

SPACE HAWKS

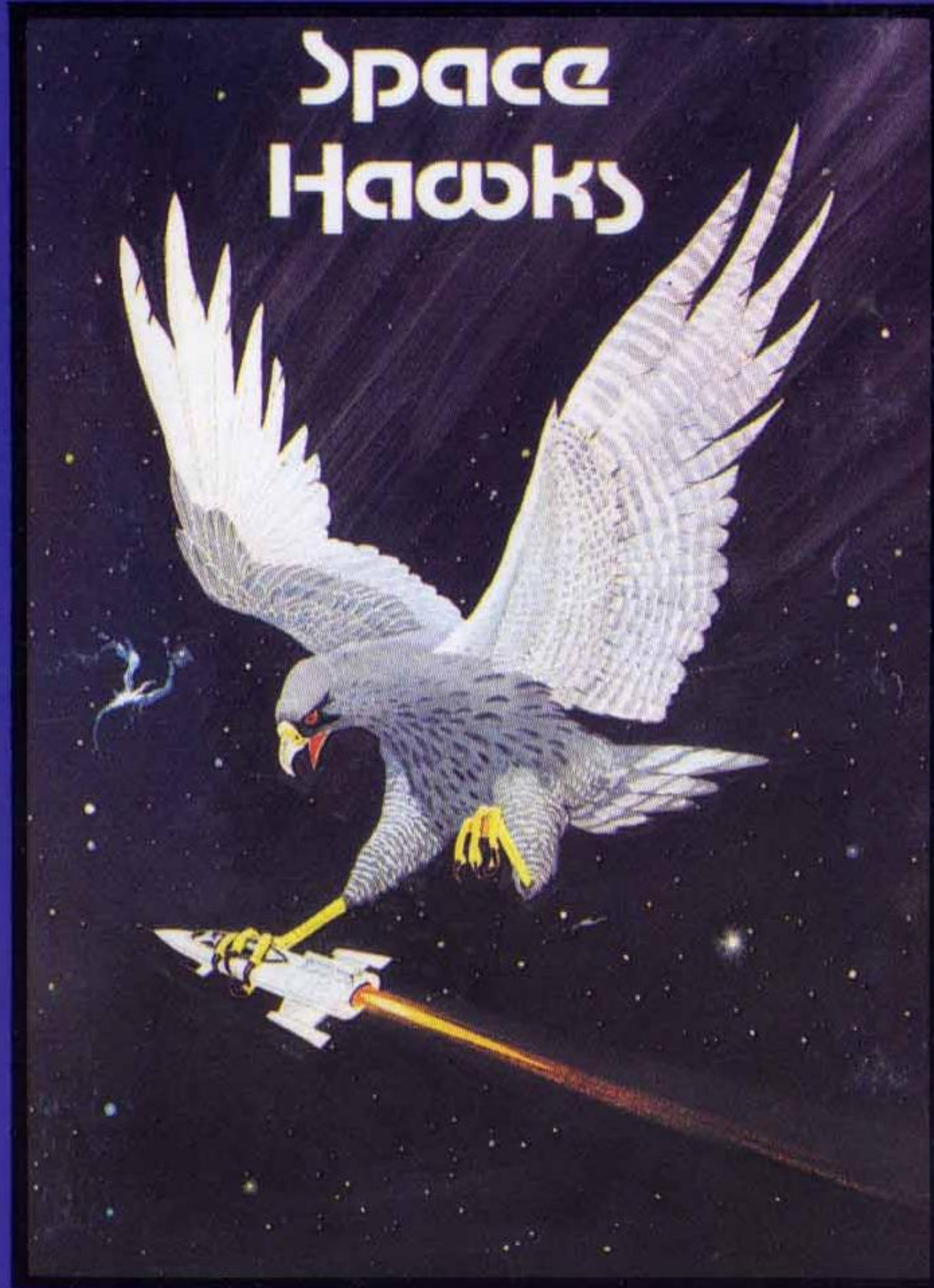
'Space Hawks' - fast colourful galaxian-type game. Eight different alien life-forms to combat. Indestructable space mines multiply on contact with plasma bolts. One or two player modes. High score hall of fame to honour great cybernauts. Theme tune to revitalise flagging spirits. Extra lives and bonus scores for gutsy fighters with cool android action and a pathological hatred of the screen meanies. Hang in there. Go blast 'em.....
AMSOF JY1 Joystick compatible.

LOADING INSTRUCTIONS

Reset computer by holding down CTRL,SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously, then press PLAY followed by any other key.

AMSOF

Space Hawks



BY DURELL SOFTWARE

AMSOF

Space Hawks

DURELL

SOFT
177

CPC464

AMSOF

BRENTWOOD HOUSE
169 KINGS ROAD
BRENTWOOD

ESSEX

CM14 4EF

PLAYING INSTRUCTIONS

Generally:

Each game consists of eight formations of different types of alien, with each new screen at an increased level of skill. You must shoot down all the aliens without crashing into them, or the indestructable debris that will fall from those hit while still in formation. An indestructable space-mine will appear at levels 3 and above, and if shot this will divide into 4 mines, making your survival near impossible. You can tempt fate and score extra points by staying under the falling debris and shooting it as it falls toward you.

Controls:

Joystick	Keys	
« -	0 on key-pad	move left
-»	ENTER on key-pad	move right
Fire button	Space-bar	fire

Skill Levels:

Select skill level (from 0 to 7) by pressing a number key on main keyboard after pressing 'L' while title-page is on screen. Each complete game allows up to eight different sets of aliens. Each successive set of aliens will increase the skill level. So if you select level 0 the first set will be at that skill level but the last will be at level 7. If you select level 7 then all eight sets will be at the maximum skill level. The first three skill levels do not include space-mines. The aliens stay in formation longer at the lower skill levels.

Score:

150	Alien hit in formation
150	Alien debris falling off screen
300	Alien hit while swooping down
3000	Bonus for destroying all aliens on screen
★	Extra life for each 10,000 points scored

You will be able to make your first entry in the hall of fame as soon as you have scored in excess of 10,000 points. If you select two-player mode (by pressing the '2' key on the main keyboard while the theme tune is playing) be careful to play in turn, or your scores will get mixed up.