

ROAR
by
5212
(FiveToMidnight)
entertainment

What's up

ROAR is a fast-paced multidirectional shoot'em'up game. Your mission is simple: destroy everything and survive, and you have to do it through twenty-two original levels full of enemy ships, radar installations and firing bases.

To win, you can choose between three powerful ships (base thunder, medium sized and easy to control, quick fox, fast as the light but with very limited fuel, and spit fire, the easiest to use but big and slow) and you can decide what kind of mission you prefer to accomplish (defeat enemy ships and destroy radar installation, that is to say a complete mission, or simply destroy ships, or destroy radar).

During the game you can pick up add-ons for your fire weapon, and bombs/missiles to throw at alien creatures and buildings, and you can find shield and fuel bonus.

You can also select game area size, if you want to have unlimited fuel, or if you want a background midi music in Modify game options panel.

How to fly&fire

You can play ROAR with your keyboard or/and with a joystick.

Single mode play:

joystick or

Left cursor	turn left
Right cursor	turn right
Up cursor	increase speed
Ctrl	fire
Shift	missile
Space	bomb

Squad mode play:

Left player

Z	turn left
C	turn right
X	increase speed
V	fire
B	missile
N	bomb

Right player

joystick or

Left cursor	turn left
Right cursor	turn right
Up cursor	increase speed
1	fire
2	missile
3	bomb

Installation - Technical notes

ROAR is a WIN95/WIN NT game who doesn't need any particular installation (just copy the executable file where you want). It doesn't play any trick with your register and doesn't need any special driver, like DIRECT X or WING. It's a single file that, at the start, creates a configuration file, which is placed in the same directory.

To work you must have at least a Pentium 75 (16 mega) with a PCI video board, even if it's

recommended a bigger configuration to run smoothly (even) in the most hellish levels.

Who's who and what I can do for them?

5212 entertainment is ROAR's dad. This group, who already worked for the technical part of KULT Underground (the first multimedia underground Italian magazine, <http://www.pianeta.it/webkult>) is at its first serious try in shareware market, and it'd really appreciate players support. And this means that we'd like very much if you share ROAR experience with your friends, and, well, if you register, if you really use the game.

Registration fee is just 15\$ (USA dollars), or 25.000 Italian lire, and it will give you the right to keep and use the game, and to have a "possible future" ROAR 1.X for free.

To register send cash to:

Marco Giorgini
Via Malagoli, 23
41100 MODENA
ITALY

Everycase the game is distributed "as it is" so think about to buy it only after having tried several on your machine. We won't do any game personalization or personal assistance, but suggestions, comments or ideas are welcome at mg5212@orion.it.

The official site in which you can find 5212 entertainment ROAR game is

<http://www.expertsystem.it/partners/roar.htm>

and you can also contact us through KULT Underground Internet line.