract mode+dipswitches. Enter service mode Ꞥ check dip switch assignment B3 is attract/music mode. Seems like it doesn't care what position its in. Even though service mode clearly shows it being switched to OFF.
Always plays some sounds like its in attract mode :/ its not very annoying but its still a bug.
Other than that, game ready to go.

Date: 2025-05-23, 13:40, **Status:** Playable