

5th Gear

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Categorie: Vehicle Overhead, Number Of Players: 1

## INTRODUCTION

You participate in an illegal car race in which you are allowed to use every possible method to win. Drive straight forward until you see the sign "TURN HERE", then turn and rush back. Try to shoot down every vehicle you meet along the road to score points, but watch out for helicopters and enemy fire. If you succeed in surviving a race you earn money, that you can spend in several shops along the road by buying weapons, special functions, fuel or even a new car.

## CONTROLS

Joystick in Port 2 only.

UP - Accelerate

DOWN - Brake and Reverse

LEFT - Steer left

RIGHT - Steer right

FIRE - Use weapons:

machinegun

missiles

turbo boost

FIRE - Enter shop

SPACE - Select weapon

At the beginning of the game you have:

- 5 Cars

- 10.000 Dollars

- a machinegun which enables you to destroy enemy cars and boats.

Time:

- race 1: 5.0 minutes

- race 2: 5.5 minutes

- race 3: 6.0 minutes

#### SHOPS

To enter a shop you must park your car on the tyre tracks in front of a shop and press the firebutton. In the tyre tracks you can read what you can buy in the shops.

#### WEAPONS

Missiles: Enable you to shoot down cars, boats, bushes, walls and bunkers.

Missile Launcher: Enables you to launch missiles.

Rapid Fire Equipment: Rapid Fire

#### EXTRAS

Turbo Boost: enables you to jump by pressing fire.

Helium Tyres: Enables you to jump further.

Watertight Chassis: Enables you to drive through water.

Propulsive Side Motor: Enable you to steer while jumping.

#### GARAGE

Here you can have your car repaired or buy a new car.

#### FUEL

Here you can buy fuel for your car.

#### POINTS AND MONEY

You can score points by shooting down enemy cars, boats,

bushes, walls and bunkers.

You can score points by jumping on a hill.

When you succeed in finishing one race you earn money and points in accordance with the time you have left:

- Every minute scores 5.000 dollars and points.
- Every 10 seconds score 500 dollars and points.
- Every second scores 50 dollars and points.
- Every 10th of a second scores 5 dollars and points.

#### DAMAGE

Your car will be damaged:

- if you are hit by a bullet.
- if you hit the border of the screen.
- if you hit a bush.

You lose a life:

- if you hit a wall, bunker, house or fly-over.
- if you drive in the water.
- when your car is out of fuel.

Your game is over:

- when you have lost all your cars.
- when your time is up.

#### CREDITS

Designed and programmed by:

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Sound effects by:

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Graphics by:

MARCO SCHEEPERS

Music by:

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