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672-1383

GAME GEAR



INSTRUCTION MANUAL

SEGA™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

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 *Desert Speedtrap™ Starring Road Runner and Wile E. Coyote* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Title screen will appear. Press the Start Button to begin game play.

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.

Note: *Desert Speedtrap™ Starring Road Runner and Wile E. Coyote* is for one player.



For Game Play Assistance, call
1-415-591-PLAY

On the Run!



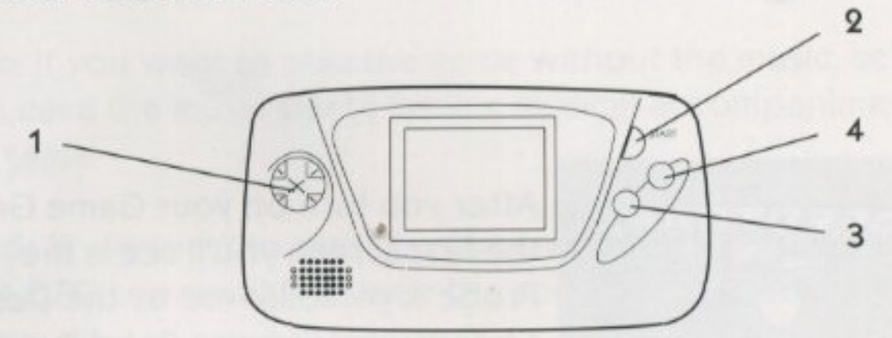
Meet Road Runner, a free-spirited bird who loves nothing more than speeding down the highway with an occasional stop for a bird seed snack. He is the fastest bird on the highway, tearing past road traffic like it was standing still.

This is Wile E. Coyote. There's something missing in Wile E.'s life: a full stomach. Wile E. is not your everyday coyote. He prides himself on his brainpower, and uses all manner of inventions and tricks to try and nab his favorite meal—Road Runner.



That pesky coyote is eager to have a snack, so Road Runner is going to need a little help from you to get past Wile E.'s traps and back on the open road.

Take Control!



1. Directional Button (D-Pad)

- Press **LEFT** or **RIGHT** to move Road Runner in those directions. Press and hold in either direction to speed up.
- When Road Runner is standing still, press **UP** or **DOWN** to scroll the screen in those directions (unless Road Runner is already standing at the highest or lowest point on the screen).
- Press **UP** to see the number of Tries Road Runner has left to complete the Stage and how many Continues Road Runner has remaining.

2. Start Button

- Press to make selections in the Options screen
- Press to pause the game; press again to resume game play.

3. Button 1

- Press to jump. Press and hold for a higher jump.

4. Button 2

- Press to eat bird seed (make sure that Road Runner is standing close enough to reach it).

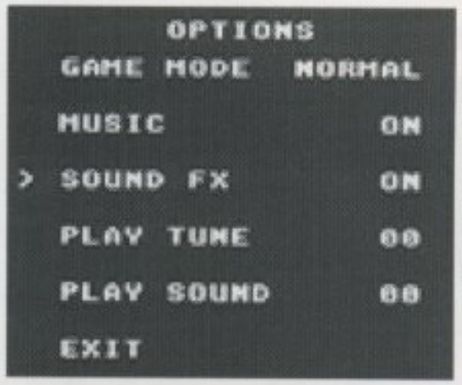
Getting Started



After you turn on your Game Gear, the first screen you'll see is the Probe logo, followed by the *Desert Speedtrap™ Starring Road Runner and Wile E. Coyote* title screen. Press the Start Button when instructed to do so.

Select **START GAME** to get right to the game action, or select **OPTIONS** to see the pre-game Options screen. Make your choice by moving the selection arrow with the D-Pad and pressing the Start Button. If you don't press any buttons, a demonstration of the game begins. Press Button 1 or 2 or the Start Button at any time during the demonstration to return to the Title screen.

Options Screen



To make selections in the Options screen, place the selection arrow next to an option with the D-Pad, then press the D-Pad **LEFT** or **RIGHT** to cycle through the choices.

Level: You have a choice of **EASY, NORMAL** or **HARD**.

Music: If you want to play the game without the music, select **OFF**. Leave the music **ON** to have a musical accompaniment to your game.

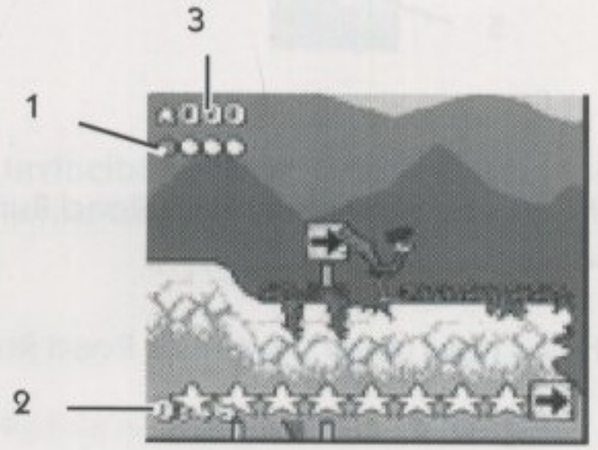
Sound: If you want to play the game without the sound effects, select **OFF**. Leave it **ON** to hear the sound effects during each Stage.

Play Tune: Listen to the music used in the game.

Play Sound: Listen to any of the sound effects used in the game.

Exit: After you're through selecting options and listening to the sounds, select this option and press the Start Button to return to the Title screen. Press the Start Button, select **GAME START** and press the Start Button again to begin the game.

Out on the Road



1. Energy Rings: Road Runner begins each Stage with four Energy Rings. Every time Road Runner is injured he loses one of his Rings. If he loses all of his Energy Rings, he loses a Try. Road Runner's energy can be restored by eating bird seed that is found in various places throughout the game.

2. Time Remaining: When the time runs out, Road Runner loses a Try. Obtain extra time by picking up Stars that can be found in the game.

3. Stars Collected: Scattered throughout the levels are flashing Stars. Each Star you collect adds two seconds to the total time remaining. You must make it through each Stage before you run out of time, so be safe and collect as many Stars as you can.

To take a look at the number of Tries and Continues you have left, Press the D-Pad up. The Tries and Continues will appear at the top left of the screen.



4. Tries Left: This shows you how many Tries Road Runner has left to complete the Stage.

5. Continue: This shows how many Continues Road Runner has left.

Items

Scattered throughout each Stage of the game are various items which can help Road Runner outwit Wile E. Coyote. Some items appear when you bounce on top of an enemy, while others are just waiting for Road Runner to come across them. Here are some items that you will find especially useful. Make note of these items, and don't let them slip through your feathers when you find them.



Extra Time Item: This item increases your total time remaining by a few seconds and adds 500 points to your score.



Speed-Up Item: This item allows you to run at super speed!



Invincibility Item: Grab this item for 10 seconds of invincibility.



Points Multiplier: If you manage to collect one of these by the time you reach the end of the Stage you're in, your score will be multiplied by ten times.



Spring: This stationary item can be used to propel Road Runner to areas too high to be reached by jumping.



Bonus Transport: Stand directly under this item and you'll be transported to a secret chamber filled with Stars. Hurry to collect the Stars—you only have a certain amount of time to collect them before you're transported back to where you came from.

What To Count On



At the end of each Stage the Bonus screen appears, listing all the bonus points you receive for that Stage.

Level Bonus: Your score for making it successfully through the Stage is displayed here.

Superstar Bonus: Tells you how many Stars you collected on that Stage and the number of points you receive for each one.

Time Bonus: Shows how quickly you were able to make it through the Stage, and the bonus points you receive.

Total Bonus: This counts up all the bonus points you received.

Score: This displays your total score, including any points you received for defeating enemies, points awarded for Energy Rings you have left over, and any time remaining on the clock.

Game Over



If Road Runner loses all four Rings on his Energy Meter, or if the time runs out before you reach the Stage's exit, the game ends and a screen appears with the name of the current Stage, your present score and the number of Continues you have remaining. The game begins again from the point you left off.



If you lose all the Tries you started out with (you start the game with three Tries and three Continues), Wile E. breaks out the silverware—it's lunchtime! The Continue screen appears with a timer. Press the Start Button before the timer runs out to continue the game. You resume the game at the beginning of the last Stage you were in.

If you run out of Continues and Tries, the words **GAME OVER** appear. Better get a new pair of running shoes!

Acme's Instant Hint Book

- Many Stages have secret areas filled with Stars, or places that are off the main trail that have Stars or items. Take the time to look around a bit before you rush off to the next Stage—don't pass up those valuable bonus points!

- Make a note of the different kinds of bird seed to be found. Some seed will restore one of Road Runner's Energy Rings, and full bowls of seed restore up to three Rings. But eat the wrong kind (booby trapped seed) and Road Runner loses two Energy Rings!

- Keep an eye out for buttons and switches. If you find one, pecking it will usually turn it on, then look around and try to figure out what the switch has activated. It's usually something helpful....

Road Running Records

NAME	STAGE	SCORE

NAME	STAGE	SCORE

NAME	STAGE	SCORE

NAME	STAGE	SCORE

NAME	STAGE	SCORE

MEMO

Handling This Cartridge

- This 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free fropm defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**. To receive Canadian warranty service, call the SEGA Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, the technician will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.