

*Williams*   
Williams Entertainment Inc.

Williams Entertainment Inc.  
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The Getaway™ High Speed®II  
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PRINTED IN JAPAN

Nintendo

GAME BOY®

DMG-AGEE-USA

*THE* **GETAWAY**  
HIGH SPEED® II

KIDS TO ADULTS

**KA**  
AGES 6+

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Williams Entertainment Inc.

**INSTRUCTION BOOKLET**

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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**Monday - Friday**

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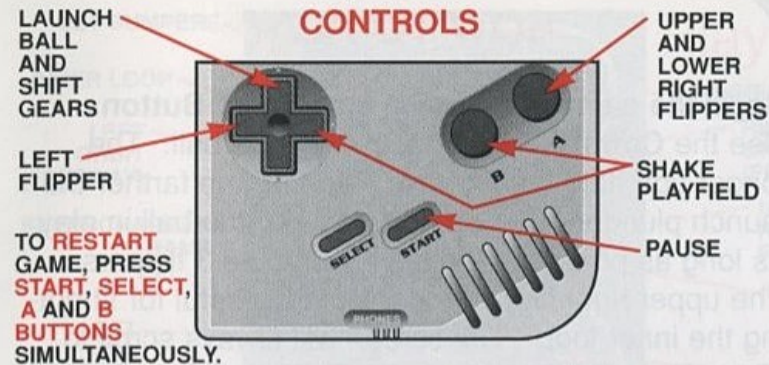
SPECIAL

2

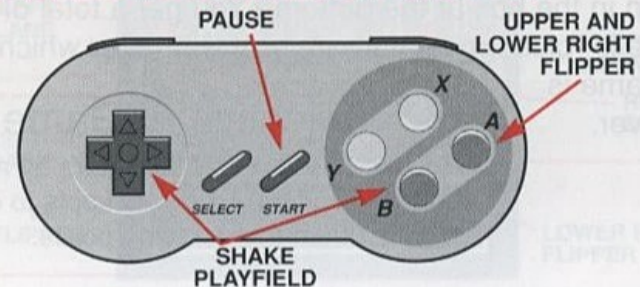
## GETTING STARTED

- Make sure the **POWER** switch is in the **OFF** position.
- Insert the Nintendo™ GAME BOY™ Game Pak into the slot on the back of the Game Boy console, label facing **AWAY** from play side.
- Slide the **POWER** switch to the right to turn the power **ON**. The game will cycle through an opening sequence and present a view of the playfield. (NOTE: The Playfield is larger than the screen display and will scroll up and down with the action of the ball).
- Follow game play instructions on page 5.

By using your Super Game Boy adapter, The Getaway™ may also be played on your Super NES! To play, correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the **ON** Position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.



## USING SUPER GAME BOY ADAPTER



DRIVE  
55  
AND  
STAY  
ALIVE

SPECIAL

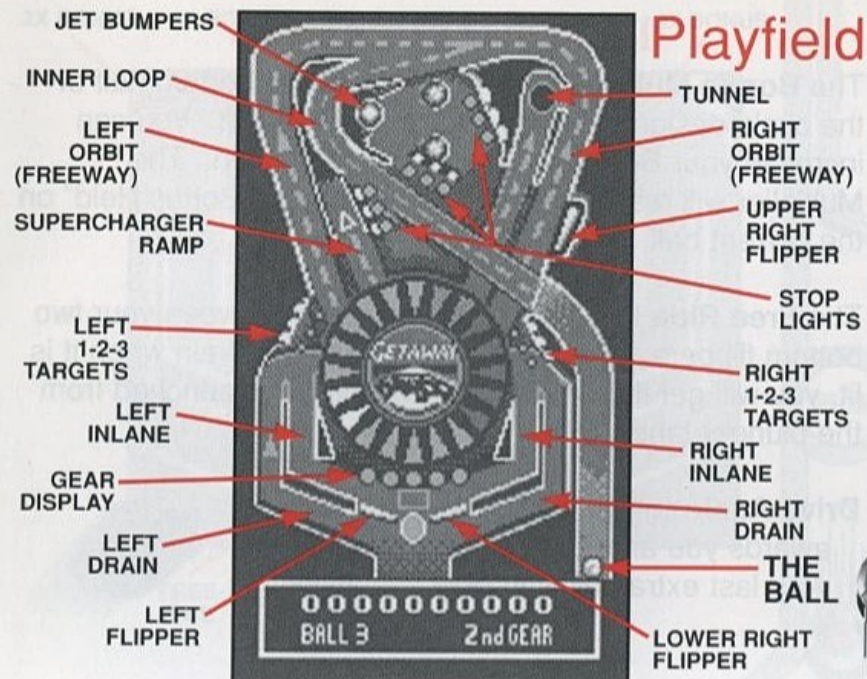


## HOW TO PLAY

Begin the game by pressing the **START Button**. Use the **Control Pad UP** to launch the ball. The longer you hold the **Control Pad UP**, the farther the launch plunger is pulled. Try to keep the ball in play as long as possible by hitting it with the 3 flippers. The upper right flipper is particularly useful for shooting the inner loop. The screen will always scroll to show the ball with your score, Ball# and Gear selected in the box at the bottom. You get a total of 5 balls--plus any extra balls you win--after which the game is over.

### Objective of Game

Activate the Multi-Ball™ feature by running red lights and collecting Jackpots to escape from the pursuing police.



SPECIAL



## INDICATOR LIGHTS

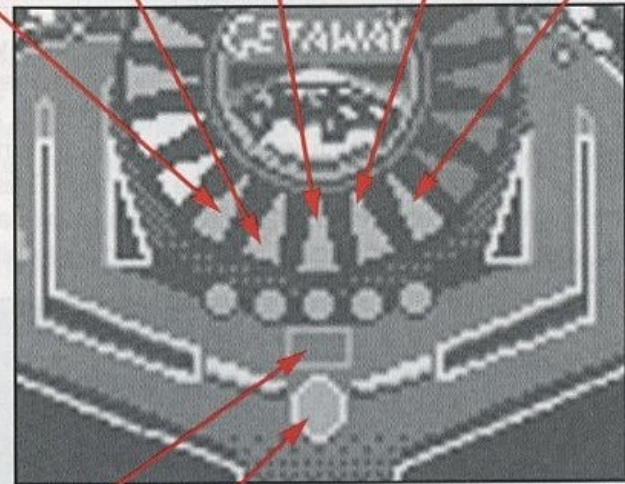
The **Bonus Multipliers** are located on the bottom half of the circle design in the middle of the Playfield. You can increase your Bonus Multipliers by shifting Up. The Multiplier will reset itself if you do not have "Bonus Held" on the current ball.

The **Free Ride** Indicator Light is located between your two bottom flippers. If your ball goes down the drain when it is lit, you will get the ball back. It will be auto launched from the plunger lane.

**Drive Again** will light up when the game awards you an extra ball and stays lit until your last extra ball is in play.



2X BONUS    4X BONUS    HOLD BONUS    6X BONUS    8X BONUS



FREE  
RIDE

DRIVE  
AGAIN

SPECIAL

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## SHIFTING GEARS

In the Getaway™, there are five gears in which your car can be running. Your RPM value in your current gear determines your speed. Your speed will be displayed briefly in the Message Box at the bottom of the screen. You begin the game in 1st Gear and advance to higher gears by collecting RPM's or through random awards from Burn Rubber (see section on the Tunnel). The RPM shots are the Right and Left Orbits, which are always available except when you have finished a gear and have not yet shifted to the next gear.

TACHOMETER  
(TOP HALF)



An inner loop shot also advances your RPM's when it immediately follows another inner loop shot or a left or right orbit shot.

Completing 1st Gear requires one RPM shot. Completing 2nd requires two. 3rd Gear needs three, 4th Gear needs four and 5th Gear needs five RPM shots to complete. The Gear Awards are distributed as soon as you make enough RPM shots to finish a Gear.

After redlining a gear, shift to the next gear by pressing **START**. In forth and fifth gears you have bonuses to collect before you shift to the next gear.



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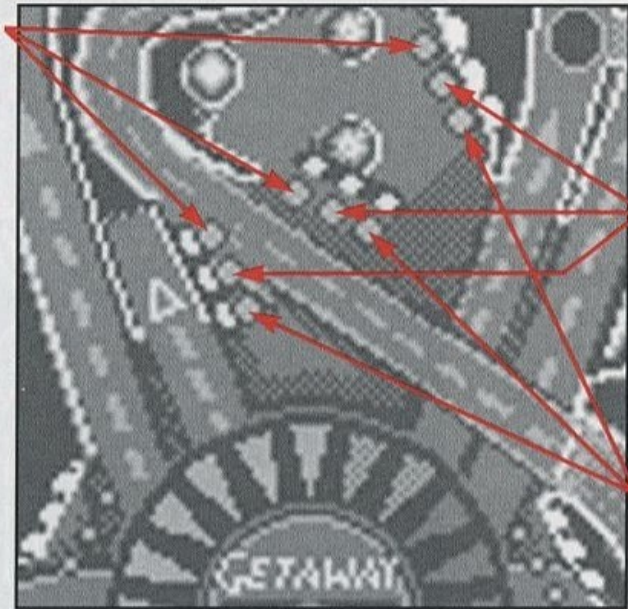
SPECIAL

## RUNNING THE RED

Running the Red is one of the ways to start Multi-Ball™ play. Your goal is to lock three balls in the hideout. But, before you can lock a ball you must light a lock by hitting all three traffic lights of the current color. (First all three greens, then all three yellows and finally all three reds.) Once you have done this a message at the bottom of the screen will tell you "LOCK LIT". Now, all you have to do is hit the ball up the left orbit or the inner loop and the ball will go through the back ramp and into the hideout. The third ball up the back ramp will "Run the Red Light" and activate Multi-Ball™, the police chase and The Getaway!



RED LIGHTS



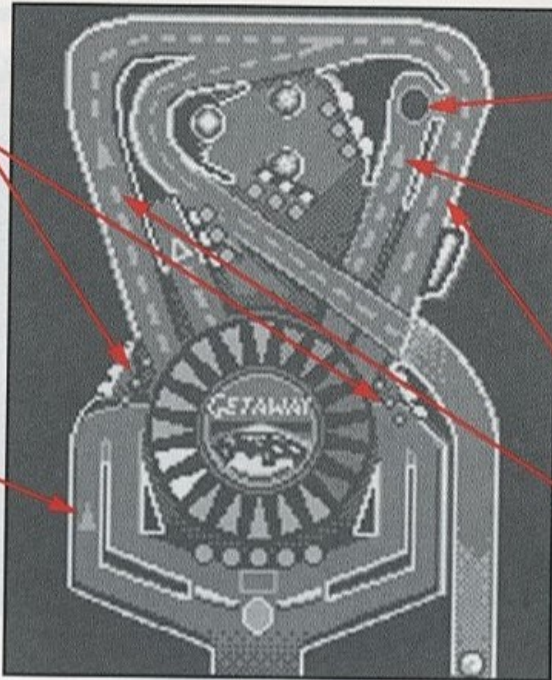
YELLOW LIGHTS

GREEN LIGHTS

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## 1-2-3 TARGETS

These are two rows of sensors, one row above each Outlane. Hitting the 1,2 or 3 target on either side, lights that target on both sides. Hitting all three will relight the **Kickback**.



## THE TUNNEL

The Tunnel is where Burn Rubber, Video Mode and Extra Ball are collected, and it is where Tunnel Shots are counted towards a special bonus. It is also where balls can be held during Multi-Ball™ for up to eight seconds.

**BURN RUBBER, VIDEO MODE AND EXTRA BALL INDICATOR LIGHT**

## FREEWAYS

Going through either Orbit at any time lights the Freeway on that Orbit. Repeated Orbit shots collect the Freeway Bonus. Each time you collect a Freeway Bonus, the value increases by one million to a maximum of five million. When you collect the first five million you get an Extra Ball. The bonus value resets when you lose your Ball.

**ORBITS**

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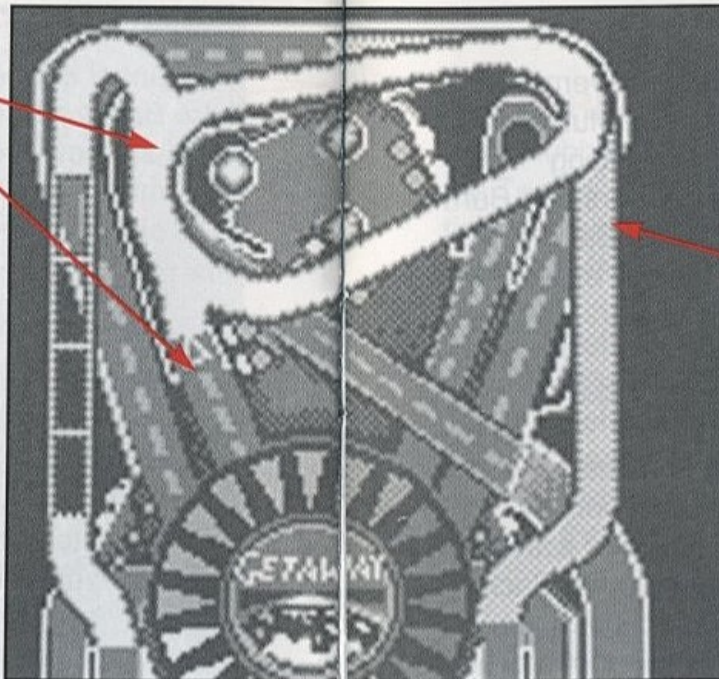


## SUPERCHARGER

The Supercharger is a large triangular loop that will appear above the Jet Bumpers. There is a steep ramp on the middle left portion of the play field which leads to the Supercharger. Whenever the Supercharger is "active" (highlighted), a magnetic accelerator spins the ball through the loop repeatedly. There is a diverter in the far upper left corner which will feed the ball to the left Inlane.

Supercharger shots will light one of the stoplight targets for you as well. At the end of the fourth gear, Supercharger

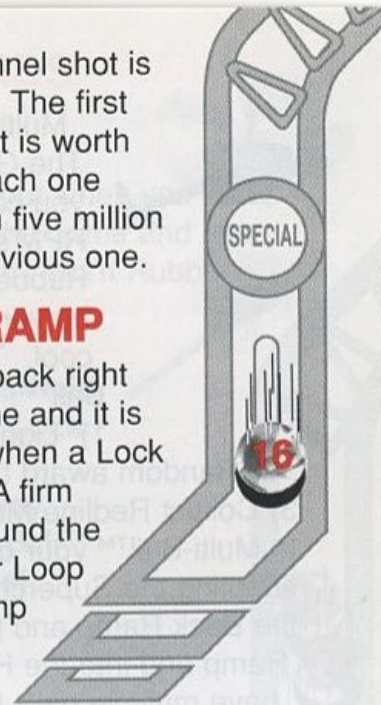
Mode begins. You then have 60 seconds to make as many Supercharger, Loop



Each loop and tunnel shot is worth five million. The first Supercharger shot is worth five million and each one thereafter is worth five million more than the previous one.

## BACK RAMP

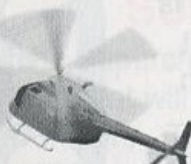
This is in the far back right corner of the game and it is highlighted only when a Lock or Jackpot is lit. A firm dead-on shot around the Left Orbit or Inner Loop will go up this ramp and down to the right Inlane.



SPECIAL

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## MULTI-BALL™



Multi-Ball™ is the ultimate achievement in The Getaway™. Without hitting Multi-Ball™, you can do very well simply by hitting RPM's, Freeways, collecting Gears and Burn Rubber Awards. However, Multi-Ball™ can be very lucrative and besides, it's extremely cool. There are three ways to start Multi-Ball™:

- 1) Light all 3 Locks and lock all 3 balls.
  - 2) Random award from Burn Rubber.
  - 3) Collect Redline Mania after completing 5th Gear.
- In Multi-Ball™ your objective is to activate Jackpots by shooting the Supercharger for 10 loops. 10 loops activates the Back Ramp and the first Jackpot. Shoot up the Back Ramp and into the Hide-out to collect the Jackpot. If you have multiple balls left at this point you may shoot more!



## SPECIAL AWARDS

### BURN RUBBER

Burn Rubber is a random award given out when you enter the Tunnel. It is lit at the beginning of the game and every time you shift up after completing a gear. Burn Rubber awards include:

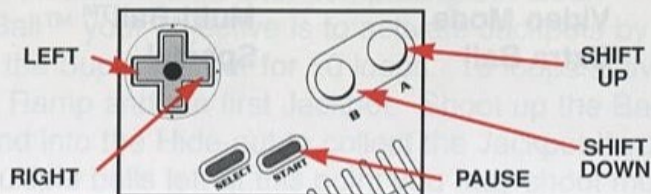
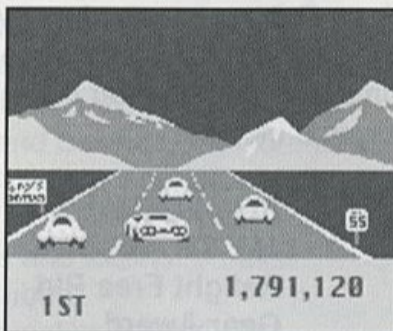
Relight Kickback  
1M, 3M, 5M, 10M  
Relight Free Rid  
Gear Award  
Video Mode  
Extra Ball

Bonus Held  
Light Lock  
RPM  
Freeway  
Multi-Ball™  
Special



## VIDEO MODE

Video Mode is lit by completing Third Gear and it remains lit until you collect it by shooting the ball into the tunnel. It is also a random award from Burn Rubber. In Video Mode you steer your car across three lanes filled with slow moving cars. If you can make it through Video Mode without crashing you will score BIG points! Remember to shift up to increase your points scored.



## REDLINE MANIA

Redline Mania is lit by completing Fifth Gear. Hit the Supercharger to collect it. Awards are as follows:

**10M**

**Extra Ball is Lit**

**Freeway at 5M**

**All Targets 500K**

**Kickback is Lit**

**Jackpot is Lit**

**Super Jackpot at 100M**

**Multi-Ball™**

Redline Mania is a normal Multi-Ball™, except that no loops are required to light the initial Jackpot. All targets are worth 500K, and the Super Jackpot begins at 100M. If you previously collected a 100M Super Jackpot or higher, it will be worth 25M more than the highest Super Jackpot value.



## CREDITS

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