

SHADOW HAWK ONE™

A FUTURISTIC COMPUTER GAME OF SPACEFARING PIRACY

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INTRODUCTION

SHADOW HAWK ONE™ is a one player computer game compatible with the Apple II, 48K with disk drive, DOS 3.3 or the Atari 800 48K with disk drive.

SETTING

The Galactic Empire has just conquered the Noble Free Space Confederation . . . except for your remote outpost on a moon at the outer limits. Employing the unmatched speed of your warship, SHADOW HAWK ONE™, you prey on the Empire's Merchant Fleet to capture enemy Raw Materials which can be bartered for better Weaponry, Shielding, Missiles, etc. But be alert! The Empire's Interceptors, Corvettes, Lancers, Destroyers, and Cruisers are probing the solar system for you!!



HORIZON SIMULATIONS

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OBJECTIVE

Your objective is to guide SHADOW HAWK ONE™ against the Galactic Empire's forces by capturing their Merchants (thus gaining the Raw Materials needed to survive) and destroying The Empire's warships.

Point system follows:

Ship	Points Destroyed	Raw Materials	Points Captured
Alpha Merchant	4	10	8
Delta Merchant	8	20	16
Omega Merchant	12	30	24
*Q Ship			
Interceptor	20	0	0
Corvette	50	0	0
Lancer	100	0	0
Destroyer	200	0	0
Cruiser	400	0	0
Battlestation	600	0	0

When game has ended, players will be given a rating as follows:

Rating	Points
Ground Pounder	0
Shuttleman	50
Steersman	100
Hunter	200
Pilot	400
Ace	800
Captain	1600
Commadore	3200
STARLORD	6400

*Q Ships are camouflaged Merchants. They fight like a destroyer but carry no Raw Materials.

BEGIN PLAY

You start the game with 8 Beacons. One will appear in each corner, and one in the center of each side, of the Solarmap. Remember, ships will only be visible in those sectors containing Beacons but you will be unable to identify whether those ships are Merchants or Fighters.

There are two phases for the SHADOW HAWK ONE™. The **Planet Phase** will enable

you to make ship improvements and allocate Raw Materials (all repairs and improvements must be made with captured enemy Raw Materials). The **Space Phase** is used for combat and movement of the SHADOW HAWK ONE™.

- 1) Insert disk
- 2) Enemy ships introduced. To start game, press any key.
- 3) Solar map will then appear on screen.

PLANET PHASE

You may now either press "B" on keyboard and enter **Buying Mode** (you then have the 8 **Options** listed under that heading), or press "U" on keyboard and unload captured Raw Materials from the SHADOW HAWK ONE™ to your base (once unloaded, Raw Materials may be used to forge improvements or repairs), or press "J" on keyboard. A "+" Cursor will appear. Use the joystick to move the Cursor to the desired sector. Then press the fire button to "jump" to that sector. If you do not wish to jump, or you wish to leave the **Jump Mode** and stay at your Base, move Cursor to your Base. Then press "P", followed by the joystick fire button.

OPTIONS:

SHADOW HAWK ONE™ has 7 options available for expending Raw Materials. Used cunningly, you may attain the game's highest ranking—STARLORD! If you fail, The Galactic Empire will destroy you!

- 1) **Beacon** - Up to 3 "Beacons" may be built at one time. Cost — 5 Raw Material Units (refer to "Beacon" under **Space Phase**).
- 2) **Shield Strength** - This will give a + 1 to the "Shield Strength" of your craft. The game begins with a Shield Strength of 25. This unit will absorb one energy factor of damage done to the ship. Cost

— 10 Raw Material Units (refer to "Shields" under **Space Phase**).

- 3) **Torp Strength** - This factor adds a + 1 to the energy factor of your "Torps" when they hit an enemy ship. The energy factor of your torps at the game's beginning is 20. Empire ships always remain at 20 energy factors per torpedo. Cost — 10 Raw Material Units.
- 4) **Disruptor Strength** - + 1 is added to the energy factor of each "Disruptor" bolt when it hits an enemy ship. Energy factor of your Disruptors at the beginning of the game is 1. Empire ships always remain at 1 energy factor per bolt. Cost — 30 Raw Material Units.
- 5) **Hull Strength** - This adds a + 1 to the hull-damage-quota SHADOW HAWK ONE™ can sustain prior to being destroyed. Cost — 5 Raw Material Units.
- 6) **Torpedo** - Buys one torpedo for your spacecraft. Maximum torpedos carried at one time is 6 (3 per tube). Cost — 2 Raw Material Units for each torpedo.
- 7) **Repair Damage** - Shows a list of all damages done to the SHADOW HAWK ONE™ and how much Raw Material it takes to repair each damaged area.
- 8) Takes you out of the **Buying Mode**.

SPACE PHASE

All combat takes place in this phase. Attacking one at a time, the Imperial Ships will search out and seek to destroy the last undaunted warship of their most hated enemy — the SHADOW HAWK ONE™

C — The "C" key turns the COMPUTER on and off. The Computer displays the Crosshairs and Tracking Grid. The Tracking Grid shows the position of the attacking ships which will appear above, below, and to the right or left.

S — The "S" key will turn the SHIELDS on and off. It is advisable to leave Shields on at all times for without them, one enemy volley will destroy you!!

T — The "T" key activates your TORPS. Once this key has been pressed, the joystick fire button will only discharge Torps. Torps will cause extensive damage but must be used wisely for your Warship only holds 6!

D — The "D" key switches your DISRUPTORS to on. Once pressed, your joystick fire button will release Disruptors only and fire 4 beams in rapid succession. It should be remembered that Disruptors are weak weapons . . . but you may use them as much as you like (a "T" or "D" will be

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shown at bottom of screen to show which fire mode is current)!

B — The "B" key drops BEACONS. When you "jump" to a sector you would like to monitor, drop a Beacon. From that point on, you will be able to see what is in that sector on the Solarmap (the number of Beacons you are carrying is displayed at bottom of screen).

M — The "M" key displays the SOLARMAP. You can "jump" by pressing "J" or return to combat by pressing "RETURN" on your keyboard.

J — The "J" key allows you to "jump" to another sector and displays the SOLARMAP and CURSOR. Use the joystick to move Cursor to desired sector and then press joystick fire button to "enter" sector. To land on your Base, move Cursor to Base, press "P" key, then joystick fire button.

0-9 Keys — Number keys control your speed through space. Number "9" is fastest. "0" shuts down engines (at drift).

Merchant Ships — "Merchants" are captured by destroying their Shields, forcing them to stop. You then line up Merchants in your Crosshairs and approach them until they are at closest range, turn your engines off, and wait. In a few seconds, your enemy's Raw Materials will be transferred to the hold of SHADOW HAWK ONE™.

Merchant Ships will first randomly appear at the corners, and center of each side, of the Solarmap. They will then proceed toward the Enemy Base. Once they reach their Base, new Merchants will emerge at the far reaches of the solar system. The Enemy Fighters will originate at their Base and randomly patrol the solar system.

Solarmap - To the right of the SOLARMAP is a legend identifying various symbols used in the game. Dagda and Cabis are simply large asteroids in orbit around the sun and are insignificant. The letters R.M.S. stand for Raw Materials. The number directly under these letters represents the quantity of Raw Material Units stored on your Base, if you are on your Base, or the quantity of Raw Material Units in the hold of SHADOW HAWK ONE™, if in space.

NOTE: Vital information is displayed at the bottom of screen. Here you'll find the TORPS or DISRUPTORS ON indicator, RANGE, NUMBER OF BEACONS carried, number of TORPS PER TUBE, number of RAW MATERIAL UNITS in hold, SPEED.

SHADOW HAWK ONE™ is a game of careful planning, cunning, and dexterity. Best of luck, and **Happy Hunting!!**

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CHEAT SHEET for SHADOW HAWK ONE™*

PLANET PHASE

To move from Solarmap to chosen sector, follow steps below (in sequence):

- Press "J" = Jump . . . allows movement of cursor to specified sector
- Joystick Fire Button . . . transfers you to chosen sector

To move into **Buying Mode**, follow steps below (in sequence):

- Press "J" = Jump . . . move cursor to your Planet Base
- "P" = Planet Base
- Joystick Fire Button
- "B" = Buying Mode

To unload Raw Materials, follow steps below (in sequence):

- Press "J" = Jump . . . move cursor to your Planet Base
- "P" = Planet
- Joystick Fire Button
- "U" = Unload
- "B" = Buying Mode . . . Raw Materials are automatically stored

OPTIONS:

7) **Repair Damage** — After leaving this Option, returning to Repair Damage will either increase or decrease damage value.

SPACE PHASE

S — The "S" key turns the shield generator **on** and **off**. The shield regenerates your Shield Strength by 2 before each enemy attack run. Shields are always **on**.

T — Depending on the strength of your Torps, it may take more than 1 Torp to destroy an enemy ship.

D — Depending on the strength of your Disruptors, it may take more than 1 Disruptor volley to destroy an enemy ship.

B — When you "jump" to a sector you would like to monitor, drop a Beacon. From that point forward you will be able to observe any ship appearing in that sector. The number of Beacons you are carrying is displayed at bottom of computer screen in **Space Phase** only.

0-9 Keys — Actually are 0-1 Keys as applied to this game. Number "1" is engine drive. "0" shuts down engines (at drift).

Merchant Ships — Your ship only holds 30 Raw Materials so you must unload Raw Materials at your base after capturing them from Merchant Ships. No more than 250 Raw Material Units may be stored at one time.

NOTE: Lay Beacons around the Enemy Base as that is the hub of enemy activity.

*For clarification of existing instructions. Follows, in sequence, order of main text.