



SKYHAMMER

TM

JAGUAR

GAME MANUAL



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SKYHAMMER™

**JAGUAR
INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL**

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PART 1: KEY SUMMARY

Up/Down - Pitch up/down
Left/Right - Yaw left/right

A - Accelerate
B - Fire Cannon
C - Decelerate

Pause - Pause game

Option - Fire mini-missiles

1 - Drop bomb
2 - Fire homing missile
3 - Fire/detonate smart missile

4 - Move ship left
5 - Activate long range scanner
6 - Move ship right
7 - Move ship down
8 - Fire ECM system
9 - Move ship up

0 - Music on/off

When the game is paused, Option, A or B will toggle the volume slider on and off.



PART 2: CONTROLLING THE SHIP

There are two flight models available: the one to be used in the game can be selected in the 'options' screen. The 'normal' model, selected as default, is quite easy to fly and is recommended for new pilots. The 'advanced' model is more difficult and can be used by expert pilots to add an extra challenge to the game.

'NORMAL' MODE:

The flight controls for 'normal' mode are as follows:

Up/Down - Pitch nose down/up

Left/Right - Yaw the ship left/right

A - Accelerate

B - Fire Cannon

C - Decelerate

4 - Move ship left

6 - Move ship right

7 - Move ship up

9 - Move ship down

} Available on
later engines

The weapon controls are always the same (see Part 1: Key Summary).

In this flight mode the ship is unaffected by gravity unless the engine is damaged and will fly directly forwards at whatever angle the nose is pointing.

Reversing: If you wish to fly backwards, once the ship has decelerated to a stop, release the C key, then press it again and hold it down. The C key now accelerates the craft backwards and the A key decelerates. To return to forward flight hold down the A key until the craft is flying forwards again.

'ADVANCED' MODE:

The flight controls for 'advanced' mode are as follows:

Up/Down - Pitch the nose down/up
Left/Right - Yaw the ship left/right

A - Increase thrust
B - Fire Cannon
C - Decrease thrust

4 - Bank ship left
6 - Bank ship right } Available on
later engines

This flight mode is based on a helicopter. The ship is affected by gravity and the engine thrust is directed vertically upwards. This means that if the nose is dipped the craft will move forwards and if the nose is raised the craft will move backwards. Altitude can be changed by directly increasing or decreasing the thrust. When the banking controls become available, these allow the craft to move sideways.

This flight model is much more difficult to control than the normal model. (Note that collisions with buildings are more serious - they will tend to make the craft fall out of the air.)

PART 3: SHIP SYSTEMS

The keys to control the ship's systems are as follows:

B - Fire cannon
Option - Fire mini-missiles
1 - Release bomb
2 - Fire homing missile
3 - Fire/detonate smart missile

5 - Activate long range scanner
8 - Fire ECM system

A+B+C together - Detonate Smart Bomb

Their functions are explained in more detail below:

B - Fire Cannon: The gatling guns are the primary weapon of the

Skyhammer: They fire at the center of the crosshair.

Option - Fire mini-missiles: The mini-missiles are unguided rockets that are launched from the front of the craft. The crosshair should be used for aiming but the rockets have a short flight time, so the speed of the target must be taken into account.

1 - Release bomb: The bombs are unguided and fall under gravity until they collide with an object or the ground. They do large amounts of damage to every unit in a wide area.

2 - Fire homing missile: The homing missile guides itself to the currently selected target. The current target is displayed on the screen to the extreme bottom left of the cockpit display. Targets are selected by moving the crosshair over them: a colored box is displayed over the target in the main view. A green box indicates a friendly craft, a red box indicates an enemy craft. When a missile is fired it remembers its own target: it does not matter if a new target is selected while the missile is in flight. A missile launched without a target will fly in a straight line.

3 - Fire/detonate smart missile: The smart missile is a very powerful weapon. When launched by pressing '3', the missile will fly straight ahead. If it collides with something it will be destroyed: otherwise, when it reaches the end of its burn time or when it is manually detonated by pressing '3' again, it will explode and shoot every enemy unit it can see with a very powerful unguided bolt. This weapon is most useful against groups of slow moving targets: fast moving targets like fighters can be missed by the missile's shots.

5 - Activate long range scanner: A map of the city will be displayed. The game is paused until you exit this screen.

The long range scanner shows the following things:

- The name of the current city and your current credit limit are displayed above the map. Note that the corporation will only pay you for your kills and for completed missions when you dock.
- Friendly and enemy areas are indicated on the map by their color. Cytox, your company, has its territory colored dark blue. Light blue and grey areas represent the other companies (CFC and Grubertech).
- The position of the Skyhammer is shown as a white dot at the center

of a large white square. The square shows the range of the Short Range Scanner.

- The locations of the Cybermarts, where your ship may return to buy equipment, repair damage and to refuel and rearm are shown as red spots.
- The zones relevant to any active missions will be flashing on the map.
- The locations of any known battlegroups are shown on the map as letters.
- The numbers to the right of the map represent the relative amounts of territory controlled by each company.
- The 'A' or '5' buttons will return you to the game: pressing left or right will give access to the mission briefing screen. This gives a description of the location and objectives of the current mission.
- In the event of there being more than one mission active at the same time, the up and down keys will cycle between the appropriate briefings. The left and right keys will return you to the map screen.
- The 'A' and '5' keys will return you to the game: the 'A' key will additionally set the bead on the crosshair to point towards the location of the mission currently displayed on the briefing screen.

B - Fire ECM system: Sometimes enemy vehicles will fire homing missiles at your ship. Your defense against this, other than radical evasive maneuvers, is the ECM system. When it is fired it sends out a minor electromagnetic pulse that detonates all missiles in flight, friendly or enemy: however it must be fully charged before it can fire. The screen to the top left of the cockpit shows the status of the ECM system. The concentric squares will light up and the exclamation mark will flash when a missile is incoming. The ECM can be fired when the 'FIRE' light is illuminated. Note that the more expensive ECMs can be fired before they are fully charged, but with reduced effectiveness.

A+B+C - Fire Smart Bomb: Holding down 'A', 'B' and 'C' together will detonate a smart bomb. Each is a one-shot weapon (your craft can carry eight) that produces a much larger scale E.M.P. than the ECM: this is strong enough to do catastrophic damage to most electrical systems. The Skyhammer itself is shielded, but this weapon will destroy all other units within a wide area. Be careful not to use this weapon inside friendly territory!

PART 4: THE COCKPIT DISPLAY

There are several instruments on the cockpit display. These are:

1). Crosshair/Navigation beacon: The symbol in the center of the view is the crosshair, for aiming the weapons and targeting missiles. The small circle that moves around the crosshair is the navigation beacon, showing the direction to the ship's current destination. When the circle is at the top of the crosshair the destination is dead ahead. When the circle disappears, either the ship has arrived in the area of the target, the navigation system has been damaged or there are currently no missions active. The small dot further out from the crosshair is a compass, and points north in the same manner as the navigation beacon points to locations in the map.

2). Message window: At the very top of the cockpit is the message window. Messages from the ship systems and from Headquarters will appear here as text.

3). Fuel gauge: To the top right of the cockpit is the fuel gauge. When fuel is particularly low, the indicator bars will turn red and a warning will appear in the message window.

4). ECM system: The panel to the top left indicates the current status of the ECM system. The exclamation mark and the concentric boxes will flash if a missile is homing on the ship and the bars indicate how fully charged the system is. Basic ECMs will only fire when fully charged.

5). Alert status light: To the extreme bottom left of the cockpit is a vertical strip, the alert status light, which will be either red or green. Green indicates that there has been no combat for a time: red alert status is imposed when a shot is fired in anger within a certain range of the ship.

6). Target lock display: To the bottom left of the cockpit is the target lock display. This displays an image of the currently selected target. If there is no target, the screen shows 'No Lock'. If the target cannot be identified, it displays 'Lock'.

7). Shield/damage display: To the right of the target lock display is the

shield/damage display screen. The status of the shields and of the ship are shown as red bars: a full bar (all red) indicates good condition, an empty bar (all black) indicates danger. When the shields are depleted, excess damage is applied to the ship (the lower bar). The shields regenerate over time (their recharge rate can be improved by buying a better engine), but damage to the ship must be repaired at a shipdock. If the ship's status bar is reduced to all black, the game will end.

8). Altimeter: At the center of the bank of displays at the bottom of the cockpit is the altimeter. The ship's current altitude is displayed by the green triangle: the base of the gauge indicates ground level, the top indicates the ship's maximum altitude.

9). Short range scanner: To the right of the Altimeter is the short range scanner. This displays the locations of buildings and craft around the ship. Friendly craft are displayed in blue, enemy craft are displayed in red. Likewise, flying vehicles are a light shade, ground vehicles are a dark shade. Comm nodes are cyan, missiles are tiny yellow dots and inert objects like drums are orange. The ship is shown as a thin cyan line in the center, pointing in the direction of the ship's heading.

10). Ammo display: To the bottom right of the cockpit is the ammo display. This displays the ammunition load of the most recently fired weapon relative to its maximum load: each light that is lit represents one or more shots remaining, dependent on the maximum ammo load for that weapon.

PART 5: DAMAGE AND REPAIR

In the course of performing missions for the corporation, your ship will at times become damaged. In addition to the dangers of structural damage, you will find that occasionally the ship's systems may become damaged and inoperative. These systems can only be repaired in a Cybermart. Each time a level of damage is repaired, there is a chance that a system will be repaired: when the last level of damage is repaired, all ship systems will also be repaired.

PART 6: CYBERMARTS

In each city there are several Cybermarts, represented by red squares on the long range scanner and by flashing black and white squares on the short range scanner. The Cybermarts are the only way your craft can refuel and be repaired, and are your primary source of weapons. You can also upgrade your ship in the Cybermarts, and whenever you enter a Cybermart your account is updated with the payment for your last excursion.

The following functions are available at each Cybermart:

1). Weapon purchase: This service allows you to purchase extra ammunition for your ship.

2). Fuel tank: This service allows you to refuel your Skyhammer. The 'Upgrades' option allows you to purchase upgrades for your fuel tank: these will decrease the rate at which fuel is used by your ship.

3). Engine upgrades: This service allows you to upgrade the engine of your ship. There is no part exchange for your old engine! Higher grade engines feature sideways and vertical thrust and higher shield recharge rates, though generally at the expense of fuel efficiency.

4). Fix shields and damage: This service allows you to repair your ship and force a shield recharge in an emergency situation. As you repair blocks of damage there is a chance your ship's systems will also be repaired: when the last block is repaired all damaged systems are also fixed.

5). ECM purchase: This service allows you to purchase a better ECM system for your ship. There is no part exchange on your old system! Generally the system must be fully charged to fire: better ECMs can be fired while partially charged at reduced efficiency. The time taken to recharge the system also improves.

Notes:

1600AS: This system discharges gradually as the '8' key is held down. The system can be slow to be effective but it has a greater overall efficiency than previous systems.

2000DS: The best system available, this can be fired more than

once from a full charge and recharges almost as fast as it can be fired.

6). Scanner info: This service allows access to the long range scanner and briefing screens, just like pressing '5' when in flight.

7). Stock location: This service allows you to see the current available stock of weapons in each shipdock.

8). Save game: This service will save the current game (only one game may be saved on your cartridge). Note that when you reload a saved game, your score is set to zero!

9). Zone transfer: This service allows rapid movement from any dock to any other dock in the same city. Very little time is taken to make the transfer, but using the zone transfer network costs money: the fee is dependent on the distance travelled.

10). Exit to city: This returns the Skyhammer to the city environment.

PART 7: THE TWO TYPES OF GAME

There are two modes of play for the main game:

1). The Mission Game is the default mode of play. You will be assigned missions to complete: you must complete each one. When your company controls the whole city, return to a Cybermart and you will advance to the next city. When all three cities are complete you have won the game.

2). The Battle Game is the alternate mode of play. In this mode there are no missions assigned to you: you must both defend your territory against enemy attack and attack enemy nodes to seize their zones. If one of your nodes is destroyed that zone is lost to the enemy: to take an enemy zone you must destroy the enemy node and all the enemy defenders. Note that the zone to be taken must be directly connected to one of your zones (by a street). When you have occupied all of one city, return to the dock and you will advance to another. The battle game has no end other than the destruction of your ship.

In either game, if you lose all your territory then the game will end.

PART 8: HINTS AND TIPS

1). Buy an engine upgrade as soon as you can: having the sideways movement is invaluable. In the mission game on 'easy' the first three missions should be quite easy and they should get you enough money for this. In the battle game you will have to engage the enemy immediately: this alone is enough to make the battle game harder!

2). On the mission game, if you are assigned missions to search for a group of vehicles, they will have a command vehicle with them that stops the group from appearing on your scanners. To find them you must look for the vehicles on the streets by eye.

3). You start the game with no smart bombs, but a full load of ammo for all the other weapons. Remember that this means you start with eight smart missiles!

4). If you keep moving very few of the enemy shots will hit you. Conversely, if you stop moving you will be in great danger unless you are in cover: So make use of the environment: hide behind buildings and walkways and wait for the enemy to appear. Remember that in the right conditions homing missiles can be used to shoot around corners, and if you come across an enemy battlegroup when you're not expecting it, **DO NOT** slow down and try to reverse away! Overfly it instead, then turn around for another pass: it won't make any difference which direction you're pointing (unlike a real aircraft).

5). The standard attack drones are irrelevant to the missions or attack groups, and there are an infinite number of them. Likewise, gun towers on the ground are attached to defensive battlegroups but the gun towers on the buildings are irrelevant to the missions, and will regenerate (although rarely in the same place...).

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