SEGA®

GT Interactive Software

SEGA SATURN®

COURIER CRISIS™

NEW LEVEL SOFTWARE™

KIDS TO ADULTS
TM
K-A
CONTENT RATED BY
ESRB

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN® SYSTEM.

T-25415H

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 previously 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.

HANDLING YOUR SEGA SATURN® COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn® system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occassional recess during extended play, to rest yourself and the Sega Saturn® compact disc.
- Keep your Sega Saturn® compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

Patent Numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999

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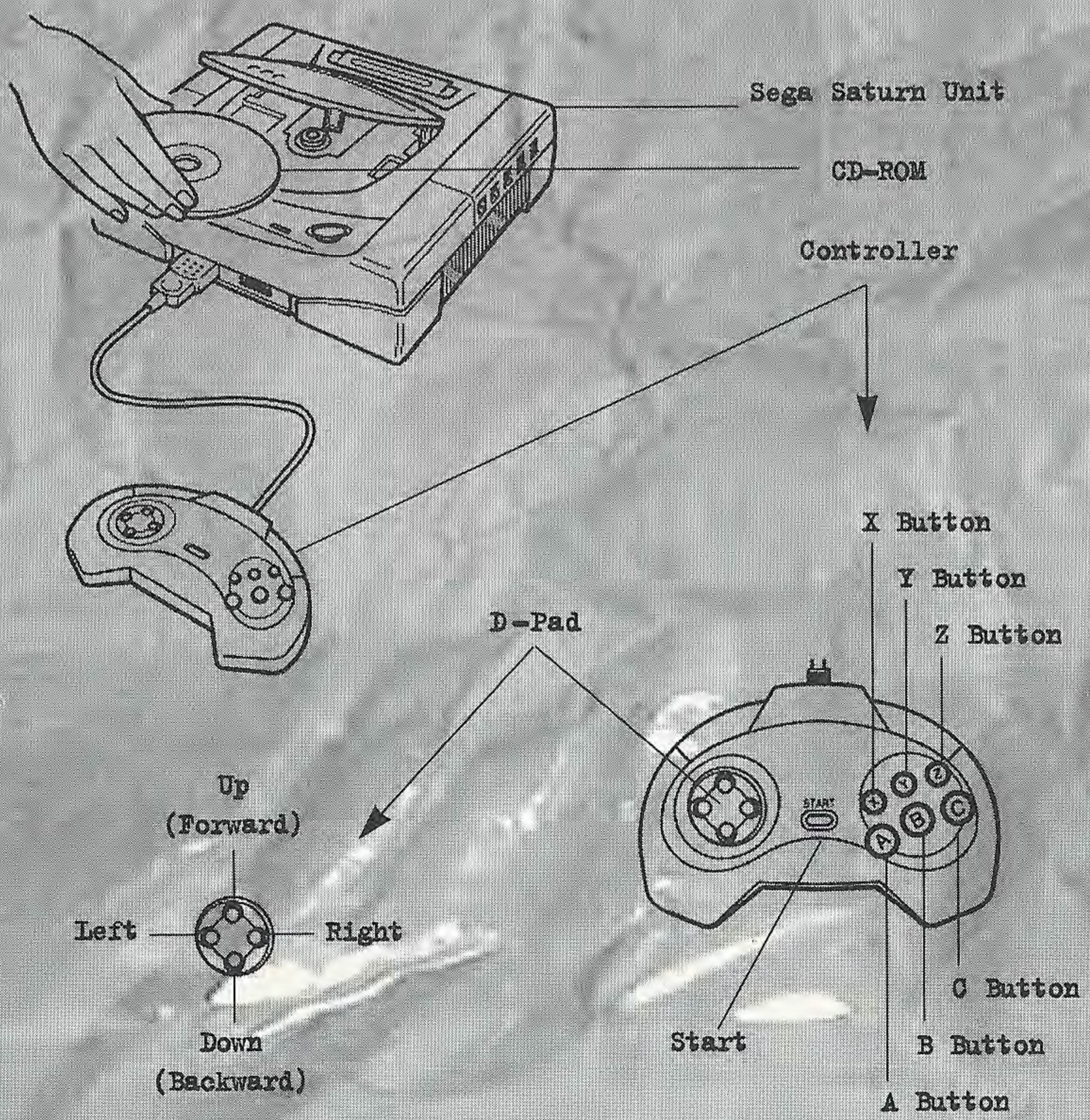
WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

START UP INFORMATION

Set up your Sega Saturn™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing the disc. Insert the COURIER CRISIS disc and close the disc cover. Insert the controllers and turn on the Saturn console. After the title screen comes up, press Start three times to start a game.



LEGAL BLURB

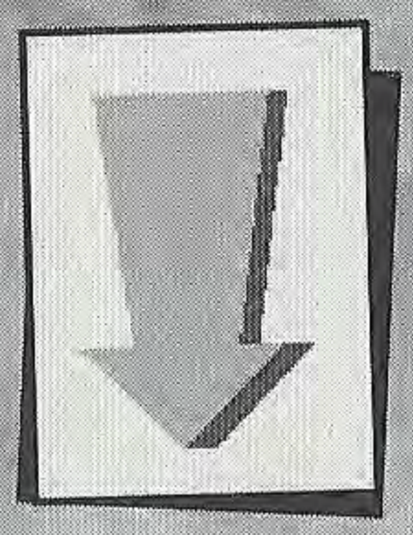
The bike wrecks portrayed in this video game would really hurt, probably cause a serious set of broken or torn body parts, and possibly kill you if they happened in real life. Courier Crisis is a game designed to give you the opportunity to do things that you CAN'T DO in real life. Get it?

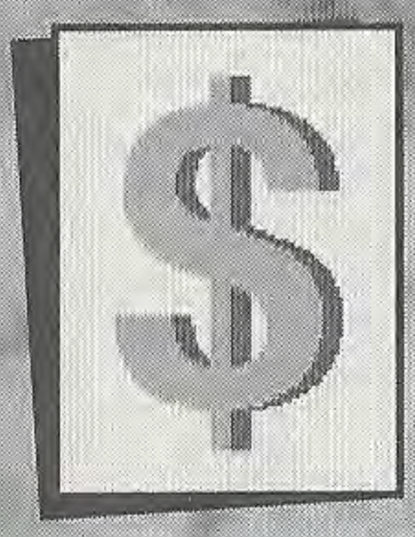
The city is a DANGEROUS place to ride a bike. Bike tricks are cool. If you wanna fly thru the air on your bike, do it But start out small, with bunny hops over curbs and stuff. In other words, do this at home (bike tricks) but practice first.

Dis'n the cops. Running over peds. That just doesn't fly in real life. This is a GAME! Get it?

EMPLOYMENT CONTRACT

As a bike Courier, your job is to pick up and deliver packages in a timely manner. Start by looking for the guy with the package, and pick it up by riding up to him. You can tell which one he is by the pickup icon (a giant yellow arrow) over his head.





Once you have the package in your sweaty hands, you need to find the drop off guy. He's easy to spot - just look for the giant dollar sign above his head. Ride by him to drop off the package and collect the green.

Each delivery mission is paid only on timely completion. If you finish when your timer's in the green, you get paid full price. Yellow gets you 75% of the full amount, and red gets you 50%. If you can't get the job done before the red's out, you're fired. At that point your time's your own. Do what you want.

DEFAULT CONTROL SUMMARY

You can select alternative control configurations from the Controller Options Screen by selecting the controller icon from the Main Menu, and pressing D-Pad LEFT or RIGHT. The table below shows the default configuration (Configuration A).

PEDAL: A (Double tap for speed burst)

BUNNY HOP: B (Hold down to charge up your bunny hop power; release to jump)

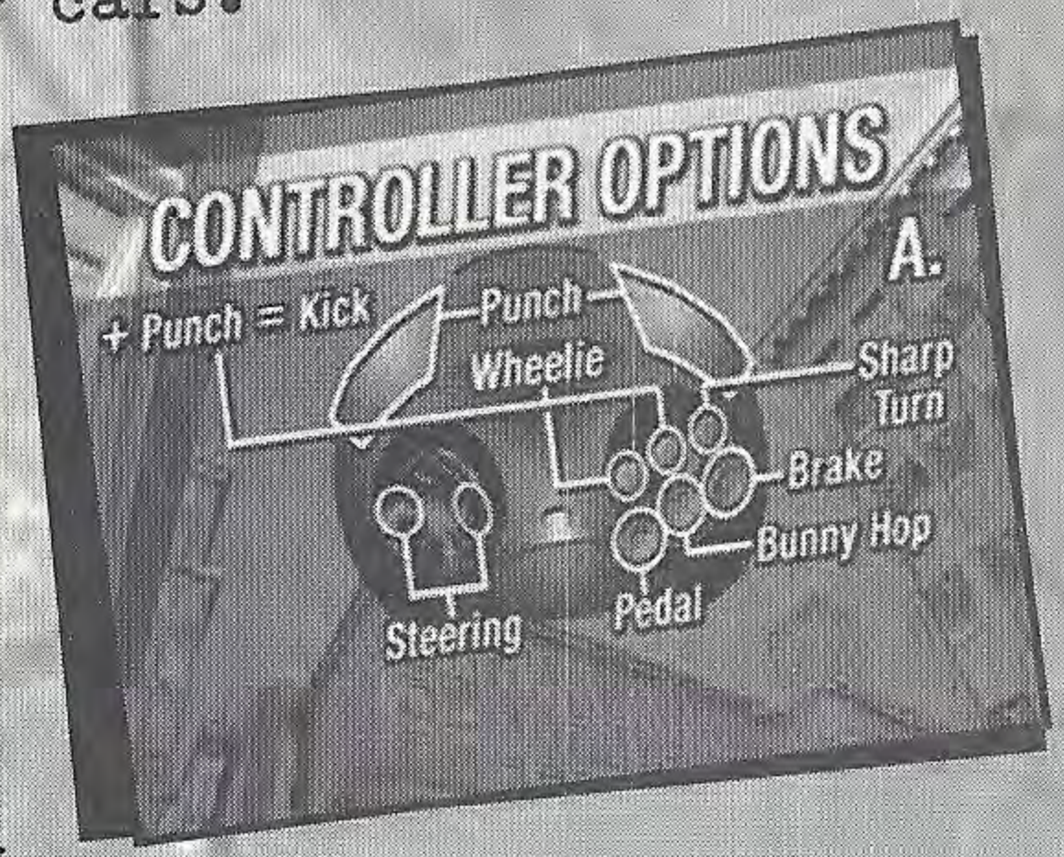
BRAKE: C (Double tap to lock up your brakes for maximum stopping power)

TURN LEFT: D-PAD LEFT

TURN RIGHT: D-PAD RIGHT

SHARP TURN: Z + D-PAD LEFT or RIGHT

WHEELIE: X - Ride wheelies over cars.



PUNCH LEFT: LEFT SHOULDER

PUNCH RIGHT: RIGHT SHOULDER

KICK LEFT: Y + LEFT SHOULDER

KICK RIGHT: Y + RIGHT SHOULDER

RUDE GESTURE: Z + RIGHT SHOULDER or
X + LEFT SHOULDER.
Use this to express your feelings.
Watch out the cops hate it!

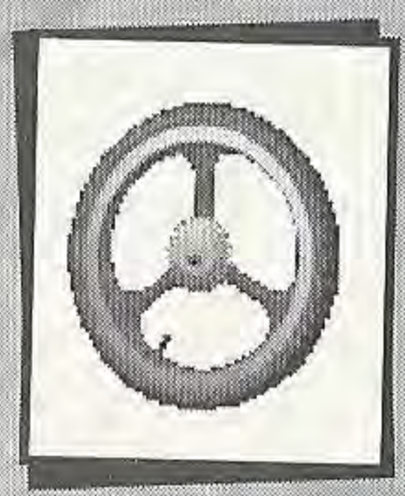
PAUSE GAME: START

MAIN MENU

The Main Menu offers the following five options. Use D-Pad LEFT/RIGHT to highlight an option. Then use the C BUTTON to select it.

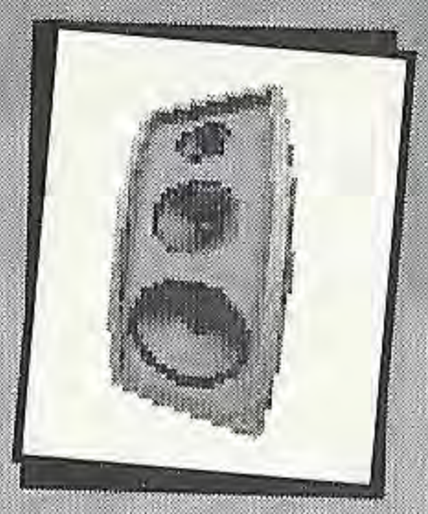
GO: Select this to go to the 'hood selector screen.

See 'Hood Selector, below, for more information on the different neighborhoods.



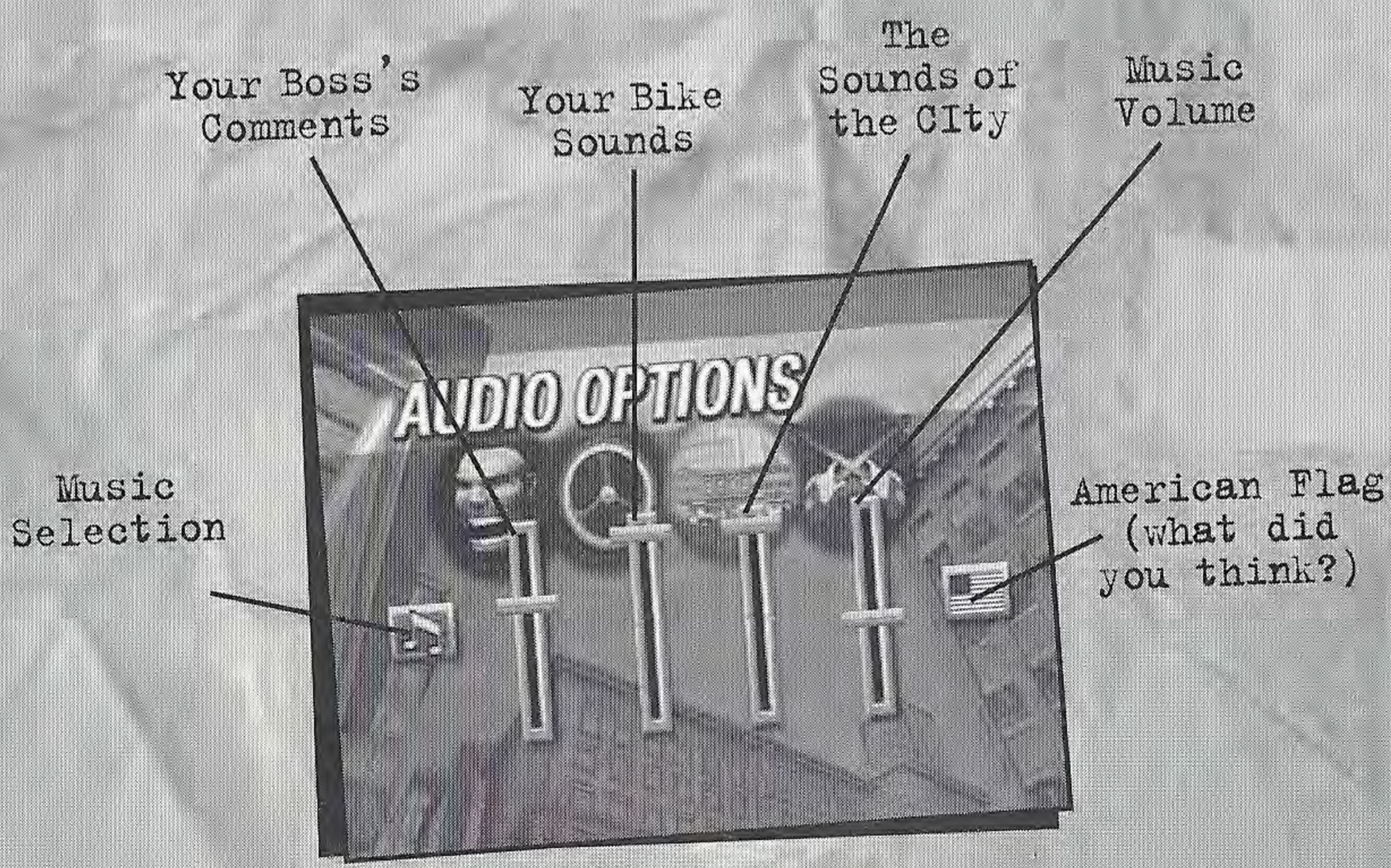
GT BIKE SHOP: Select this to go to the GT bike shop.

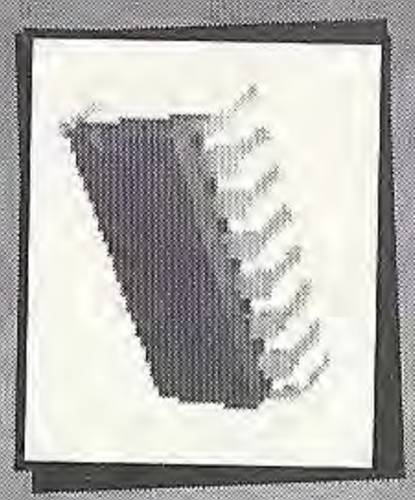
You can go to the Bike Shop any time the Main Menu is available to you. Once there, you can trade your bike in on a different model. You get full trade-in value on your present bike, so all you have to do is come up with the difference. The cashflow figure tells you the combined value of your trade-in and your available cash.



AUDIO & MUSIC OPTIONS: Select this to adjust the audio mix & select music style.

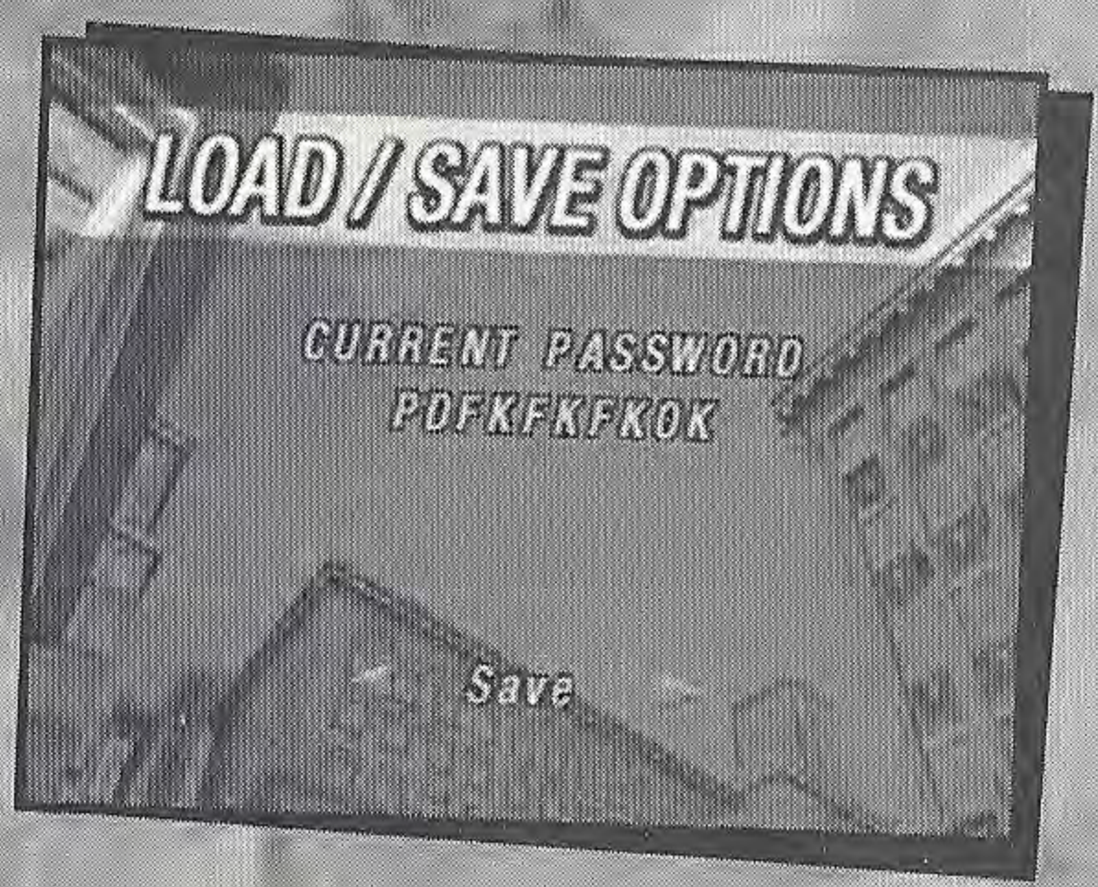
Press D-Pad LEFT and RIGHT to move between the different options, and press D-Pad UP or DOWN to raise or lower the volume or to choose a different musical selection.



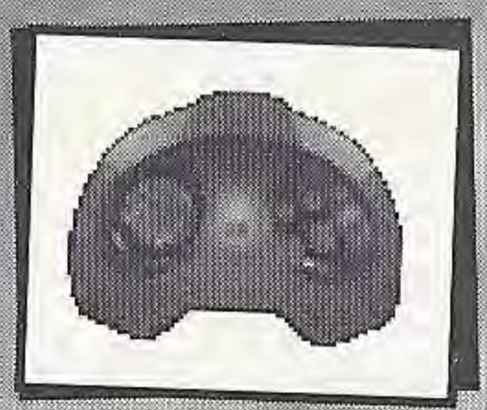


MEMORY CHIP: Select this to LOAD/SAVE a game or view credits.

You can save your game onto a memory cartridge or the system memory, so you can stop for some of life's little necessities, such as eating, sleeping or pulling the scabs off your new tattoo. You can save your game at the end of a mission. Press the B button to return to the Main Menu. Next, select the memory chip icon to bring up the Save Game screen and follow the onscreen instructions to save your game. If you do not have a memory cartridge, or your system memory is full, you can use the password (always displayed on the LOAD/SAVE screen) to resume where you left off. Write the password down (do we really have to tell you that?) so you can enter it when it's time to start playing again. Cycle through the letters by using the D-Pad, and press the C BUTTON to select.



To load a saved game, select the memory chip icon from the Main Menu. Saved games are named according to the level achieved. For example, if you finished Level 2 and saved your game, that game would appear as "Level 2" in the Load Game screen.



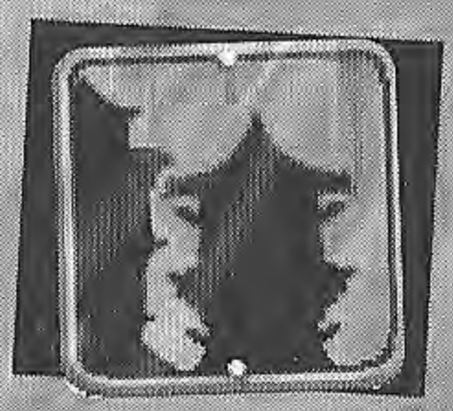
CONTROLLER OPTIONS: Select this to change the default button configuration.

Follow the on-screen instructions to select one of the alternative keypad configurations.

'HOOD SELECTOR
(City Area Selector)

Select the City Area for your next set of delivery missions. If an area has police tape over the icon, then it's closed for that level. If there is a thumbs up icon over the graphic then you've already successfully played that mission. (You can still replay it for a better time and more money. See Restarting a Level later in this manual). You must complete all the areas in order to progress to a new level. If you want to do a few practice runs, press Z + RIGHT SHOULDER to go into the practice level. To go back to the Main Menu, press the B BUTTON.

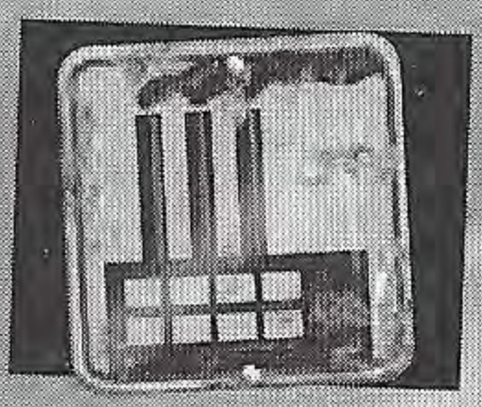
CIVIC CENTER: The financial district, the hub of the city. Lots of hills and secret alleyways. Watch out for the cabs, they couldn't care less if they run you down.



CHINA TOWN: Lots of crazy hills, and narrow streets. The maneuverability of a BMX bike is usually best for this area.

WATERFRONT: Watch out for the sheriffs in this beach town - they don't care for your type. There are a lot of fast wide open streets here so the fastest mountain bike you can afford would serve you best. The mongrel beach dogs are killers. Use your kick to whack 'em, or bunny hop over an oncoming car; they'll become grill work in no time.

SKID ROW: This is a BAD part of town. Drive-by shootings take out peds constantly. Vicious packs of junkyard dogs rove the streets. Get in and out as fast as you can. Don't forget the Air 360° time power up for higher levels. It's crucial.



INDUSTRIAL ZONE: Massive radioactive chemical spills in the '80's made this area a little weird. Not to mention the secret Army experiments in the '50's, some say they've been doing DNA experiments with aliens and house cats. Don't play with the fire, you'll burn your fingers.

RESTARTING A LEVEL

You can restart a level from the following menus.

Press **START** at any time during gameplay (or if you've been Fired) to get this menu. Press the C button to restart the level.

If you've been busted or you've wrecked out, you can restart the level by pressing the Start button, then use the Restart option from the Pause Menu, (the C Button).

If you totally thrashed your bike you get this menu.

By selecting Restart you can start the mission afresh without waiting for the game to reload. By selecting Quit you return to the 'Hood Selector, where you can press B BUTTON to go to the Main Menu. From there you can go to the bike shop to buy a different bike, save or load a game, or change your game options.

INGAME SCREEN

The following screen is typical of the screens you will encounter as you play the game. (Hint: it's actually much more fun to play the game than to stare at this screen, but hey, whatever gets you off).

RIDING STYLES

GOIN' FOR SPEED:

You gotta have speed to be a successful courier. Use the Pedal Button at every opportunity. Too much speed and you won't be able to hold the bike through the corners, or you'll come up short on the turn and pile into the nearest wall.

Use the brakes to scrub off speed before a turn. Double tapping the Brake Button will lock up the rear wheel for extra braking power.

BOUNCING:

Bouncing is a technique used by trials bike riders like Hans Rey. In this technique the rider actually bounces his bike up and down, making minor adjustments in order to keep his balance. You can use this method to hop over or on large objects without having to catch air off a ramp.

In Courier Crisis, if you're stationary (stopped), you can hold the Bunny Hop button to charge up for a bounce hop. The more you bounce the higher you can go. The length of the Bunny Hop meter also affects your jump height. If you hold the button too long, and the hop meter maxes out, you'll lose your balance. When jumping off ramps, release the bunny hop button right as you leave the ramp for maximum air time.

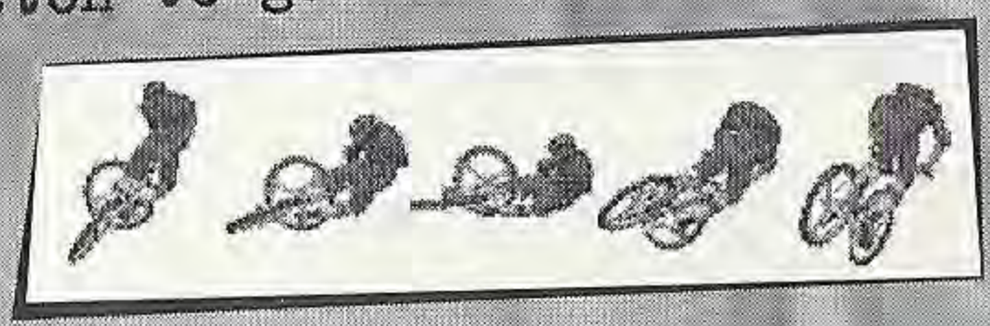
PULL'N TRICKS

It is essential to pull tricks at every opportunity. Not only for style's sake but also to earn critical game play power ups. Each trick has an associated power up. For instance, an Air 360° will take time off the mission clock. Indispensable!

Power Up	Trick to Get Power Up	What it Does	How to Use it
	Table Top	Adds speed burst	Double tap Pedal button
	Air 360°	Decreases mission clock	Immediate
	Cross Up	Adds links back to chain (restores bike health)	Immediate
	Back Flip	Confuses cops for 20 seconds while star blinks beneath mission clock	Immediate
	Spread Eagle	Immediate bunny hop height (no wait for charge up)	Double tap Bunny Hop button

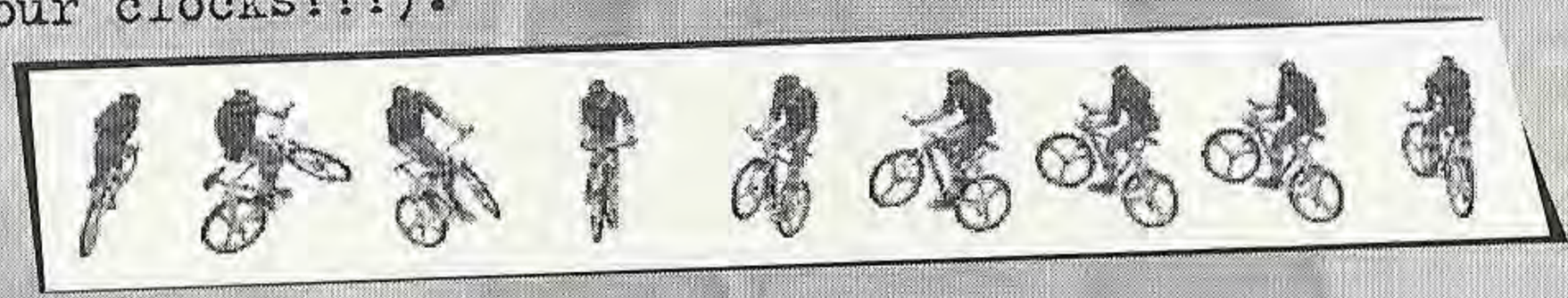
TABLE TOP: D-PAD-UP & LEFT SHOULDER
(D-PAD-UP & RIGHT SHOULDER for backside)

This gives you a speed burst power up. Double tap the Pedal Button to get an extra burst of pedaling power!



AIR 360°: D-PAD-DOWN & X BUTTON
(D-PAD-DOWN & Z BUTTON for counter-clockwise)

The Air 360° takes crucial seconds off of the mission clock. By holding the trick buttons you can continue to rotate. A 720° or greater will take even more time off the clock. You start each mission with 3 clocks, once those are used up 360's no longer have an effect on the mission timer (could there be secret ramps that re-up your clocks???).

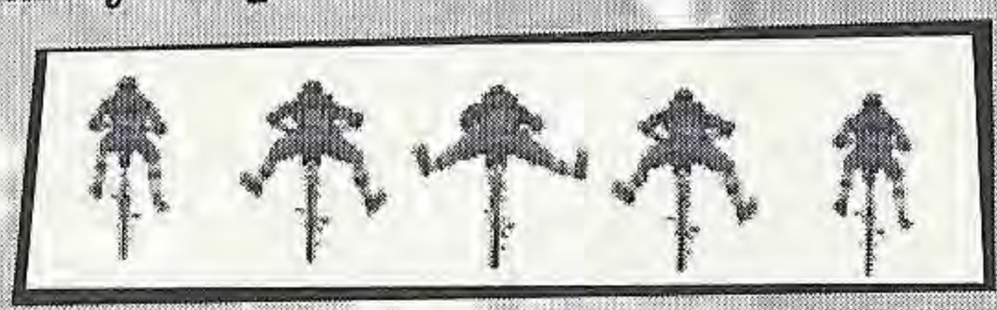


CROSS UP: D-PAD-DOWN & LEFT SHOULDER
(D-PAD-DOWN & RIGHT SHOULDER for backside)

Health Power Up: This puts links back on your chain, or fixes damage on your bike.

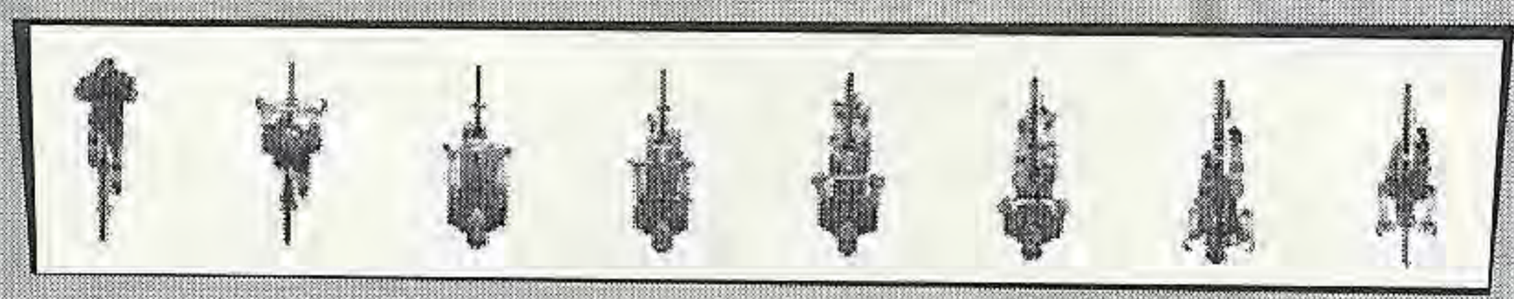
SPREAD EAGLE: D-PAD-UP & Y BUTTON

The Spread Eagle will give you Double-Bunny power ups. When a blue bunny power up icon is displayed on the upper left of the screen, you can double tap the Bunny Hop button to get an immediate full height bunny hop without waiting for the Bunny Hop meter to charge.



BACK FLIP: D-PAD-DOWN & Y BUTTON

The Back Flip will temporarily confuse the cops.
This is an easy way to make the cops dumber than they already are! This has no effect if the cops aren't on your tail.



AIR TIME:

You can hold The Cross Up, Spread Eagle, and Table Top for as long as you hold the trick combo buttons. This not only lets you project ultimate expression and style but holding the trick long enough allows you to get a full supply of the trick's corresponding power up.

MISSION REPLAY

You can replay a mission that you've already finished to get a better time and more money. If you replay and get a worse time, you're stuck with the results from your last attempt.

PLAY IT WITH STYLE

Ya gotta have style. If there's a car in your way, Wheelie over it instead of dodging around it. Better yet, bunny hop the whole thing and pull a trick so you can keep all your power ups charged up to the max. Besides looking way cooler, using your power ups will greatly reduce your time through missions, allowing you to buy way better bikes sooner.

DIS THA POLICE

Give the cops the fist shake (rude gesture). While this may irritate them, their sirens clear the streets of other traffic, making hi-speed a little less dangerous. Use the backflip to confuse the cops if they're on your tail.

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an e-mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 970-522-1797. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support ONLY at this phone number, which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information will also be included on the automated system regarding your product return and replacement options. These are described further below.

Product Return Procedures In The United States & Canada

If you encounter what may be determined to be a defective product medium issue such as those mentioned above, you must call GT Interactive Software's Customer Services number at 888-229-0569. We are available Monday through Friday, 8:00 AM until 5:00 PM (PST). If our technicians cannot pick up your call directly, please leave your complete name and phone number clearly so that we can call you back promptly. No other support services will be available through this number.

In the event our technicians at 888-229-0569 determine that you will need to forward materials directly to us, they will issue you a Return Merchandise Authorization Number. Make sure you include the Return Merchandise Authorization Number supplied you by the technician along with your full name, address and your telephone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.
Attn: Customer Service
Canyon Park Business Center
Building D 2nd Floor
22027 17th Ave. SE
Bothell, WA 98021

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

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7.Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

8.Editor and End-user Variations.

(a) The Software may include an "Editor." An "Editor" is a feature which allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.

(b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:

i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.

ii. Your Variations must not contain modifications to any executable file.

iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.

iv. At least once in every online description and with reasonable duration on the opening screen, your Variations must prominently identify (i) the names and email addresses of its creators, and (ii) the words "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY GT Interactive Software, Corp., The WizardWorks Group, Inc., or any of their affiliates and subsidiaries."

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Additional Music
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"5 Years of Lies"
"We're Gonna Fight"
from "alt.music.hardcore"
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ARMCHAIR MARTIAN
"Xenophobe: a car"
from "Xenophobe"
(Headhunter/Cargo Records)

BIG DRILL CAR
"The Shake"
"Nogaina"
"What You Believe"
from "No Worse for the Wear"
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DODGEBALL
"Losin' It"
from "Hooray for Everything"
(Goldenrod Records/Cargo Music)

DRIP TANK
"Circumstance"
from "Sprawl"
(Headhunter/Cargo Records)

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"Keep Your Hands on the Boogie" from "The Brotherhood Recipe"
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NOTES

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