

# HYBERNOIA

## THE REVENGE

by Raffaele Cecco

### LOADING INSTRUCTIONS

#### ATARI ST

Atari 520 ST series and 1040 ST series with disc drive if necessary. You are advised to disconnect all hardware from your computer. Place the disc in the drive and press the RESET button. The game takes a few seconds to load.

#### COMMODORE AMIGA

A500, A1000 and A2000. You are advised to disconnect all hardware from your computer. Insert Kickstart if required. Insert the game disc. The game takes a few seconds to load.

### SCENARIO

The pirates have returned in a new Battlestar, even more fearsome than the last and have again plundered the Federation storage depots.

As you did such a good job last time you've been commissioned once again to retrieve the stolen cargo. You've been given an all new ship and a bigger arsenal of weaponry but the task will be just as perilous.

### CONTROLS

Control is by joystick only.

To pause the game press SPACE.

To quit the game go into pause mode and press ESC.

To move position of screen press both mouse buttons and move to the desired position (Amiga only).

### GAMEPLAY

When a pirate craft has been destroyed it will drop its cargo of stolen objects. Manoeuvre your ship over the object to retrieve it. Certain objects will alter the appearance of your ship; these objects offer external weaponry that can be utilised on difficult screens. Occasionally, when a pirate craft is destroyed it will drop a yellow canister. This canister, when retrieved, will increase the amount of the currently selected weapon by one.

### DISPLAY PANEL

From left to right the display panel selections are as follows:

1. Displays number of ships left.

2. The top number shows your current score. The bottom number shows the value of cargo you have retrieved on the current level.

3. Displays the current weapon mode in text. Number on the left shows the amount of the current weapon that you have. Number on the right is the maximum storage capacity for the current weapon.

4. The coloured graph gives an indication of how much time you have to reach the end of level depot. When the graph has totally disappeared your time limit has expired.

### WEAPON MODES

Keys F1, F2, F3, F4, F5, F6 or F7 select your ship's weapon modes:

- 1 ..... BOMBS – Destroy large defence emplacements
- 2 ..... TIME BOMBS – These, when left at strategic points, explode a few seconds after release.
- 3 ..... DEFENCE SHIELD – Temporarily renders your ship invincible
- 4 ..... BOUNCE BOMBS – Bounce around the screen destroying any emplacements they touch
- 5 ..... SEEKER – Tracks down its quarry
- 6 ..... SMART – Destroys all emplacements on the screen.
- 7 ..... TRACER – Follows the edge of the screen destroying all emplacements in it's path.

Hold fire down to activate the selected weapon

### CREDITS

Original design by Raffaele Cecco.

16 Bit conversion by Tony Cooper.

Graphics by Mark Jones.

Music by Thalion Software (Atari ST) and Frederik Hann (Amiga).

Produced by Paul Chamberlain.

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Hewson Consultants Ltd,

56B Milton Park, Milton, Abingdon, Oxon OX14 4RX