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# Out Run™

## EUROPA™

- You're at the wheel of Five powerful racing machines: A Motorcycle, Jetski, Porsche, Speedboat and Ferrari.
- Travel through the cities of six different European countries: England, France, Spain, Italy, Austria and Germany.
- Enemies come at you by land, sea and even air. It won't be pretty.
- Available for Game Gear™.

SEGA™

Licensed by Sega Enterprises Ltd. for play on the Sega™ Game Gear™ System.

1 TO 4  
PLAYERS

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Printed in Japan

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U.S. GOLD®

P R E S E N T S

# OLYMPIC GOLD™



Official Licensed Product of  
the 1992 Barcelona Olympic  
Summer Games.

SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL  
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SEAL OF  
QUALITY



## 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 Olympic Gold cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Olympic Gold 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.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ Game Gear™ System



## Welcome to the Barcelona 1992 Summer Olympic Games !

In this game up to four players can pit their skills and endurance against each other and over 20 computer athletes to win the coveted Olympic Gold medal. You compete in seven challenging events in the full Olympics or choose your own set of events for a mini Olympic competition. Even a practice mode to let you sharpen your skills before entering the main event.

### The seven events are :



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

In addition there are opening, closing and medal ceremonies with countries national anthems. You can represent the country of your choice and play in the language of your choice. Select from a separate menu of eight languages.

***Go for Glory - Go for Gold !***



## Language Selection

Following the opening credits is a set of eight flags. Move the highlight box, using the D-button and pressing any fire button you can select a language. For the remainder of the game until you turn off your console all main text used in the game will be in the language of your choice.

## Scoreboard

The Scoreboard is the main selection and information screen in Olympic Gold.

Initially you will be presented with a choice of four options:

As you move up/down using the D-button each selection is highlighted. Pressing any fire button when it is highlighted will choose that option. The function of each is explained below.



### Training Session

If you select Training Session you will be presented with a set of seven icons representing the seven events. By moving the D-button you can select any event to practice. By pressing button 1 on any icon you will then have the opportunity to practice this event.

To end training mode when you are on the scoreboard press button 2.

### Mini Olympics

If you select Mini Olympics you will be presented with a set of seven icons. By using the D-button you can move selector window over each icon, each

flashes green then white. By pressing button 1 on any icon, the icon changes to flashing green and red. When you move off the icon it remains solid red and is then selected. You can select as many icons as events you wish to compete in. If you choose an event accidentally, pressing button 1 while you are over the icon will deselect that event. When you have selected your competition events move the highlight to "start" and press button 1.

### Full Olympics

If you select Full Olympics you will be competing in all seven challenging events in the order that they appear on the scoreboard.

### World Records

By selecting World Records you will be able to see the latest Olympic and World Records for each event. If at any time any competitor breaks a record during competition this will update the record table and be retained until either the record is broken or the console is switched off. Move to the next record table by pressing any fire button until you return to the scoreboard again.

### Enter Names

After selecting Mini or Full Olympics you will be presented with the Enter Names screen. On this screen you can, by moving the highlight over the screen, change the following :

To make a change, highlight the particular selection to change and press button 1.





If you wish to insert your name, highlight the name you wish to change and press button 1. This brings up a selection of characters. Pressing button 1 when CLR is highlighted clears the present name. You can then insert letters as you wish with button 1. Button 2 deletes the last character.

To change the country the player represents, use the D-button to move the green highlight to the last column on the right. Push button 1 and a country select menu appears. Using the D-button highlight (in green) the country you wish to represent and push any fire button. The national anthem for that country will then play.

Once the selection has been made move the highlight to "Start Competition" press button 1 and you will be given a choice of level to play.

## Level Selection

You will be offered a selection of three different levels of competition. To select one, highlighting the particular selection by using the D-button and pressing any fire button on the appropriate selection you have made.

The levels are :



Some opposition athletes are world record holders. This is the toughest level to compete on.

The opposition is tougher than club.

An easy level for beginners.

When you have selected your level you will move forward to the opening ceremony of the Barcelona 1992 Summer Olympic Games.

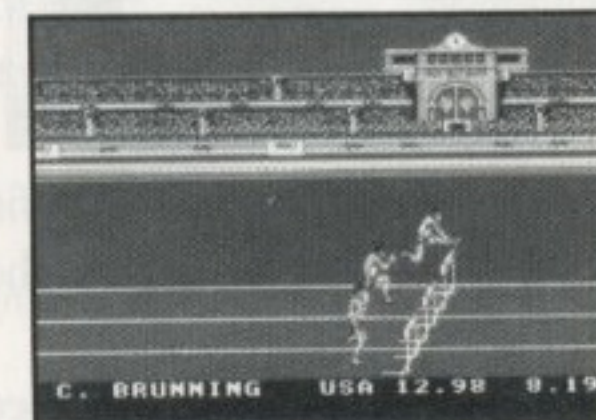
## Opening Ceremony

After choosing to compete in the Olympics you will view an opening ceremony and then start to compete. Pressing any fire button after this has begun allows you to bypass this if you wish.

## THE EVENTS

### Information bar

At the bottom of every event screen is an information bar with the following:



players name	country	current Olympic record	players score
C. BRUNNING	USA	12.98	9.19

## 100 Meter Sprints

## 110 Meter Hurdles

### Mini or Full Olympic Mode

### One Player

You will be shown the three athletes in that event and the lane you are competing in. Press any button when you are ready to compete.

The view switches to a track with a starter and the runners crouching into their blocks. Your runner is indicated by flashing him off and on. When the starter fires his gun you control your runners speed by pressing button 1 then button 2 repeatedly.

When the race is over the results of this heat are printed on the scoreboard. To qualify you must place first or second.



By pressing any fire button you will see the athletes in Heat 2. You can decide to watch the second heat or just see the results by moving the highlight with the D-button and pressing any fire button to "view" or "pass". If you choose to view you will watch the second heat but not control any runners.

The second heat results are shown, press any fire button you will view the runners in the final. To qualify for the final you either have to win your heat or have the fastest second place time.

If you have qualified, press any fire button to run in the final. If you have not qualified you will be given the option to "view" or "pass" the final.

At the end of the race you will see the results of the final and your time. By pressing any fire button you will view the medal ceremony if you have won.

If you do not qualify in the first heat you will be offered the opportunity to "view" or "pass" the second heat and the final by highlighting your selection and pressing any fire button. You will then move on to the Medal Table.

### Two - Four Players

Each player will run in a separate heat and the results and times are shown for each heat. The controls are the same as the one player mode. There is no final. The medal winners are decided by the three fastest times of all the competitors running in all the heats.

### Training Sessions

You can practice as often as you wish on any of the difficulty levels you preselect. A power bar is included which gives you a direct indicator of the speed you are achieving on your button pressing rate.

## Swimming

### Mini or Full Olympic Mode

#### One Player

The same options are offered as in running with two heats and a final. You can "view" or "pass" the same in the heats depending on you winning your heat. After the final you move forward to the medal table.



#### Two - Four Players

The same options as running apply. The swimmer is controlled by the D-button and the fire buttons.

### Training Session

You can practice as often as you wish on any of the difficulty levels you preselect. There are two power bars included. The upper one indicates speed (related to button-pressing rate) and the lower one indicates stamina.

## Pole Vault

### Mini or Full Olympics Mode

When any player enters the Pole Vault he is given the option of "Vault" or "Pass" at that height. If you decide to vault you will have three attempts to clear the height. If you decide after the first attempt to pass to another height you may do so with your remaining attempts. All competitors then move on to the next height.



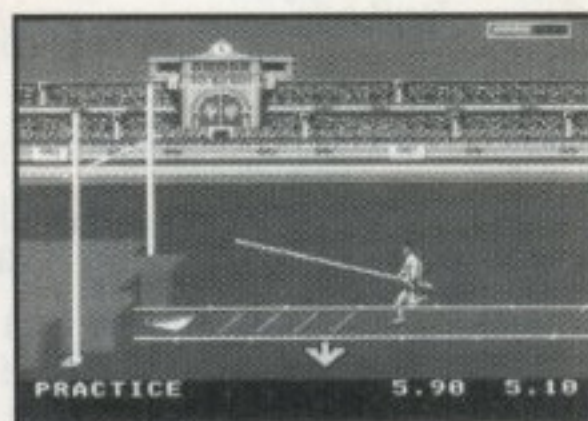
If you decide to "Pass" that height you can wait until the next height is set or when the last competitor is eliminated at the final height and then you are forced to jump in the competition at that height.

The player to jump the highest is the winner and the two next highest are second and third.

The player controls the pole-vaulter by using the D-button and fire buttons. At the end of the event the players move on to the Medal Table.

### Training Session

When you enter the event you can set the height of the bar by using up and down on the D-button. You can practice at any height as often as you wish. The power bar indicates your button-pressing rate to achieve maximum speed on the run-up.



## Hammer Throw

### Mini or Full Olympic Mode

Each player has three throws, one in each round. A similar display to running shows the results after each round. The three competitors with the longest throws win the medals. The throws of all other athletes are not viewed but are only seen on the results tables.

The player controls the athlete by using the D-button and fire buttons. At the end of the event the players move on to the Medal Table.

### Training Session

You can practice as often as you wish on the hammer. Two power bars are included. The upper one is to indicate your button-pressing rate to achieve maximum spin. The lower one indicates the optimum time to release the hammer when the power bar is at maximum.

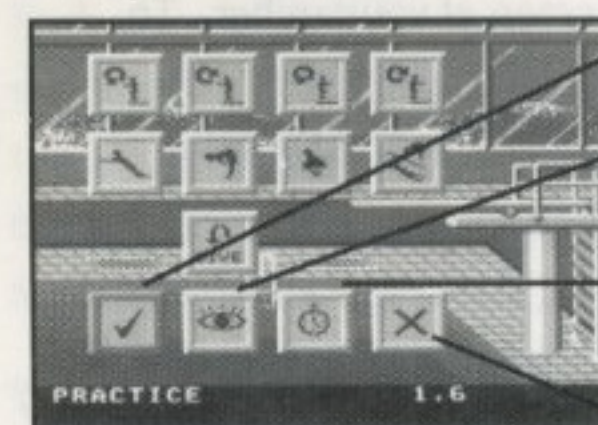


## Diving

### Training session

In the training session the player can select any combination of dives by selecting a series of icons. The icons are selected by moving a highlight over the icon and pressing any fire button. When the dive type has been selected a difficulty level associated with that dive is shown at the bottom of the screen. The difficulty level is based on how difficult the dive is to control. The dive is scored by five judges based on timing, style and execution. The lowest and highest scores are discarded. The remaining three scores are added together and multiplied by the difficulty level to give the final score. To gain maximum points you must perform the dive you have selected on the icons.

Along the bottom are four icons :



Perform the dive.

Watch a demonstration of the dive you have chosen.

Watch a slow motion demonstration of the dive you have chosen.

Exit the practice mode.



In training session when either of the demonstration icons are chosen the game executes a perfect example of your selected dive. In addition an icon is inset on the diving screen to show you the optimum timing of D-button and fire button presses to execute the dive. You can practice and demo as often as you wish.

### Mini or Full Olympic Mode

In the competition mode you have to perform four set dives and one free-style dive. The game forces the set position and allows you to choose the remaining movements i.e. open, piked, tucked and twisting. In addition you can choose the number of somersaults based on the above choices. After each set dive the scoreboard will show your position in the round. The fifth dive is a free-style dive and you are allowed to select the icons for the type of dive you wish to make.

The D-button and fire buttons control the dives. When the event is finished you move forward to the Medal Table.

## Archery

### Mini or Full Olympic Mode

When you enter this event you will be presented with a long distance view of three archers and targets. The wind strength and direction is represented by an icon on the screen.

Pressing any fire button brings down an inset screen of your archer. To change the tension on the bow use the D-button. Pressing the fire button again changes the inset screen to a sight on a target. Use the D-button to control your aim. Pressing any fire button fires the arrow.

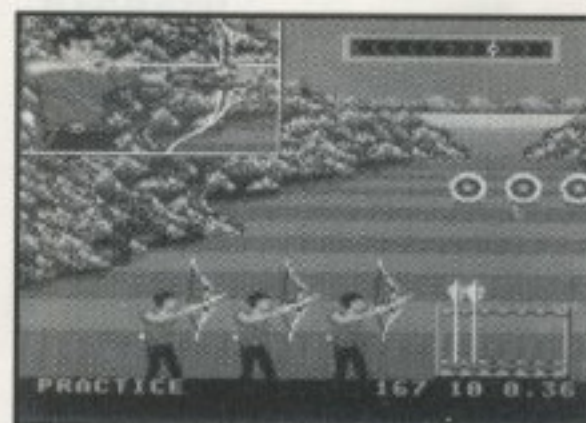
Your score is shown on a close-up view of the target and an information bar updates your score.

There are three rounds of six arrows with the results shown between each round. Each round lasts 60 seconds respectively. You have to fire all the arrows in the set time.

When you complete the competition you move on the Medal Table.

### Training session

You can practice as often as you wish on the archery range, and there is no time limit.



## Medal Table

The medal table shows the total medals won after each event in the game by the leading competitors up to that point.

Pressing any fire button moves on to the points screen.



## Points Screen

Each place in each event is allocated a number of points including the medal winners 1st gets 12 points, 2nd gets 11 points etc. This screen shows the human players highlighted and their position in the overall Olympic event to date. After the last event is completed this screen shows your final score and position.

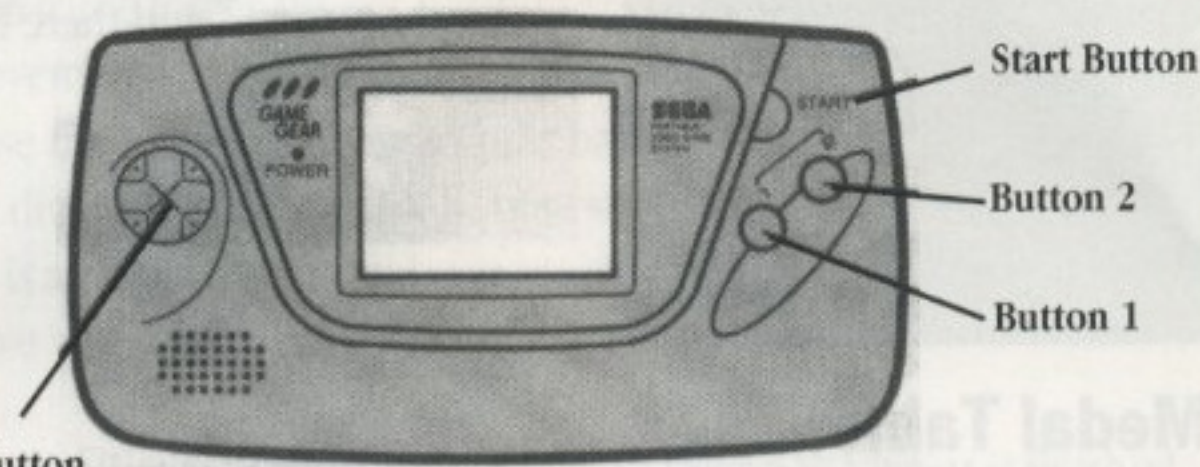
When any fire button is pressed the game moves on to the Closing Ceremonies.



## Closing Ceremonies

This is the closing of the Barcelona 1992 Summer Olympic Games. To exit this screen and move back to the scoreboard selection again press any fire button.

### Controls



Directional Button  
(D-Button)

### 110m Hurdle

Wait until the starter has fired his gun. Press button 1 then button 2 repeatedly to make the runner run. The faster the presses the faster the runner. To jump press any direction on the D-button. As the finish line approaches pressing any direction on the D-button causes a dip which can gain that extra 1/4 second.

### 100m Dash

Same controls as hurdles except for the jump.

### Pole Vault

In practice mode the first thing to do is set the height. This is done by using D-button up and D-button down. Press any fire button when you are ready. The vaulter is made to run faster by pressing button 1 and 2

repeatedly. Press down on the D-button to plant the pole. To launch him into the air press up on the D-button. (The keys must be pressed at the correct time for a positive effect otherwise they subtract from the effectiveness of the vault.) To release the pole press button 1. To roll over the bar press left on the D-button.

### Archery

Press any fire button to go to bow tension mode. Change tension of the bow by pushing left and right on the D-button. Pressing any fire button changes inset to 'aiming' mode. In aiming mode the arrow is aimed by using the D-button up, down, left and right. Pressing any button fires the arrow and the target screen is displayed. Press any button again to fire another arrow. You must fire all six arrows within the 60 second time limit.

### 200m Swimming

To dive into the water press button 1 or 2. To swim press button 1 and 2 repeatedly. Be aware of your swimmers stamina, pressing 1 and 2 too fast may tire your swimmer and he will swim slower. To make a turn at a lane end press the D-button. To stretch for the finish press the D-button.

### Hammer Throw

To start the swing press button 1. To swing faster press button 1 and button 2 continuously. After more than 10 turns to build up speed you will be penalized on your power. To begin to move across the circle press anywhere on the D-button. While still pressing 1 and 2, press anywhere on the D-button to release the hammer.

### Springboard Diving

After selecting the dive required from the menu the best way to learn the dive is to choose demo mode and watch the inset D-button presses. Try to



copy the presses and timing when you dive. Your timing of the correct movement and entry is crucial for a high score.

### *Before the dive.*

#### **Button 1 + left or right**

on the D-button moves the springboard wheel.

#### **D-button**

**Left** -To start the diver off.

**Up** -To start the leap on the board (Forward facing dives only !)

**Down** -To bounce on the end of the board and start the dive.

### *During the dive*

**Button 1** -Pike.

#### **D-button**

**Button 2** -Twist.

**Up** -Straight.

**Left/Right** -Tuck (Somersault)

**Down** -Entry into water.

## **Restart**

During the selection screens pressing button 2 returns the game to the main scoreboard options.

## **Hints and Tips**

To do well in the events remember to practice first until you are ready to compete.

## **100M**

Improve your button technique but don't forget to dip at the finish line. It really makes a difference to your times !

## **Hammer**

Start the athlete spinning, and get him up to a fast speed quickly, otherwise he gets dizzy and slows down after a short while. Press any direction on the pad to start him spinning across the circle, and again after exactly three turns to release the hammer into the air. Mistiming the throw will seriously affect the distance thrown, so get it right.

## **Archery**

Don't pull the bow back all the way, this causes the arrow to fire higher than you aimed. If you don't pull back the bow enough, the arrow will drop severely and the wind will blow it too !

The optimum bow tension is about 75% pulled back. Then the arrow will go almost exactly where you aim it.

Try moving the sight diagonally from one corner of the target toward the center, firing as it gets there.

## **Hurdles**

The key to this is getting a rhythm going. Try and keep running as you go over hurdles to keep your momentum up. If you hit a hurdle, don't panic ! Just keep going and don't forget to dip at the line.

## **Pole Vault**

This is one of the hardest events as it requires quick running along with timing of the vault. Get up to a good speed, then press down (to plant the pole) and up (while still running) to make the athlete push up from the track.



## DIVING

When doing a forward dive, let the diver walk to the end of the board before jumping. You'll do just as well as if you jumped while moving.

Follow the demonstration dives and try to copy them exactly.

Look at the difficulty of the dives and don't try the harder ones until you're good at the simpler ones. It's better to get higher scores on simpler dives than lower scores on higher difficulty levels.

## Swimming

Don't press the buttons as fast as you can or your swimmer will run out of stamina and really slow down. Timing your turns is also important.

Try to get the fastest rhythm you can without reducing your stamina. Then you can use all your remaining stamina for the last minute sprint to the end!

## Scores to Aim For :

100m	9.50 Sec
Hammer	85.00 M
Archery	57 Points
Hurdles	12.50 Sec
Pole Vault	6.00 M
Diving	400.00 Points
Swimming	1.43 min.

***If you can beat these, you should take home the "Olympic Gold"!***

## Handling The 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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