

BLACK HAWK

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Programmed by Phil Snell

The Time—the near future.
The Place—a strategic group of islands.

You are a highly trained pilot operating from one of the world's most sophisticated aircraft carriers. You are flying the deadliest plane yet created. The Black Hawk.

The mission, seek out and destroy the enemy airfields and missile launching sites.

Your aircraft is fast, it's got to be to avoid the ground to air barrage plus the incoming enemy fighters.

Your reactions must be quick to knock out the anti-aircraft guns, helicopter gunships, SAM missiles and rocket launchers—all before reaching your target, the enemy airfield.

The success of your mission is gauged by your SLF figure. To enable you to improve this figure the on-board computer will automatically calculate your % of ground target hits to missiles launched, which if high enough will entitle you to additional weaponry for future missions.

How many missions can you survive? You have the best attack fighter yet devised, but do you have the ability to make the best attack fighter pilot? Find out!

GETTING STARTED

1 Before switching on the Spectrum, connect the joystick interface if this is to be used.

2 Connect the television to the computer and switch the television ON.

3 Connect the cassette recorder to the computer and switch the cassette recorder ON.

4 Place the cassette in the recorder and rewind to the beginning.

5 Check that the EAR lead is connected correctly and that the volume level of the cassette recorder is set correctly.

6 Type LOAD"" (do not leave a space between the quotes), then press ENTER.

7 Press PLAY on the tape recorder.

8 When the program has finished loading, press STOP on the cassette recorder.

OPTIONS

1 You use keyboard or joystick to play the game. The following joysticks can be used: KEMPSTON, SINCLAIR, FULLER, AGF/PROTEK. Press O (letter) to select appropriate type of control.

2 There are two skill levels to choose from—ROOKIE (beginner) and HONCHO (standard). Press Y to change.

3 To start the game press P.

Keyboard controls are as follows:

O—left, P—right, Q—up, A—down, Zero—fire.

4 To pause the game at any time press 1 after which you can continue or abort.

The campaign involves a number of missions. Completing a mission will entitle you to a harder mission, otherwise you will remain on the same mission. Your primary objective is the enemy runway on mission eight.

Black Hawk has been fitted with the most advanced computer attack system which automatically directs your attention to the enemy targets. It features a two screen display, an attack screen with a computerised plan view of enemy targets in range of your electronic guided missile system; and a defence screen with a computer representation of Black Hawk and hostile enemy planes, tanks and helicopters.

The screen will flip to defence mode if there are any incoming hostile targets which exit the bottom of your attack screen.

The Defence Screen (red border)

You are equipped with fast action cannons which will knock out various enemy attack craft. To manoeuvre Black Hawk move your joystick left and right as required. Press the fire button to activate the cannons.

Your Strategic Planning Centre has calculated the effect of the destruction of various military equipment and establishments.

This has been designated as the STRATEGIC LOSS FACTOR—SLF. The computerised attack system has been programmed to record each pilot's SLF.

SLF values are as follows:

Tank	15	Gunship	70
Rocket	30	Jet	90
Sam	80	Helicopters	55
Aircraft	45	Others	01
Ship	20		

Remember, however, the on-board computer which monitors all activity will not include the destruction of craft on the defence screen as part of your on target % figure (OTPF). All scores are multiplied by the mission number, except when you are on a Rookie Mission.

The Attack Screen (black border)

An indicator at the bottom of the screen shows the vertical position of Black Hawk and is the starting place of the guided missile sight. To activate the sight press the trigger and push the joystick in any direction. Releasing the trigger will change the colour of the sights from white to red and slow the movement. A short time after the colour change a missile will home in on the target.

To help you achieve as high an SLF figure as possible the computer will automatically calculate your OTPF for each mission. A great deal of strategy will be required on your part to maximise this figure.

It is important that you destroy as many of the ground based targets as possible to increase your OTPF while keeping a careful eye on mobile enemy targets which are attempting to penetrate to your defence screen. Mobile enemy targets do not count towards your OTPF.

The SLF values for ground targets are as follows:

White radar	800
anti-aircraft gun	100
tank radio shack	700
rocket silo	400
sam launcher	500
tank radar	800
helicopter radar	800
plane radar	800
jet radar	1000
cooling tower	800

SLF values will be gained for the following airstrip targets:

beacon	100
plane on ground	2000
post (at the side of airstrip)	100
runway	2400
white line (down the middle)	100
crater	100

The above scores will be multiplied by the mission number, except when you are flying a Rookie Mission.

BLACK HAWK

THE WORLD'S DEADLIEST MISSION

PACKAGING DESIGN BY BLAKE SEARS



WANTED

We are on the lookout for quality software. If you are currently developing original software for the C-64, Spectrum, VIC-20 or Atari and are looking to market it, we would like to hear from you, even if your program is not complete.

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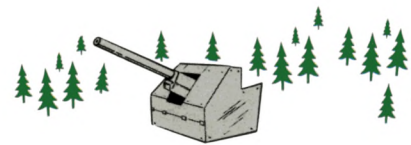
1 To destroy aerial targets you should touch them with the white cursor. This is the fastest and safest method. Always try to attack ground targets, this is for two reasons:

a Most enemy aerial targets (the ones that kill you) are caused by undamaged ground targets (radars etc) exiting the attack screen. If these are destroyed you will reduce the number of attackers.

b If you achieve a good OTPF you will receive better weapons which will be invaluable in your continuing fight.

2 The OTPF is not calculated unless a minimum of ten guided missiles have been fired (Attack Screen).

3 A quick way of bombing a ground target is to wait until it is underneath the missile sight; press the trigger and pull back the joystick so that the missile sight is over the indicator at the bottom of the screen. When the trigger is released the missile will explode almost immediately.



ROTATING RECTANGLE — can cause up to 2 jets.
ON POST

You are advised to destroy these before they exit the attack screen.

X Cannon

This increases your fire power in the defence screen.

Blitvig

The ultimate attack weapon, the EMP effect will destroy all enemy units visible. Press 'B' to activate.

The number of Blitvigs made available is based upon your OTPF as follows:

1	40%	2	50%
3	60%	4	70%

Wild Weasel

Designation given to the ultimate ECM aircraft, pressing 'N' will make aircraft invulnerable for a short time. This can only be used once on each mission.

Abbreviations

ECM	Electronic Counter Measures
EMP	Electromagnetic Pulse
IR	Infra-red
OTPF	On target % figure
SLF	Strategic Loss Factor

Upon successful completion of each mission, your OTPF will be displayed and analysed by the Strategic Planning Centre, and your SLF adjusted according to performance.

Advanced Weaponary is available for future missions to pilots who have achieved a high OTPF in accordance with the following:

WEAPON	OTPF
ECM Pod	20
X Cannon	30
Blitvig	40
Wild Weasel	60



If you are destroyed during a mission some of your additional weaponry may be lost.

ECM Pod

This is fitted when the OTPF is 20% or greater. It detects enemy radar, electromagnetic and IR emanations and shows the location of enemy radars, radios, listening posts etc.

These signals are decoded and displayed on your screen as one of four animated icons as follows:

SQUARE	— can cause up to 3 tanks.
ROUND	— can cause up to 3 helicopters.
TRIANGLE	— can cause up to 3 ground attack aircraft.

