

C64/128

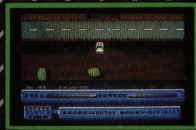
C64/128



Commodore Screenshot



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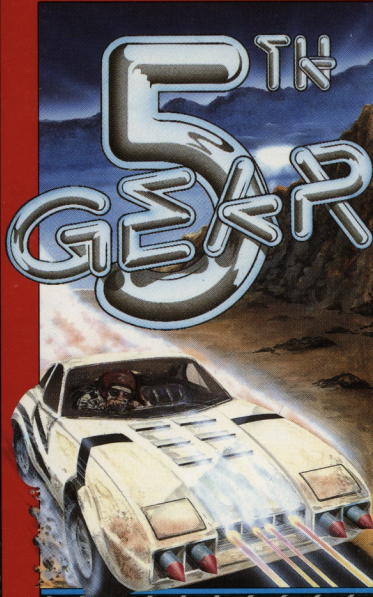


Commodore Screenshot

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.

5TH GEAR

COMMODORE 64/128



RACK

HEWSON

THE AIM OF THE GAME

5TH GEAR
COMMODORE 64 and 128 with cassette player.

CONTROLS

Joystick in port 2:

UP
DOWN
LEFT
RIGHT
FIRE

Accelerate
Brake and Reverse

Steer left
Steer right

Use weapons: - machinegun
- missiles
- turbo boost

Enter shop
Select weapon

SPACE**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 and boats, bushes, walls and bunkers.

You can score points by jumping on a hill.

RACK

HEWSON

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

- every minute scores 5000 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

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

You lose a life

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

Your game is over

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

CREDITS

Designed and programmed by Jeroen Leijten.
Sound effects by Jeroen Leijten.
Graphics by Marco Scheepers.
Music by Theo Hongens and Renier Hongens.

Produced by Paul Chamberlain.

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OX14 4RX (0235) 832939

5TH GEAR (5. Gang)

COMMODORE 64 und 128 mit Kassettenrecorder.

KONTROLLEN

Joystick in port 2:

Hoch	Beschleunigen
Runter	Bremse und Rückwärtsgang
Links	Nach links steuern
Rechts	Nach rechts steuern
Feuerknopf	Waffen benutzen:

- Maschinengewehr
- Missiles
- Turboantrieb

Leertaste

Geschäft betreten
Waffe auswählen

SIE HABEN ZU BEGINN DES SPIELS:

- 5 Autos
- 10,000 Dollar
- ein Maschinengewehr, mit dem Sie feindliche Autos und Boote zerstören können.

ZEIT

- 1. Rennen: 5.0 Minuten
- 2. Rennen: 5.5 Minuten
- 3. Rennen: 6.0 Minuten

GESCHÄFTE

Wenn Sie ein Geschäft betreten wollen, müssen Sie Ihren Wagen auf den Reifenspuren vor dem Geschäft parken und den Feuerknopf drücken. Aus den Reifenspuren können Sie ablesen, was es in den Geschäften zu kaufen gibt.

WAFFEN

- Missiles: Sie schießen damit Autos, Boote, Büsche, Mauern und Bunker ab.
- Missile-Abschußrampe: Zum Abfeuern der Missiles.
- Schnellfeuerausüstung: Schnellfeuer.

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5TH GEAR

COMMODORE 64 et 128 avec magnétophone à cassette.

CONTROLES:

Manche à balai dans le port 2	
VERS LE HAUT	Accélère
VERS LE BAS	Freine et fait marche arrière
VERS LA GAUCHE	Conduit vers la gauche
VERS LA DROITE	Conduit vers la droite
FEU	Utilise les armes:
	- mitrailleuse
	- missiles
	- turbo propulseur

ESPACE

Entre dans un magasin
Choisit une arme

AU DEBUT DU JEU VOUS AVEZ:

- 5 voitures
- 10,000 Dollars
- une mitrailleuse qui vous permet de détruire des voitures et des bateaux ennemis.

TEMPS

- course 1: 5.0 Minutes
- course 2: 5.5 Minutes
- course 3: 6.0 Minutes

MAGASINS

Pour entrer dans un magasin vous devez garer votre voiture dans les traces des pneus devant le magasin et appuyer sur le bouton de tir. Dans les traces de pneus vous pouvez lire ce que vous pouvez acheter dans les boutiques.

ARMES

- Missiles: Ils vous permettent d'abattre des voitures, des bateaux des buissons, des murs et des bunkers.

- Lance-missiles: Vous permettent de lancer des missiles.
- Matériel de tir rapide: Tir rapide.

CARBURANT:

Ici vous pouvez acheter du carburant.

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QUINTA MARCIA

Commodore 64 e 128 a cassetta.

CONTROLLI:

Joystick nella porta 2:	
SU	Accelera
GIÙ	Frena e marcial indietro
SINISTRA	Volante a sinistra
DESTRA	Volante a destra
FUOCO	Usa le armi:
	- mitragliatore
	- missili
	- propulsore turbo
	Entra negozio
	SELEZIONA ARMI

ALL INIZIO DEL GIOCO DISPONI DI:

- 5 Macchine
- 10,000 Dollari
- Un mitragliatore per distruggere macchine a barche nemiche

TEMPO

- 1 corsa: 5.0 minuti
- 2 corsa: 5.5 minuti
- 3 corsa: 6.0 minuti

NEGOZI

Per poter entrare in un negozio, devi fermare la macchina sulla traccia di copertoni davanti al negozio e premere il bottone di fuoco. Sulle tracce di copertoni, puoi leggere quello che puoi comprare nel negozio.

ARMI

- Missili: Permettono di abbattere macchine, barche, cespugli, muri e fortini.
- Lancia missili: Permette di lanciare i missili.
- Equipaggiamento per tiro rapido: Permette il tiro rapido.

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