

CD-ROM

# gearheads

a furious war of wind-up toys



PHILIPS

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## WELCOME TO GEARNOVICES

## QUICKSTART

Congratulations! You just bought the best computer game ever created. So why are you sitting around reading this manual? You could be on your way to the GEARHEADS World Championship right now! What's that? You don't know how to play? Well then, GearNovice, you've come to the right place. There are two ways for you to get started with GEARHEADS: you can read the rest of this little book or you can follow the Quickstart Instructions.

Pop that new CD-ROM into your computer and figure it out yourself.

## SYSTEM REQUIREMENTS

### PC SYSTEMS

486DX/33, IBM PC or 100% compatible  
Windows® 3.1 or Windows® 95  
256 color VGA display  
8MB of RAM  
11MB free hard disk space  
CD-ROM drive  
Sound card recommended  
Keyboard

### MACINTOSH® SYSTEMS

68030/25MHz or PowerPC™ CPU  
System 7.1 or better  
13" color Macintosh with 256  
color display, 640x480  
8MB RAM  
10MB hard disk space  
CD-ROM drive  
Mouse and keyboard

## THE REAL INSTRUCTIONS

### WINDOWS INSTALLATION

1. Insert the CD-ROM into your CD-ROM drive.
2. From Windows, click on FILE (pull down menu).
3. Select RUN.
4. On the command line, type "D:\setup," or your CD drive letter, and press ENTER.
5. Follow the instructions and select the directory into which you want the game installed.
6. Double-click on the GEARHEADS icon to begin the game.



## WIN 95 INSTALLATION

1. Insert the CD-ROM into your CD-ROM drive.
2. The "GEARHEADS greeting" will pop up and ask if you want to install the game. You can also select START, RUN and type D:\SETUP.EXE and click OK.
3. Follow the instructions and select the directory into which you want the game installed.
4. Double-click on the GEARHEADS icon; or pull down START, PROGRAMS and select GEARHEADS.

## MACINTOSH INSTALLATION

1. Insert the CD-ROM into your CD-ROM drive.
2. Double-click on the INSTALL GEARHEADS icon, follow the instructions and select the directory into which you want to install the game.
3. From the Finder, double-click on the GEARHEADS icon to begin the game.

For help with this or any other Philips Media software product, call Customer Support at 310-444-6100.

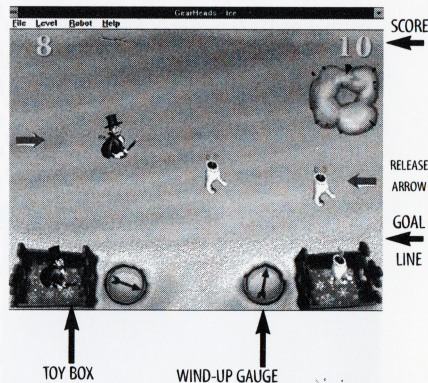
## OVERVIEW

GEARHEADS is a game of battling wind-up toys. It's easy to play—you pick a toy from your toy box, let it wind up and then release it towards your opponent. The goal is to get as many toys as you can across the playfield and onto your opponent's side of the screen.

Each of the 12 different toys does different things. Some are heavy and push toys out of their way. Others are more violent and enjoy destroying opposing toys. And some will even turn your own toys against you. So use your toys wisely and watch out for what your opponent releases.



One thing: once you release a toy, it's out of your control. And once it's in play, a toy can score a point for either player. Be the first to get 21 toys across the screen and you win. Win enough duels and you'll be the first GearMaster on your block!





## CUSTOMIZING YOUR GEAR

Use the OPTIONS file menu to custom configure your keyboard or to turn the music and sound effects on and off.

## KEYBOARD CONTROLS

Five keys are all you need to begin your climb to GearMaster. If you're playing against the computer, you'll park your fingers on the right side of the keyboard. The left player controls are used only if you're squaring off against another human being.

RIGHT PLAYER	LEFT PLAYER	ACTION
left ARROW	Z key	toggle toy box
right ARROW	C key	toggle toy box
up ARROW	S key	move arrow up
down ARROW	X key	move arrow down
right SHIFT	left CONTROL	RELEASE TOY

And if you don't like these controls, you can always custom configure them using the pull-down OPTIONS menu.

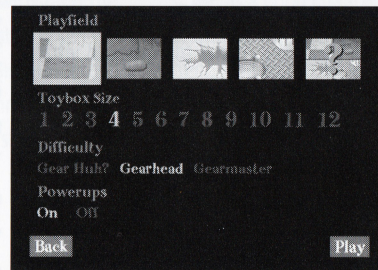
## THE FINE ART OF DUELING ONE-PLAYER TOURNAMENT

This is the basic GEARHEADS tournament, the true test of toy-on-toy mastery. This is how it works: you are given four toys and matched up against the computer's four-Toy Box. Beat the computer and move on to the next level. You start out with three Gears. Lose a duel, lose a Gear; lose all the Gears and game's over. Hang in there! Every three levels, you reach a Challenge Level. If you win a Challenge Level, you earn an extra life. The catch is, you only have one toy in your box. Make it through all the challenges and who knows how long you'll play!

## DUEL: HUMAN VS. COMPUTER AND HUMAN VS. HUMAN

The one-player and two-player Duel Modes pit you against the computer or against your buddy. Defeat your opponent and feel the satisfaction of stomping someone else's face into the dirt.

So what's so special? In Duel Mode, you pick the environment to play in (Kitchen, Garden, Ice, Factory or a random choice by the computer), the number of toys you want, and whether Powerups will appear during the duel or not.





If you're playing against the computer, you get to pick the difficulty level too. Play GEARHUP? if you want to start out with the basics. Play GEARHEAD if you want to skip the basics and move on to a higher level. Play GEARMASTER if you think you can teach us a lesson in GearManners.

To select or deselect an item, click on it with the mouse or highlight the item using the arrow keys and press SPACE BAR to make your selection. The ENTER key will take you to the next screen.

The best part about the Duel Modes is that you get to pick the toys you want to play with. This is the chance to figure out what toys work well together, or to practice with a particular toy or toy combination. It's all up to you, but see the Tips section in the back for some Toy Box building suggestions.

## HOW TO PLAY IN DUELS

There are three things you can do during a duel:

1. Select a toy from your box.
2. Choose a release spot on your side of the screen.
3. Let the toy wind up and then let it go.

After you release a toy, your Wind-Up Gauge resets itself and begins winding. Just how wound-up your Wind-Up Gauge is when you let a toy go determines how much energy a toy has before it winds down.

Make sure to give your toys enough juice to get them across the board!

You have an unlimited number of each toy in your Toy Box, so don't worry about running out of them during a duel.

The first player to score 21 points wins the duel. And you have to win by two points, which means that in a close game, scores can get pretty high.

## ARSENAL OVERVIEW

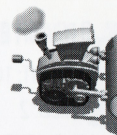
Now it's time for you to get to know the cast of GEARHEADS a little bit better. Each character is listed here, along with its vital stats rated on a 1-10 scale. Weight and speed together determine a toy's overall pushing power. Movement indicates the path the toy will take once it's released. The timers indicate how much wind-up time each toy needs to get across on a clear playfield, with no obstacles or toys to slow you down.

### BIG AL

WEIGHT: 11

SPEED: 2

MOVEMENT: STRAIGHT



He's rough, he's tough, he's the big Big Al. No toy can match Big Al's pushing power, which means he's the character to use when you want to shove back a mess of oncoming toys. In fact, Big Al is so tough he's the only toy that can withstand the devastating attacks of Disasteroid. Big Al is a terrific way to steamroll your way through any situation.



### CLUCKETTA

WEIGHT: 9

SPEED: 5

MOVEMENT:  
ERRATIC



She's Clucketta, the world's only egg-laying wind-up toy. That's right. When you release Clucketta, she'll fly right over the heads of other toys and then plop right down. When she gets back up, there is a good chance that she'll leave an egg behind...and from that egg will come the wee chickie called Small Fry. With her flying ability and reproductive habits, Clucketta is a surefire toy to rack up some points.



## DEADHEAD



WEIGHT: 3

SPEED: 2

MOVEMENT: ERRATIC

Eeeeeek! He can't help it if he's scary. Any toy that bumps into Deadhead will be so frightened that it will completely reverse direction. This makes Deadhead an incredibly useful defensive toy, but don't throw too many of them onto the board. A clump of Deadheads has a tendency to turn an orderly game into a chaotic nightmare. Deadhead gets a kick out of that kind of thing.



## DISASTEROID

WEIGHT: 10

SPEED: 2

MOVEMENT: STRAIGHT

When it comes to destruction, there's only one toy you need: Disasteroid. This robotic Gearhead will pretty much take out whatever is in its way. Disasteroid can survive even the explosions of the Walking Timebomb. It may be slow, but Disasteroid is still the perfect toy to use when you need to blast a hole in your opponent's defenses.



## HANDY

WEIGHT: 2

SPEED: 8

MOVEMENT: STRAIGHT



What's that? Too many wound-down toys out there? Never fear, Handy is here! Always ready to lend a helping hand, Handy will wind up any toy that it encounters. Handy can be a real lifesaver, giving your toys that last bit of energy they need to get across the screen. On top of that, Handy is one of the fastest characters, making him an all-around swell toy. But Handy will also wind up your opponent's toys, so watch out!



## KANGARUFFIAN

WEIGHT: 3

SPEED: 4

MOVEMENT: DIAGONAL

And in this corner, it's the kangaroo who knows what to do, Kangaruffian. When Kangaruffian bumps into a toy, she'll whack it with her retractable boxing glove. This punch can be useful for beating back heavy toys or for scooting lighter toys across the goal line. Kanga offers a pugilistic combo of offensive and defensive capabilities.



## KRUSH KRINGLE

WEIGHT: 9

SPEED: 1

MOVEMENT: STRAIGHT

Ho Ho Ho! Scary Christmas! Back from his world wrestling tour, professional heavy-weight Krush Kringle returns to bang some heads. GEARHEADS, that is! Strong as eight reindeer and as big as a sleigh, Krush will make his way slowly across the board. When he's had enough, he pounds the ground, reversing the direction of all nearby toys. Krush is a difficult toy to use well, but in the hands of a GearMaster, he's harder to stop than Christmas.



## ORBIT

WEIGHT: 1

SPEED: 7

MOVEMENT: STRAIGHT

The truth is out there—and it's Orbit. This cute UFO is everyone's favorite flying saucer. Using its alien intelligence, Orbit has the ability to sidestep any toy it runs into. While this means that it's no good at pushing, Orbit packs scoring power of other-worldly proportions.





## PRESTO

WEIGHT: 6

SPEED: 3

MOVEMENT: STRAIGHT



Ladies and gentlemen, heeere's Presto! Keep your eye on this mysterious magician, if you can. Every so often, Presto will disappear from the board and magically reappear in another location.

We're not really



sure how he does it. But we do know that his disappearing act makes Presto a wickedly tricky toy.

## SMALL FRY

WEIGHT: 1

SPEED: 5

MOVEMENT: ERRATIC



Isn't he cute! Small Fry is a special little GEARHEADS toy. He only comes into play when one of Clucketta's eggs hatch. And from his first breath of life, this tiny feller will scamper quickly towards the edge of the screen.

Drumstick, anyone?

## WALKING TIMEBOMB

WEIGHT: 6

SPEED: 6

MOVEMENT: STRAIGHT



Tic...Tic...Tic...I think you get the picture. True to its name, the Walking Timebomb can turn GEARHEADS into an explosive experience. When this suicidal toy runs out of energy it explodes, taking out any toy caught in the blast radius. The Walking Timebomb is the perfect toy to use when you feel that urge to clean the screen.



## ZAP-BOT

WEIGHT: 4

SPEED: 4

MOVEMENT:  
DIAGONAL



Danger! Danger! Zap-Bot is on the loose! This antique toy robot has an electric personality. Zap-Bot will jolt

any toy it runs into, zapping its energy away until it winds down completely. A truly robotic wind-up, Zap-Bot is immune to the frightening effects of Deadhead.



## ZIGGY

WEIGHT: 1

SPEED: 10

MOVEMENT: ERRATIC



Ziggy. He's lovable, he's huggable, he's a cockroach.

Ziggy is the fastest toy in the game, but also the easiest to stop. Whenever Ziggy bumps into a toy, he flips onto his back. The next GearHead that comes along will bump Ziggy back onto his feet.



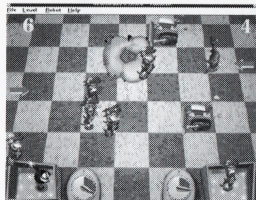
That's the life of a bug.





## PLAYFIELDS

Okay. Now you know the toys. The question is, where are you going to play with them? GEARHEADS features a variety of different dueling arenas, each offering a unique challenge. When you play the one-player tournament, the computer picks your playfields for you. In the one- and two-player Duel Modes, you can select the field of play for yourself.

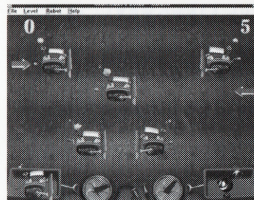
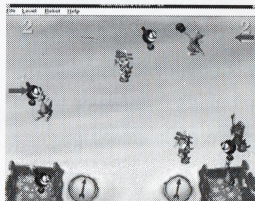


### KITCHEN

The Kitchen is where it all begins. This environment is the most basic of them all, with no special hazards or features. The Kitchen is a good environment for beginners as well as for advanced players testing out a new Toy Box.

### FROZEN POND

Prepare yourself for some slippery action! The icy surface of the Frozen Pond makes for chaotic toy-bumping and unpredictable collisions...and watch out for those cracks! If enough toys run over them, they expand into holes that will swallow a toy right up.



### GARDEN

The Garden environment is a slow-paced, gut-grinding, nail-biting muck in the mud. And don't mind those bugs. They don't bite.

### FACTORY

Return to the Factory, birthplace of the GEARHEADS toys. The Factory is filled with all kinds of strange mechanical hazards: conveyor belts, teleporters and sticky rubber stoppers. We could tell you all about them, but it's much more fun to learn on your own. Trust us.



### CHAMPIONSHIP ARENAS

This is the playfield you've been waiting for. This is where it all goes down. You can only reach a championship arena after slugging through a dozen or so duels. Defeat the computer there and you can die happy, knowing you've lived a full, satisfying life.



## POWERUPS



You might notice a little metal doohickie floating at the edge of the screen every now and then. That's what we call a Powerup Key. Get one of your toys to roll over it and watch the sparks fly!

There are five different Powerups; four of them boost your offensive power and one directly hinders your opponent. The best part is, you never know which one you're going to get! Guard them when they appear on your side, so your opponent won't get an

### DOUBLE TROUBLE

Two arrows instead of one? It's twice the fun! Overwhelm your opponent with a double-dense barrage of toys. But don't wait too long. Double Trouble is in effect for a limited time only.



### THE FINAL WAVE

Perhaps the most powerful Powerup of them all, the Final Wave lets you release five toys all at the same time. But only once. So remember to wind those puppies and wind 'em good!



### BROKEN ARROW

This Powerup doesn't affect your arrow at all, but it does keep your opponent from sending out any toys. Make the best of your temporary advantage to score some major points!



### SHORTSTOP

Yes! Your arrow just jumped to the middle of the screen! That's right. Fortunately for you, your opponent is about to have a face full of toys. Unfortunately, you can't do anything about the toys behind you.



### MISSILE COMMAND

Prepare yourself for the ultimate secret weapon, the Rocket Toy. You can only use it once, so use it wisely.





## DUELING TIPS

It's easy to play GEARHEADS, but it's hard to play it well. Your first couple of games might seem like random thrashing, but don't give up. Eventually you'll get the hang of it and be well on your way to becoming a true GearMaster. Below are some tips on expert dueling.

### KEEP AN EYE ON THE WIND-UP GAUGE

Giving your toys enough juice to do the job is important if you want to get them across the board. Most toys need to be at least half-wound.

### PICK THE TOY YOU NEED

Whatever the game situation, chances are there's a toy in your box to take care of it. Pay attention to your opponent's toys—even before they're released!

### DUEL OFFENSIVELY

Don't panic! Make your opponent react to you and not the other way around. And if one strategy isn't working for you, try something else.

## BOX BUILDING GUIDELINES

If you're playing in Duel Mode, you don't just get to play with your toys, you get to pick which ones you want. And building a decent Toy Box is the hidden art of GEARHEADS. Ask any true GearMaster; Toy Box design is just as important as skillful dueling. Like everything else in GEARHEADS, the best way to figure out which toys work well together is to just play, play, play. But here are a few simple hints.

### STICK WITH SMALL TOY BOXES

One-toy boxes are great for exploring the ins and outs of a particular character. Or, try two or three toys for a tight box design challenge. Anything more than four toys gets really confusing really fast. On the other hand, if you can hack a 12-toy Toy Box, you're on your way to Zen GearMastery.

### BALANCE YOUR BOX

Put in a good mix of quick offensive toys and solid defensive ones—and keep your eye out for advantageous two-toy combinations. Handy, anyone?

### EXPERIMENT

Don't hate a toy because it didn't work well in a particular box. Every toy is a killer toy, given the right circumstances. Be sure to try 'em all!



## THE GEARHEADS CREATORS

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Fred Nilsson	
Henry Kaufman	
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Manual content design by Wintner Design	



**Clucketta**

**Handy**



**Deadhead**

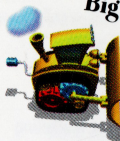


**Disasteroid**



**Zap-Bot**

**Big Al**



**Presto**



**Kangaruffian**



**Walking Timebomb**

**Orbit**



**Ziggy**



**Krush Kringle**



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