MONKEY GEAR
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Monkey Gear is single-stick, one-screen shooter played from a 2D top-down oblique view.

After a child's birthday at a zoo goes terribly wrong, the zoo monkeys run amok, terrorizing the party clowns who were attending the event. It's down to the be-quiffed renegade zookeeper to distract the monkeys with bananas - and rescue the clowns!

(I'm afraid there isn't much story in this game, as we were expected to build design proposals very quickly – hence the ludicrous setting and motivation!)

The game runs on a rally-principle, where a timer continually counts down to zero and the player can only increase their time by bringing a clown to the nearby rescue car, thereby saving them. The more clowns the player rescues before the timer runs out, the higher their score – but the faster and more aggressive the monkeys.

Randomly patrolling the play area are ~four monkeys, each of which will turn and chase the player if they get too close to the monkey's position – though the monkey will lose interest if the player gets too far away from them.

Monkeys can be distracted by throwing bananas in their general direction – a monkey with notice the close fruit and run towards the banana and devour it. While this is happening, the monkey will not interact with the player or the clowns in the park.

The player can only carry three bananas with them at one time. Occasionally ammunition boxes will appear in the playfield, and touching these will refill the player's magazine of fruit.

Clowns can be touched by the player character (rogue zoo keeper) and will then attempt to follow the player. In this way, they can be led to the rescue car for safety – but any moving clown that is approached by a monkey will panic and run away.

The player has three lives at the start of the game, and will lose one of these lives if they are touched by a monkey. If the player loses all three lives, the game is over and they must restart in order to play again.

See next page for gameplay screenshot: