

KILLERHAWK



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CONGRATULATIONS

You are the owner of the strategy play by modem game killerhawk. You have your choice of three programs.

- 1) Play by modem or null cable-KHAWK
- 2) Target practice-DRONE
- 3) Play against the computer-COMPUTER

You also have your choice of nine different graphic ship designs at the ship design menu.

HAVE FUN!

WHAT TO DO FIRST

Make a backup copy of your disk and put the master in a safe place.

IF YOU HAVE A COCO2 then you need to 1)LOAD"KHAWK 2)DEL700 3)VERIFY ON 4)SAVE"KHAWK

IF YOU HAVE A COCO3 then press F1 and the RESET to set the color.

WHAT IS KILLERHAWK?

Killerhawk is a space strategy game which you can play over the phone with a direct connect or a Hayes compatible that is capable of 300 baud (null modem cable may be used for head to head play). Space is divided into a 32 by 16 grid.

TO START

Load the desired game and run. At the beginning a logo picture will boot up. Call your victim on the phone, if you have call waiting then you must deactivate it. If you are using a null modem cable, simply connect it between the serial ports.

SHIP DESIGN MENU

Press ENTER and the ship design menu will appear. Choose a ship that appeals to you. A ship's design in no way changes the rules or effects its playability, only its appearance to you. Both players need not use the same ship.

DO YOU GO FIRST?

After a ship is chosen you will be asked if you go first. If yes, your ship will start on the left and your modem will be set to originate¹. If no, then your ship will start on the right and your modem will be set to answer¹.

1 HAYES COMPATIBLE ONLY, MUST BE SET MANUALLY ON DIRECT CONNECT TYPE.

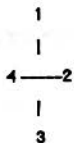
ASTEROIDS

If yes, asteroids will be distributed throughout the screen. If no, space will remain clear. During play, if your ship hits an asteroid, 25 points of damage will occur to your ship. Asteroids will also stop all weapons fired but will be disintegrated on impact. After answering this question play will begin. If you have a Hayes compatible modem they will auto link at this time. If you have a direct connect modem it must be manually activated at this time.

LET THE GAME BEGIN

In the middle of the screen you will see the fuel base, on either side will be the ship. The enemy ship will have a dark

spot on it. At the bottom in the middle will be your cloak status and question line. To the right will be your fuel and damage status. You start with 300 units of fuel and zero damage. To win, you must inflict 300 points of damage on your enemy before he does the same to you. Also you must dock first and uncloaked to refuel at one of two docking spots on the fuel station (one at top/right and one at the bottom/left). At the bottom left of the screen is your sensor indicator. The arrows will indicate the enemies position relative to yours and the number in the middle will tell you what direction the enemy is travelling, but not whether or not he actually moved.



CLOAK OR WAIT

If you go first you will be asked "CLOAK Y/N", if not you will be asked to "WAIT". Cloaking makes your ship disappear from your opponents screen but not from yours. Cloaking uses 5 units of fuel per turn.

MOVE

Next you are asked for your move. Pressing "ENTER" causes no move, pressing the up arrow causes a forward move, pressing the left arrow causes a turn and move to the left, and pressing the right arrow causes a turn and move to the right. Pay close attention to which way your ship is traveling before you turn. Don't worry about moving off the sides of the screen, you will just come back on the opposite side. Moving uses 1 unit of fuel per turn.

FIRE Y/N/M

Next (if you are not cloaked) you will be asked if you want to fire. "No" is easy. "Yes" causes your ship to fire its weapons in the direction that it is facing. The burst has a range of 9 spaces and a max. damage capability of 100 points. Its damage potential drops in half every 3 spaces it travels with a low of 25 points. It takes 100 units of fuel to fire. M is for mine! You are supplied with 1 space mine which you may plant anywhere in space. The mines are invisible and will explode when the enemy's ship (but not yours) enters that unit of space causing 50 points of damage. You must be uncloaked to fire or plant a mine. If weapons are fired they can not be fired again for 3 turns.

WAIT

Now it is your turn to wait while your opponent does all this back to you.

HINTS

- 1) Make sure you have a clean phone line.
- 2) Keep a close eye on your sensors.
- 3) Keep track of the enemy's damage.
- 4) Don't run out of fuel!
- 5) Check your CD light from time to time to assure connection.

HACKERS ONLY

The program is in basic so feel free to play around with it but remember, both people must be playing with identical copies. Line 130 contains the placement of asteroids. The comands to set the modems to there operating states are at the end of lines 110 and 120. The baud rate is set in line 70. The firing sound is in line 1040. The explosion sound is in line 1210.

COCOS ONLY

If the game would happen to freeze up (both players stuck in "WAIT") the person who moved last may press "BREAK" to cause the last move to be transmitted again. Although this did not occur during testing there is the potential for this problem when using bad phone lines. A time limit may be agreed upon for each move to aid in the uses of this feature.

DRONE

The drone game is for single player target pratice. The drone moves randomly through space staying cloaked 90% of the time. This game contains no space mines.

COMPUTER

The computer game pits you against the computer for single player action. The rules are the same but watch out, it's good! This game contains no space mines or asteroids.

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this product is final when received and opened.

Special thanks to:

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