

ANIMATED
BACKDROPS

You are **HAWK STORM**,
BRAVE and **INTREPID**
warrior of the planet Edos!!

The sole source of **LIFE ENERGY** on Edos
are the giant **CAPACITOID CRYSTALS**
that store energy by day, and regenerate it
during the bitterly cold nights. Now the
EVIL NEVIKS have stolen all but two of
these crystals!! You must go forth into
ALIEN TERRAIN, avoiding the Neviks'
defence systems, and **RETRIEVE** the
STOLEN CRYSTALS!! You must be
FAST; the energy being regenerated by the
remaining two crystals will **NOT**
SUPPORT YOUR LIFE FORM ON
EDOS FOR LONG!! SUCCEED or
PERISH!!!

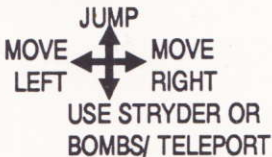
AMAZING
FULL COLOUR
SCROLLING

"PLAYERS - LEADING THE WAY!"

CONTROLS

To control Hawk you may use either a joystick plugged into Port 1, or you may use the keyboard.

JOYSTICK CONTROLS



Press the FIRE button to fire your gun (if you have one!!)

KEYBOARD CONTROLS

<u>KEY</u>	<u>ACTION</u>
Q	JUMP
O	MOVE LEFT
P	MOVE RIGHT
A	USE STRYDER OR BOMBS/ TELEPORT

Press SPACE to fire your gun (if you have one!!)

To start the game press either **FIRE** on your joystick, or **SPACE** on the keyboard, dependent on the mode of control you desire to use.

To pause the game while you are playing press 'H'.

To unpaue the game press **FIRE** or **SPACE** dependent on the mode of control.

THE GAME

The long range teleport will only transmit living organisms, so your primary objective must be to find and collect some armoury, either guns and/or stryders, bombs, and shields. The Neviks are expecting you and have set many traps to bar your way. Watch out for crumbling platforms, and beware of fire pits. Don't get hit by the Neviks' deadly slimeballs. Avoid the Neviks' gun turrets. You must enter into deadly combat with the evil Nevik warriors that will bar your path in their tireless quest to make you fail in your mission.

You can utilise the lifts that you will find to move to different levels; the teleports will transport you to different locations.

CREDITS

Game Design & Code:	Paul Griffiths
Original Concept:	Andy Severn & Jabba
Sound FX and Music:	Andy Severn & Sonic Graffiti
Cover Illustration:	Tim White
Lettering:	Peter Austin

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