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1
PLAYER

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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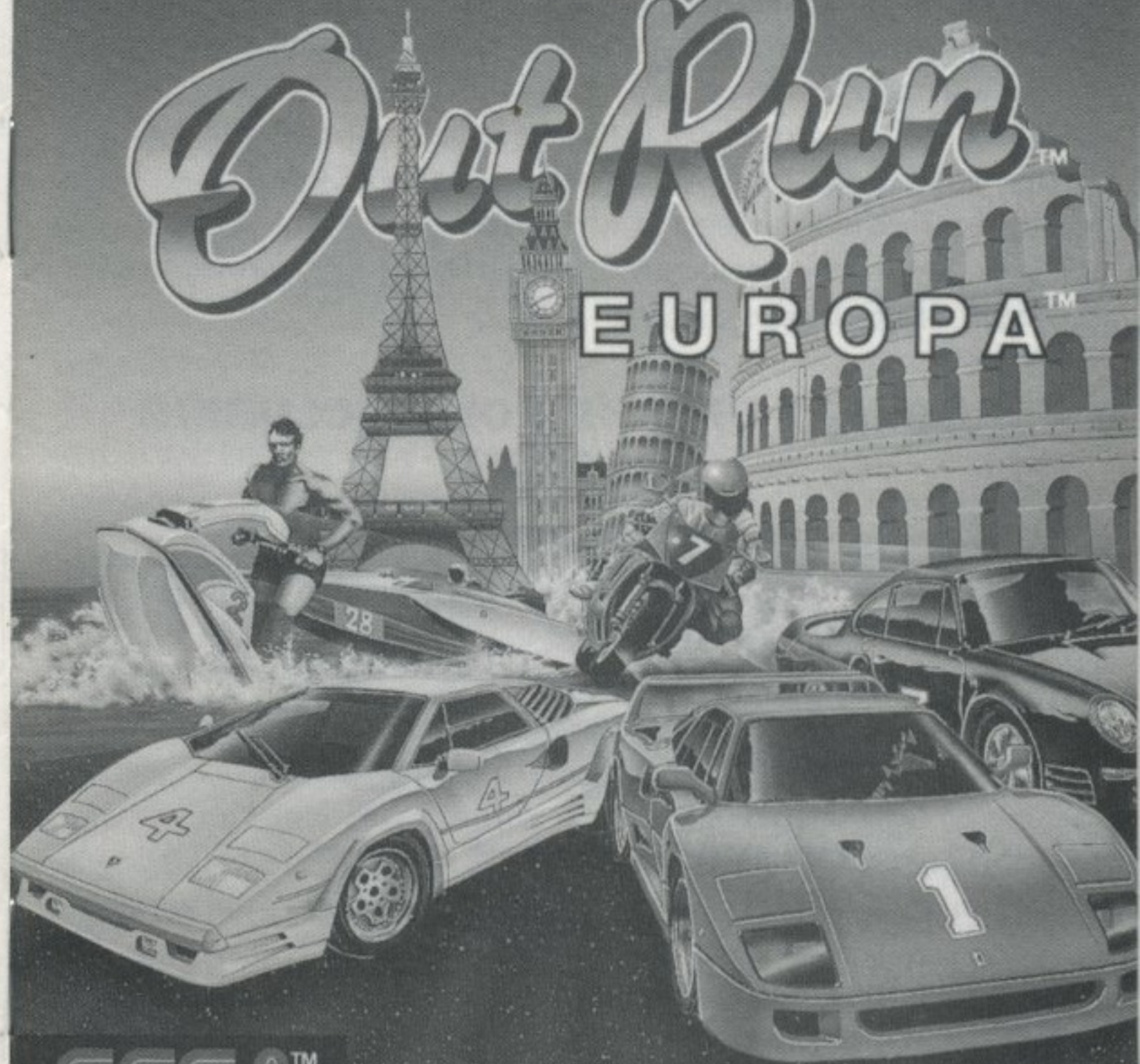
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U.S. GOLD™

PRESENTS

Dirt Run™

EUROPA™



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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

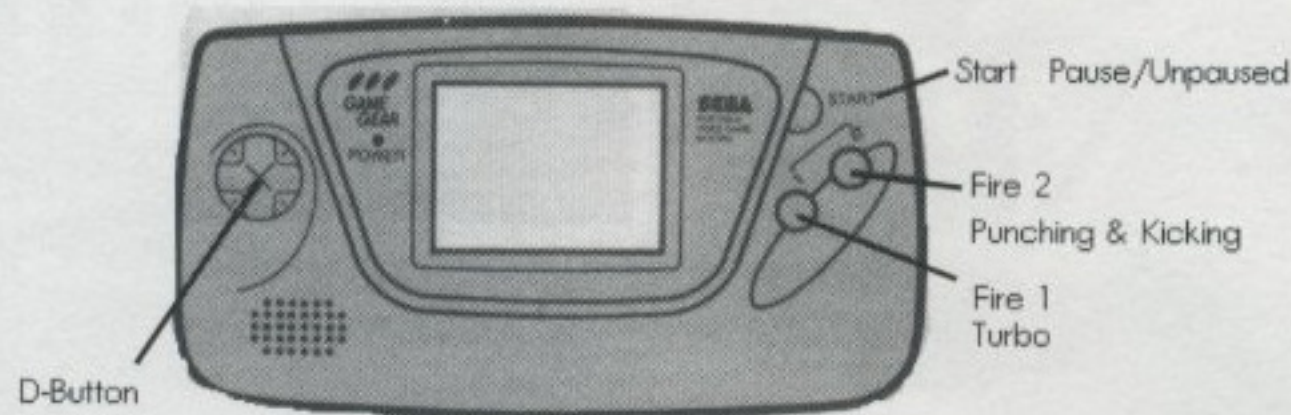


STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the Out Run Europa cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Out Run Europa screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

SUMMARY OF CONTROLS INCLUDING DIAGRAM



OBJECT OF THE GAME

The object is to complete all five levels with the highest possible score, catching the thieves in your Ferrari F40 in the final level.

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GET READY FOR THE ACTION..

London. Night. A lone street lamp glows through the dense fog. You pace, nervously, reviewing the facts over and over in your mind. Wondering what to do next.

It was supposed to be a simple drop. Pick up the documents. Slip into Berlin. Present them to our operative. Then disappear, nice and quiet.

But now that you look back you recall the unusual sense of discomfort—or was it fear?—in the voice of Control as he briefed you on your mission. Strange.

Something, quite obviously, is up. Something so important, or deadly, or hopeless, he figures it would take the most senior Intelligence Officer in all of Unit 6 to be able to cope.

You, bub:

Of course, logic dictates that if you're on the job, the opposition must have their best men enlisted too.

How else could they have stolen your Ferrari so darn fast? Or known the papers were in your briefcase in the compartment under your trunk?

Your thoughts are interrupted.

The SatCom tracking device in your breast pocket barks like a rabid dog. Your briefcase is driving farther and farther away.

You must retrieve those documents. You must get to Berlin. You must overcome this failure. You must—

Suddenly, your spirits rise. For there, just outside the cabaret next door, leaning on a long, slender leg, is a vision of beauty

A motorcycle with an engine as fierce as anything you've ever seen.

Even if you have to travel all the way across Europe, even if you have to use who knows how many other vehicles, even, at worst, if it costs your life, you say to yourself you'll never let them get away.

You churn the throttle, rev it once, rev it again, and with a shriek of rubber you peel into the mist.

VEHICLES

Vehicles used by Simeon Kurtz



Level 1
Motorcycle



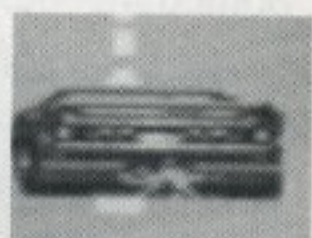
Level 2
Jetski



Level 3
Porsche



Level 4
Speedboat



Level 5
Ferrari



Police Car
Level 1,3 and 5
Overtake them or they'll
slow you down and arrest you!!!



Catch up in Level 5 to
Your stolen Ferrari F40

Enemy Vehicles

Enemy bikers will kick you
in Level 1



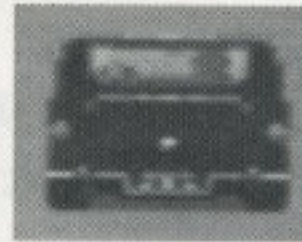
Helicopters shoot at you in
Levels 2 & 4



Porsche
Level 5



Car's will ram you
in Level 3



Cadillac's will also force
you off the road in Level 3



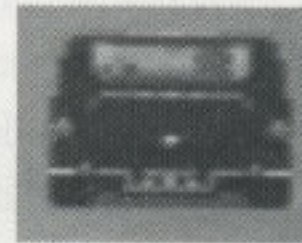
Jetski
Levels 2&4



**PLUS YOUR STOLEN FERRARI F40.
CONFRONT THE THEIVES IN LEVEL 5 !**

CIVILIAN VEHICLES -

Hitting these will slow you down!



Car
Levels 1,3&5

Citreon
Levels 1,3&5



Speedboat
Levels 2&4

Renault
Levels 3&5



VW
Level 3&5

Each of the vehicles you drive in Out Run Europa has a different maximum speed and maneuvers in a unique way.

POLICE CARS

Police Cars will overtake you and then try to slow you to a halt to arrest you. When your speed reduces to 100 kmh the police car lights will flash to warn you that you are about to be stopped.

There are a number of ways to deal with Police cars:

- Weave from side to side and try to pass them.
- Wait for a clear view and use your Turbo to race past them.
- When they are overtaking you, wait until they are alongside and ram them into side objects.
- Slow down and let the Police car get away from you. Only use this method if you have to. You will lose time and may not be able to reach the next Checkpoint.

If you use too much Turbo and/or Ammo early, you may find it difficult to complete the Game!

ENEMY VEHICLES

Some enemy vehicles are 'Hit & Run' enemies who will hit you once before speeding off. Don't waste your ammunition or turbo trying to get them after they've hit you instead make the first move next time!

CIVILIAN VEHICLES

Try to avoid these, since there are no points for destroying them and ramming them will only slow you down!

Within each level there are a number of checkpoints. On road sections these are a series of small humps in the road with sentry posts. On water sections they are a row of small red buoys. You always have a limited amount of time to reach the next checkpoint or you will lose the game. When you have 10 seconds and then 5 seconds remaining to reach the next Checkpoint, HURRY UP will flash across the screen. When you successfully cross a Checkpoint, BONUS will flash on screen and you are rewarded with bonus points and a percentage of your remaining time. Plus, you receive one Shield unit (see Collectibles).

DIRECTION INDICATORS

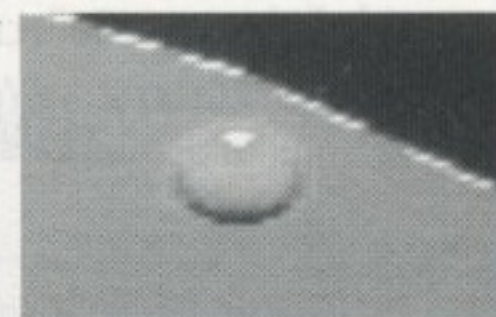
Wherever there is a fork in the road, an arrow will flash on the approach to indicate the most direct way to reach your destination.

COLLECTABLES

Icons appear throughout the road sections of the game and are collected by simply driving over them. They are:

Shield

Your vehicle is able to sustain a limited amount of damage, which is represented by its Shield. Your shield value will decrease each time you collide with an object, get hit by a car or shot by a helicopter. Ramming other vehicles does not effect your Shield.



You start the game with the Shield at its maximum (ie. Shield value = 10). Each time you drive over a Shield icon your Shield increases by one (up to maximum). Also, each time you pass through a checkpoint you receive one shield and three shield units are awarded for completing a level.

If your Shield decreases to three, SHIELD LOW will flash across the screen. Each time lose another Shield, the message will flash again. If this happens, concentrate on collecting shield icons.

If your Shield reaches zero then the next hit will render your vehicle unusable. You will be picked up by the local police and lose the game.

Ammo

Your ammunition store can hold 10 clips, each containing three bullets/mortars. You begin the game with 5 clips. When you collect this 'Bullet' icon a full clip is added to your Ammo store (up to maximum).



Turbo

Your Turbo store can hold 10 charges. Pressing the Turbo button (see Control Diagram) engages the turbocharger, giving you a short burst of extra speed. You begin the game with 5 charges. Collecting this 'Barrel' icon adds one charge to your Turbo store (up to maximum).



SCORING

Points are awarded as follows:

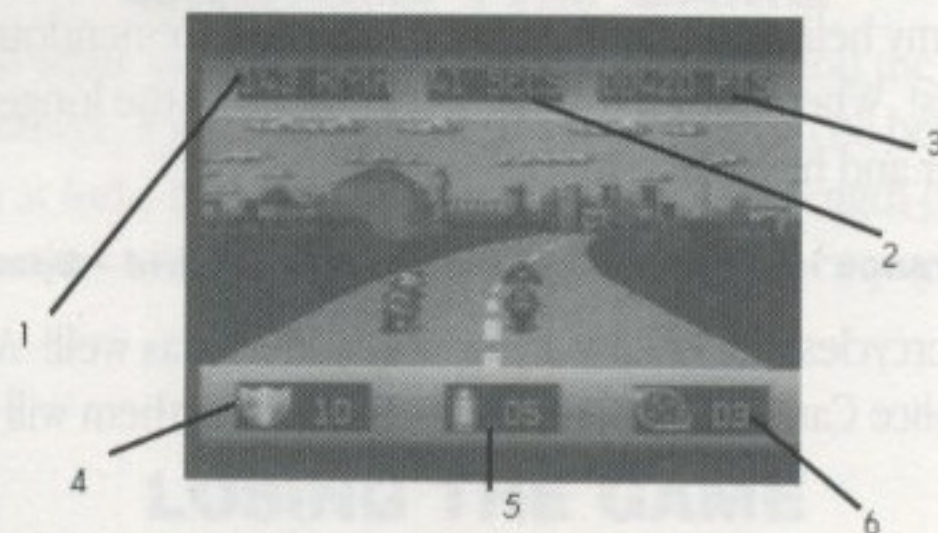
10 Points	Every Kilometer travelled
50 Points	Collect Shield icon
50 Points	Collect Ammo icon
5,000 Points	Completion of Level
50 Points	Collect Turbo icon
100 Points	Destroy Enemy Vehicle
200 Points	Destroy Enemy Helicopter

Points Continued

200 Points
1,000 Points
5,000 Points
25,000 Points

Destroy Police Vehicle
Pass through a Checkpoint
Completion of Level Bonus
Completion of Game Bonus!!!

PLAYING INSTRUCTIONS



- 1) Speed indicator in kilometers per hour.
- 2) Time remaining to next Checkpoint.
- 3) Current Score (see Scoring').
- 4) Shield. This decreases as your vehicle sustains damage.
- 5) Ammo. Shows the amount of ammunition in your ammo store.
- 6) Turbo. Amount of Turbo thrust available to you.

CONTROLS BY LEVEL

Level:	Vehicle:	Fire 1:	Fire 2
1	Motorcycle	Punch/Kick	Turbo
2	Jetski	Fire Mortar	-
3	Porsche	Fire Bullets	Turbo
4	Speedboat	Fire Mortar	-
5	Ferrari	Fire Bullets	Turbo

CAMEOS

Each level commences with a cameo sequence, mapping Simeon's progress across Europe to Berlin. To skip past these sequences press either fire button.

Level 1. London, UK - Dover, UK.

Simeon Kurtz commences his pursuit by motorcycle. Chased by enemy bikes as well as Police cars, you must avoid civilian cars or you will sustain damage to yourself.

Level 2. Dover, UK - Calais, France.

Confronted by enemy helicopters and jetskis, you'll need tremendous steering skills to reach Calais! When firing a mortar, remember that the longer you hold button 2 the further and higher the mortar will fly.

Level 3. Calais, France - Paris - Barcelona, Spain - Madrid - Spanish Coast.

In addition to motorcycles, the enemy are now in Cadillacs as well! Avoid other vehicles (except Police Cars) - they are civilian. Destroying them will slow you down.

Level 4. Spanish Coast - Across the Mediterranean - Italian Coast.

Complete this successfully for a chance to catch the enemy and win the game. Remember, the Speedboats are civilian.

Level 5. Italian Coast - Austria - Berlin, Germany.

When you see the enemy Ferrari F40 you must force him to stop and hand over the documents before he reaches the checkpoint. Get alongside and ram him or shoot him from behind. If you ram him from behind, you'll lose speed and let him get away.

The 'Strength' gauge above the Ferrari will decrease as you wear him down. It will stop and pull over when the gauge reaches zero and display the message:

'CONGRATULATIONS, YOU HAVE RESCUED THE DOCUMENTS. WE SHALL ALWAYS BE IN YOUR DEBT!'

Upon completion of each level the word BONUS is flashed across the screen and you are rewarded with 5,000 Bonus Points and 3 Shield units. For Completion of the Final level ie Winning the Game, there is a Completion Bonus of 25,000 points!!!

WINNING THE GAME

The game is won when you successfully catch and apprehend the thieves of your Ferrari F40. However, if you want a really good score it can be better to take the wrong direction at forks in the road. This can extend the length of the level, so you can travel further, collect more icons, destroy more enemy vehicles and score more points!

LOSING THE GAME

The game is lost in one the three ways:

- Running Out of Time - If you fail to reach a checkpoint in time.
- Vehicle Destroyed - If your Shield is reduced to Zero, the next hit will destroy your vehicle.
- Stopped by Police

HIGH SCORE TABLE

To enter your name onto the High Score table, use Up and Down on the D-Button to cycle through the alphabet for the correct letter. Press Right to move to the next letter.

If you make a mistake, press Left and return to the incorrect character and use Up/Down to find the correct letter.

Press either fire button when you have finished entering your name. The high Score Table details are retained for each session. It will not appear, when you start a new session.

1. Using Turbo - The turbo is very useful when you are trapped behind police cars or running out of time. Each time you use a turbo you will gain back 1 second of time.
2. Using Ammunition - Pick your targets wisely, don't shoot everything. You can destroy the police cars, but only do this if you are going to be arrested. Most targets will need shooting more than once.
3. Don't stay in the middle of the road, or water. You will be easily hit by vehicles and objects, and you will miss most Collectable icons.
4. although 200 points are awarded for destroying enemy helicopters, they can be difficult to destroy (particularly of Level 4) and you may be better off saving your ammunition for the road sections.
5. When you reach a fork in a road, an enemy vehicle will frequently ram you to force you the wrong way. React to the Direction Indicator (Arrow) as early as possible if you want to take the most direct route.

HANDLING THIS CARTRIDGE

- The Sega Game Gear cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

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100 Meter Sprint
110 Meter Hurdles
Hammer Throw
Pole Vault
Archery
Springboard Diving
200 Meter Freestyle Swimming
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