

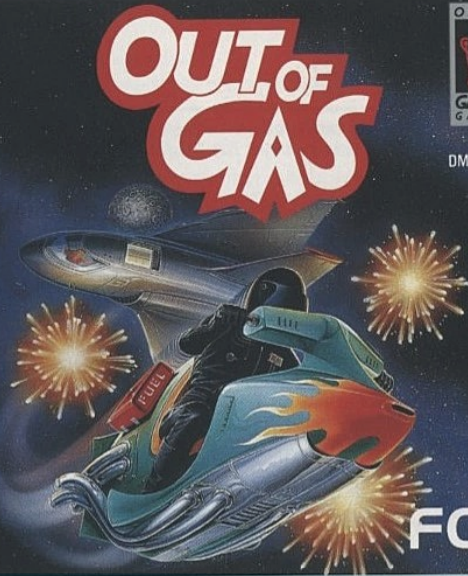
FCI 
Not Just Kid Stuff

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Printed in Japan

Nintendo

GAME BOY

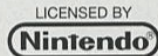


DMG-FX-USA

FCI 



Please read the instruction manual carefully before handling this product. Save this booklet for future reference.



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When using this product, please note:

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with paint thinner, benzene, alcohol or similar volatile liquids.
4. When you use the game for long periods, take a 10-15 minute break every two hours for your health.

ADVISORY: Read before using your Gameboy System

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Out of Gas Story

It's an age old story in a 23rd century setting! Eric and Natasha are out on their first date; Eric was lucky to talk his father into giving him the keys to his brand new space shuttle for the evening. Suddenly, out in the middle of nowhere, lost among the nebulae and quasars, the engines sputtered and stop — WHOOPS! Out of gas! Eric shrugs his shoulders and otherwise feigns ignorance. Needless to say Natasha is no dummy, and sends Eric out on his space scooter to pick up gas to bring them both back home safely. And Eric's no dummy, either; in order to regain Natasha's favor, he had better do it!

To Start the Game

Out of Gas is a unique game which combines exploration, action and puzzle strategies. To begin play, follow these steps.



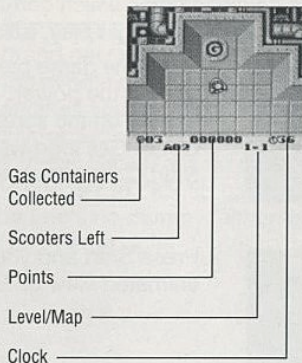
1. Insert the game pak in the Game Boy and turn on the power. The Nintendo logo will appear on the screen. After a moment, the Out of Gas logo will appear. Next the Start/Continue screen will come up.



2. Press Start and you will be treated to an animated view of Eric and Natasha's date.



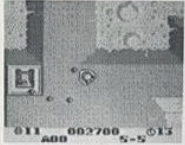
3. Press Start again and the game begins on Level One.



The Object of the Game



You control Eric on his space scooter, flying over planet surfaces, racing the clock, collecting gas containers and other prizes while avoiding obstacles. The game has 64 different maps, each with a different layout and each with a different number of gas containers. Your object is to collect all the gas containers and move onto the next map. Some containers need to be collected in a specific order. Eric must follow a specific path to gather the numbered containers within an allotted time. Furthermore, some of the levels have features which alter the normal flight of the space scooter. It cannot slow down over ice, and it's forced in a particular direction

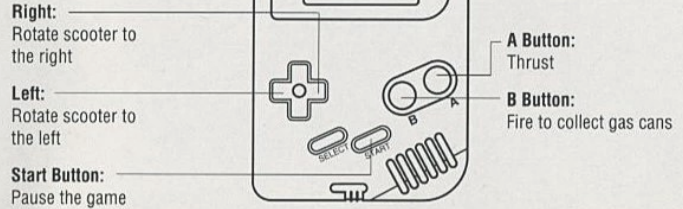


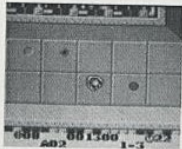
along the magno-ramps. Hidden in the walls are more prizes that help you build better scores, gain extra time, and speed up the space scooter. The obstacles you face alter your path and steal your time. Every 8 maps, check in on Natasha to see how she is doing. Beat all 64 maps and you are back in her favor.



Names of Controller Parts

Eric's space scooter uses a simple, standard inertial drive mechanism, common to most 23rd Century single rider interplanetary probes.



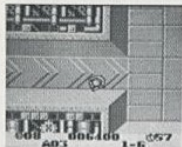


If you do not complete the round in the time given and want to start the round again, press Select and Start to end the round immediately. If you have more scooters, the round will start over.



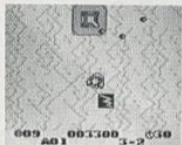
Password Feature

When you complete a round, you will see a password. If you quit the game, you can restart from the point where you ended. To restart the game, select Continue when you see the Start/Continue screen. Next you will see the password screen. Enter the password with the control pad. Press the B Button to start playing.



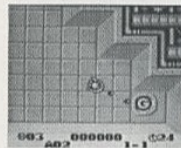
When the space scooter is over normal land, it slows down; when it is over ice, it does not slow down. Over the magno-ramps, the space scooter is pushed in the direction of the magno-ramp.

Gas cannisters are collected by shooting them with the B Button. Prizes are collected by running over them. Avoid all other objects. They can be traps.



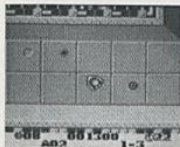
The Prizes

Some prizes are lying around the maps while others are hidden in the walls. Uncover these valued objects by ramming your space scooter near where they are hidden. The successful completion of some maps depends on the order in which the prizes are collected.



Gas Cannisters: Shoot these with your bullets to collect them. Each gas cannister collected gives you 10 extra seconds to complete the map.

Numbered Gas Cannisters: Like regular gas cannisters, they must be collected in ascending order. The next cannister to be collected in sequence is blinking.



Prize pots: Run over these for extra points. There are 100, 200, and 500 point prizes.

Mini Time Clock: Run over these for an extra 10 seconds of playtime.

Time Clocks: Similar to Mini Time Clocks but you get 15 extra seconds of playtime.

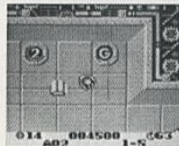


Lightning Bolts: Run over these to speed your space scooter for a few minutes.

The Enemies

There are few enemies to be found in Out of Gas, but the ones which exist can cause you to lose valuable time.

Boingers: These appear and do not move. If they are touched, they bounce the scooter backwards and cause it to spin out of control for a moment. Boingers come in two different types. They can be blown up if they are repeatedly shot.



Tanks: These roll back and forth. If they are touched, they bounce the scooter back and make it impossible to control for a moment.

Time Bullets: Each time a Time Bullet hits the scooter, they take away a few seconds of game play for that round.

Rocket Emplacements: These do not move. They fire continuous rounds of rockets which temporarily disable your scooter and take 10 seconds of time away from your mission. (This only applies if you have more than 10 seconds of time remaining.) Also avoid the Rocket Emplacement itself. It too can be dangerous.

Moving Rocket Emplacements: These are very much like the Rocket Emplacements but they can move back and forth which increases the area where they can do damage.

Puffer Guns: These do not move. They periodically spray a volley of time bullets. Avoid the gun as well, as it can do damage to your scooter.

Moving Puffer Guns: They are Puffer Guns that can move back and forth, increasing the area they cover.



90-Day Limited Warranty FCI Game Paks

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