OUTRUN EUROPA
STORY BOARD AND DEVELOPMENT
ANALYSIS

FOR

U.S GOLD LIMITED

PREPARED BY

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ORIGINAL CONCEPT : OUTRUN

OUTRUN, was produced by Sega as their first, fast action, multi
sprite, car racing game, which incorporated superb presentation
and addictive playability. The player controlled a red Ferarri,
accompanied by a blond girl, who had to race across various
pre-defined tracks, within a set period of time.

The arcade machine was extremely successful in the actual ar-
cades, due to the fact that the player sat in a hydralic cock-
pit, which was designed to experience the feel of driving a high
performance sports car. Stereo sound, choice of various music,
detailed high-resolution graphics and a sophisticated simula-
tion, combined to form a successful motor sport videogame.

OUTRUN EUROPA:

Outrun Europa was designed, not to compete with the original ar-
cade game, but to improve on the development of the home com-
puter formats, to incorporate additional features and to enhance
the gameplay.

The game will take place in the road ways of Europe and the
player will race across five European countries :

                          (a) England
                          (b) France
                          (c) Italy
                          (d) Switzerland
                          (e) Germany

The player must complete the game by driving from England,
through the Channel Tunnel, across France, Italy, Switzerland
and finally into Germany.

We would like to stress, at this point, that we have sought to
enhance each home computer format on the grounds of memory us-
age, program speed and graphic ability which has resulted in mi-
nor deviations between various computer formats.

The game has been designed to give the player the feel and at-
mosphere of each country with specially chosen vehicles, road-
side objects, music and terrain.

OUTRUN EUROPA SPECIFICATION :

The first graphic the user will view will be the O/E loading
screen, which will contain Europa flag logo, U.S Gold, Sega and
Probe logo.

The game will then show an option screen comprising the various
user friendly requirements.

    (a) Key commands, re-define.
    (b) Joystick options (Z-80 special option)
    (c) Pause
    (d) Reset new game
    (e) Music on/off, Sound f/x on/off
    (f) Miscellaneous

The screen will also allow the player to define the music that
is required to be played in the game. This is the first new fea-
ture of Europa. Various tunes are selected by choosing a CD. An
animated sequence of the CD popping out of the CD player, will
display that the tune has actually been selected.(Amiga music
will be on the loading screen)

It is also at this point that a sampled piece of music will be
played on the Commodore 64/128 and Amiga ; a new European remix
of Outrun incorporating the Europa 'feel', with sampled voices.

The various options need to be selected and the player will then
progress to the first stage of the game.

STAGE ONE : ENGLAND

The player views the back of the Ferrari from a top angle view.
A dash board at the (top/bottom) of the screen displays speed,
revs, country, weather conditions and other miscellaneous infor-
mation (depending on format). There is also a gear stick to dis-
play up to five gear options (depending on format).

A feature to enchance the audio feel of each country is the ad-
dition of an appropriate 'jingle' at the start of the main tune.
For example, in England, you would have a 'jazzed-up' version of
Pomp & Circumstance, or even a National Anthem.

The player is then requested to start the race by a variety of
methods (depending on format). For example, on the 16 bit for-
mats an animated girl, standing next to the Ferrari, will pur-
posely drop a white scarf. As the scarf/handkerchief falls to
the floor, the player must rev his car and start the race.

A similar process occurs on the Commodore 64/128 version :
starting lights count the player into the game with a flag of
the country waving in the wind.

The game then proceeds through the various levels and landmarks
of England.

Another feature of Europa which will enhance the European feel
is 'smart cars' distinctive to the country. The cars have been
choosen for this level are :

    (a) London Taxi
    (b) London Red Bus
    (c) Opel Kadet
    (d) Motor bike and side car

An example of variation in formats is shown in the Commodore 64/
128 version, which can only have three cars per stage i.e Taxi,
GTE and Mini Metro. The cars will have three main movement pat-
terns ; Bumping, Blocking and Formations.
Bumping : The cars drive at slower speeds until the player
catches them, then speeds up to the same speed and tries to bump
the Ferrari off the road. Bumping does not directly cause the
player to crash unless the Ferrari is pushed into the scenery.

Blocking : The vehicles move at a slightly slower speed than the
player and try to block the road. The player must avoid these
cars by moving quickly to the side and then speeding up, other-
wise, they will cause the Ferrari to crash.

Formations : Pairs of cars in adjacent lanes moving at the same
speed as each other but slower than the Ferrari. These forma-
tions cause traffic jams, due to weather conditions, road condi-
tions, long up hill roads or bad driving.

Backgrounds and scenery :

The backgrounds have been designed from accurate photographs of
current landmarks in each particular country ie.Houses of Par-
liment, St Pauls, Nelsons Column. The scrolling landscape is
also split into three sections :
    (a) Countryside
    (b) Rural town
    (c) Main City
Each computer format displays the backgrounds in a different
structure, but essentially, a different section of each land-
scape is printed at different points of the map. For example,

Crash Sequences:

Depending on the speed and direction of the Ferarri, a number of crash sequences can occur.

A spin sequence will be incorporated, if the car is bumped and the car will spin around in the centre of the road. If a certian speed is achieved before the bumping/spin takes place, the driver will be able to continue back in the race, without having to stop completely.

Somersaulting will occur during a major crash sequence and will always be fatel. The result will be a total loss of time and the car having to restart from stationary, after a short pause.

The exact height and duration of a somersault will depend on the speed and postion of the player, at that moment.

There will also be a sequence, with the Ferarri passengers falling out of the car and the girl showing her displeasure.

A special crash sequence, with the car falling over the edge of the mountain, will also be incorporated (variations per format) The 16 bit versions will also show a 'demolished' version of the players Ferarri, after a major crash.

the Commodore 64/128 version displays a different background of the country, within the section, after the player has driven over a large hill, whereas, the Z-80 and 16 bit versions display a new section depending on the size of the angle of the road.

Weather conditions and effects:

Each country will have weather conditions that effects the game-play and handling of the car. The conditions are as follows :

    (a) Rain
    (b) Fog
    (c) Ice
    (d) Snow
    (e) Sun

The conditions, not only effect the player, but cause other vehicles to react in certain ways. The Ferrari will handle, as follows, under the specified condition:

Fog : This effect does not effect the handling of the car but causes the player to slow down because other vehicles will be bunching. If the player drives over a hill, and fog is now operational, then the player must quickly slow down to avoid the cars on the other side.

Rain : Handling of the car more difficult and oversteer will make the car slide or spin, on certain corners, at certain speeds.

Ice : Braking is awful and handling of the car is awkward. The player will need to drive slowly and carefully, in order to complete the section. The lap time or the actual section will need to be extended in order to complete the lap due to the amount of potential crashes.

Snow : Braking is still awful but handling slightly improved. The Ferrari is still liable to skid depending on the angle of corner and speed.

Sun : No effect on car or other vehicles. The player can drive as fast as possible within the restrictions of the game.

The weather conditions will be random, but weighted to be more likely to occur in certain countries. For example, it would be most likely to snow in Switzerland, and at the end of the Italy stage.

Note : The visual effect of weather per format will vary depend-
ing on machine restrictions.
The weather effect for England is Fog.

The road is designed, as in Outrun, to undulate, up down, left
right and will have added features, such as cross roads with

red lights. As mentioned, the road side objects have been
choosen to give the best country feel to each stage.

When the player reaches the end of the stage, the Ferarri will
approach the Euro-tunnel, leading to France and then a customs
control. The border will be a clearly defined by means of a
'toll booth', type box, with a barrier stretching across the
road, at which the player must stop. You will then go to an ani-
mated passport screen, whereby the players passport is stamped
with the relevent country stamp. The barrier will then open.

STAGE 2 : FRANCE

In order to really drive home the feeling that you are in an-
other country, the start of the French stage will say "Welcome
to France." This will be displayed as a road sign graphic, but
due to memory constriants will not be scaled.

The translations for each country are :
France : Bienvenue a France (accent on the a)
Germany : Willkommen in Deutschland
Italy   : Benvenuti in Italia

The vehicles in this section are as follows :

    (a) Porsche 944 250bhp turbo
    (b) Beetle (VW)
    (c) BMW 7series, M sports
    (d) Citroen 2CV Dolly
The start of the stage will also include the French jingle appro-
priate to the country.

The weather conditions, as previously stated, will be rain.
Road side objects and backgrounds include all the major recog-
nised landscapes, with road side objects displaying French fash-
ion adverts, signs, trees, grass, flower fields and lamp posts.
The map of the stage has been designed to incorporate the weather
conditions and as such a tactical approach on all bends is essen-
tial.

STAGE THREE : ITALY

The end of the French stage and start of the Italian leg will
incorporate the passport and barrier control sequence, again the
passport, displaying the relevent country.

As in previous sections, a 'jingle' will be played at the start
of the selected main tune and a sign post will welcome the
player to Italy : Benvenuti in Italia (variations to occur on
the Commodore 64/128 version)

This stage proves to be a real test of the players skill with
specially designed maps over winding mountain roads. A special
mountain side effect has been incorporated, with high mountains
on only one side of the road and a fatal cliff edge on the
other. The behavour of the other vehicles, especially on the
mountain side, will prove to be a major factor, with bumping,
formations up hill and sheer bad driving, causing stage time and
success to be jeopardized. On the 16 bit versions we will try
and include a rock slide effect on the mountain side.

Another factor, is that cars driving up hills will obviously
progess slower than on the way down, therefore the player will
have, at certain points, to change down gears to increase the
speed of the car. Small tunnel sections will also be included
and an 'off road' track will provide extra hazards. This hazard
will provide the player with a section of road whereby the Fer-
rari proves extremely difficult to handle. (actual effect to be
decided) This section would be simmilar to the rain weather ef-
fect, with trees and bushes also in the centre of the road and
the Ferrari would have to avoid them ; The Commodore version
will not include this due to memory restrictions.

The weather condition in Italy is ice. This condition is the
worst and the player must negotiate extremely awkward handling
of the car, tight bends, mountain terrain and terrible braking.

The vehicles in Italy will be :

    (a) Ferrari F40
    (b) Countach
    (c) Fiat 126/7
    (d) Motorbike and side car

Commodore 64/128 : a,b,c

Roadside objects will include left/right signs, Martini adverts, bush, trees, buildings, mountain side, cross roads with traffic lights. Backgrounds will depict the landmarks of the country.

STAGE FOUR : SWITZERLAND

The end of the Italian stage and start of the Swiss leg will incorporate the passport and barrier control sequence, again the passport, displaying the relevent country.

As in previous sections, a 'jingle' will be played at the start of the selected main tune and a sign post will welcome the player to Switzerland: Willkommen in der Schweiz (variations to occur on the Commodore 64/128 version)

The vehicles in this section are as follows:

    (a) Ferrari F40
    (b) Opel GTE
    (C) Citroen 2CV
    (D) Porsche 911 turbo

The terrain in Switzerland is also very mountainous, with sharp bends, tunnels and a vast amount of undulations in the road.

Roadside objects include conifers, bend signs, skiing adverts, cliffs, buildings and bushes. As mentioned the backgounds scroll depending on format, and depict recognisable sections of Switzerland.

The weather conditions are snow and begin to fade into sun at the later section of the stage. Car handling is slightly improved over Italy

FIFTH STAGE : GERMANY

This is the final section of Outrun Europa, and the player has the added bonus of no weather conditions. A fast lap time will be required on the German Autobann, however road cones will be included in the road forcing the player into certian lanes. Long stretches of road with sharp bends will really test the skill of the driver. The cones also fence off mounds of earth, scattered along the road side. Roadside ojects include buildings, bushes, beer adverts, lamp post, conifer trees and grass.

Vehicles in this section include :

    (a) Porsche 944 turbo
    (b) VW Beetle turbo
    (c) BMW M735i
    (d) Porsche 911 turbo

As mentioned, entry into this stage will include passport con-
trol, a 'jingle' and a welcome sign, "Willkommen in Deutschland"

Due to the amount of roadworks the player will try to avoid
traffic jams, which will be in one or two lanes of the carriage-
way.

High Score tables will be included i.e The Commodore 64 version
has the high score table displayed in the back grill of the Fer-
rari (a separate screen).
A map of progress will also show the position the player has
reaches, across Europa.

An end of game animated sequence has also been devised : the
girl, sits on the bonnet of the car and leans over and kisses
the driver on the check. A congratulations message appears say-
ing "Congratulations, You have successfully completed Outrun Eu
roa"

KEY FEATURES IN OUTRUN EUROPA

    * European landscapes and roadside objects.

    * CD music selection

    * European Re-mix of music

    * Weather conditions, Fog,Rain,Ice,Snow,Sun

    * Mountain slides and cliff drops

    * Three sections of background per stage

    * 'Jingle' tunes for each country

    * 'Off road' Racing

* Roadworks and cones, mounds of earth

* Traffic jams and smart cars

* Passport control

* Animated border control

* Dash board, rev counter

* Weather Icons

* Five gear options or automatic gears

* Cross roads, tunnels and bridges

* Effects of gear changing on hills

* Cars relating to country

Europa   U.K. MAP (Number 1.)

two lanes (from 3)

} STRAIGHT

TUNNEL

TRAFFIC JAM {   B   B

B   S corner
        u   B

B

G   d   B
        d   S
G

CROSS   ROADS

TRAFFIC JAM {   G   d   u

S   u   S

12

red lights

CROSS   ROADS
        d
        u   u

S   B
        d
B   u   S

T   u   L

S   T   L

T   d   S

Bu u   B

Bu   u

Bu   15

B   S

15   B

B

B   B

S

L   L

START
(woman / hanky)

L = lamp post
B = building
T = tree
U = U.S. Gold ad.
Bu = Bush
G = Grass
S = Bend sign

5th May 1989

PASSPORT CONTROL

↑
FLAT
d
F
12 corner

T
cones
L Fi
↑d
L ↑u Fi
G ↑d Fi
G ↑u
T Fi
T
T G
T ↑d
B S F
F ↑u ←d 5 F
F T S T F
T S ↑d
B 5 → u T
F ↑d B B T
B ← d T
B S F
T 10
T T L
L ↑u
L L
13

CROSS   ROADS
↑u
↑d
F ↑u F
∧ B
∧ ↑d T
∧
cones ∧ 13
∧
S T T
T flat T
T T

BARRIER CONTROL
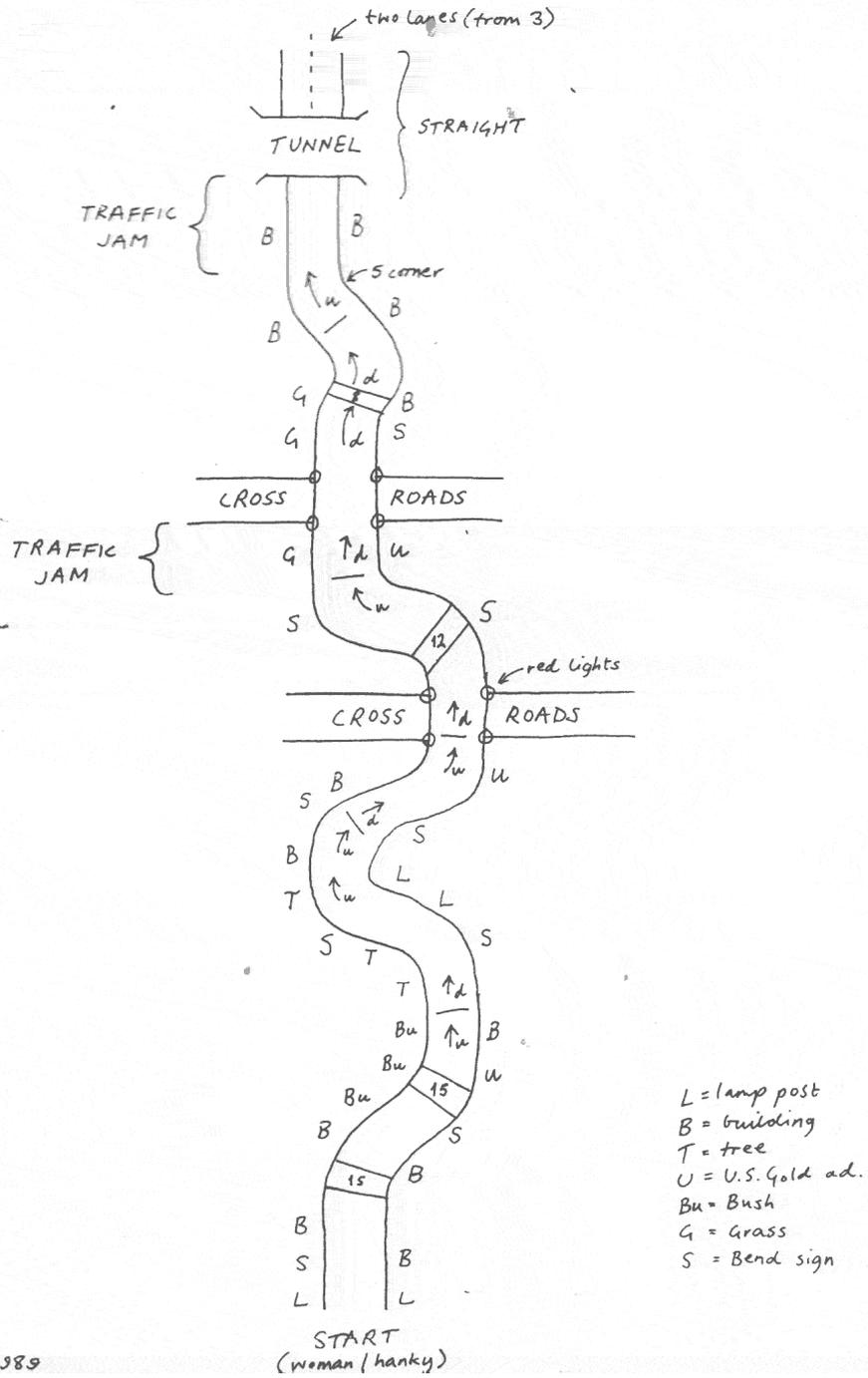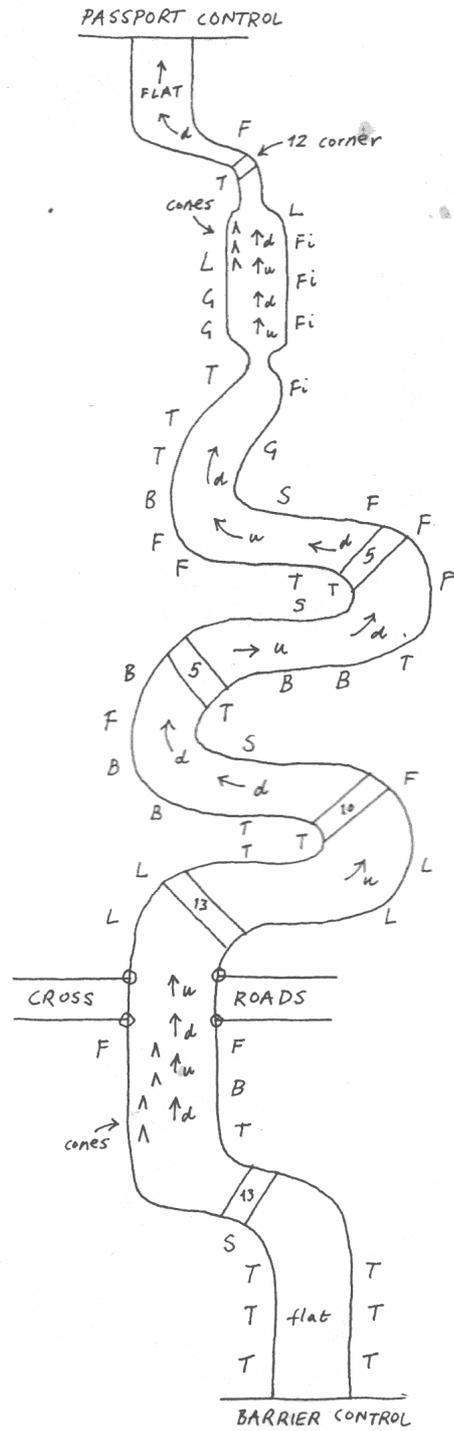
F = fashion advert
T = tree
S = sign (bend)
G = grass
Fi = corn / flower fields
B = bush
L = lamp post

5th May 1989

Europa

ITALY Map (Number 3)

PASSPORT CONTROL

B   F   T   B

B
B   T   T   F   F

5

S

T   T
T

5

T   B   F   F   T

S

F   T   B   T   F

OFF ROAD →   rock slide →

7

mountain-side drop effect

10

15

CROSS

T

M

tunnel →

T   M

M

u   d   u   d

d

M   d

M

M

d

7

M

S

S

ROADS

S

↑ d

grass, olive trees, fields ↓

S   10

↑ u

S   10

S

↖ u

S

10

← ← ← ←

S

d / 13

S

↑ d

BARRIER CONTROL
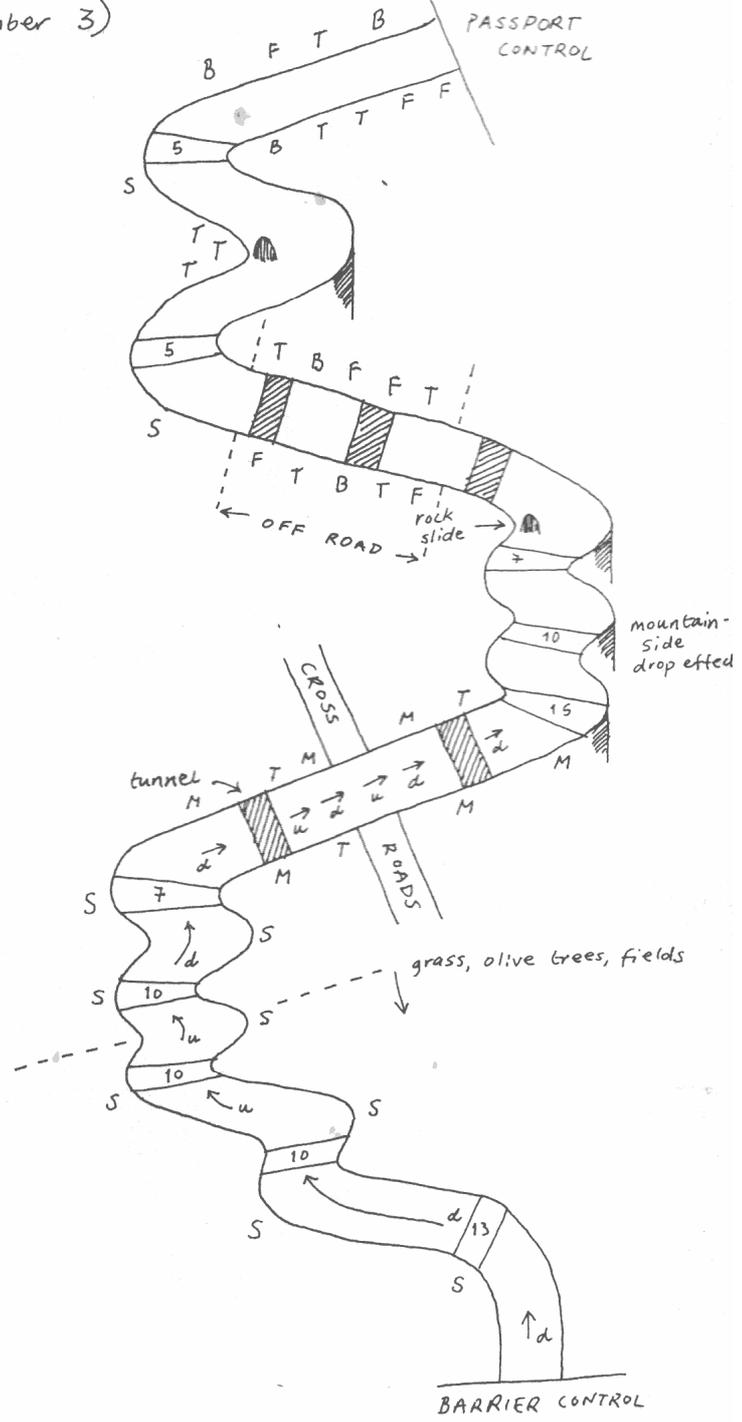
S = sign
M = martini advert.
T = tree
B = bush
F = fields

May 1989

Europa   SWITZERLAND Map (Number 4)

PASSPORT CONTROL

↑d
5
T
A
S
B
u
w
C
2
8
3
→d   →d
10
S
u
C   3
5   u
S
C   →d   w
3
→u →d →u →d
S   →d
u
T
10   T   T   B   A   A   A·   T   T
tunnel
u   d←   ←u d←   A   T   T
T   A   10   u
S   u
B   B   T   B   A   T   A   T

B
→u →d →u →d →u
S   3
X   u
5
7   u
S   B
B   d
X   5
B   →d
3   B
5   u
S   d   T
B   5
B   u   T
3   →d
S   T
u
BARRIER CONTROL

T = conifer tree
S = bend sign
A = skiing advert
B = bush
C = cliff and boulders ↑
X = cliff ↑

May 1989

n Europa GERMANY Map (Number 5)

CHECKPOINT CHARLIE

10

T T T T
T T f T T T
T T l T T B
T a T
T t T
T B u F
T B S
B S 3 G
S 10 F
G
F
S
15 cones in
T N "hard-shoulder"
T S S (one lane)
S 12 B
T u B
10 S S B L B T
u A d u 10 15 S
S A 15 A L A
cones f
ROADS l B
mounds a
t L
A d F
15 B
B L

B = building
u = bush
A = beer advert
L = lamp
F = field
T = conifer tree
G = grass

S
u A F ROADS u B
B 15 f l a t S
u B F 5
tunnel CROSS u 15
B S

B B

BARRIER CONTROL   15th May 1989

number of trees
increases from here