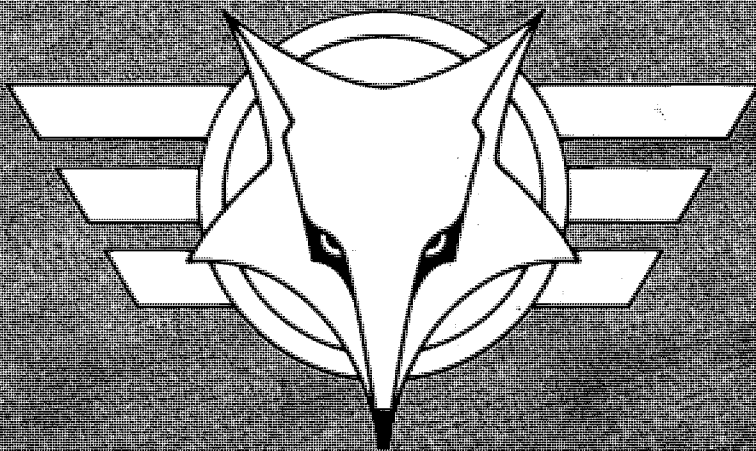


SKYFOX II



Technical Reference

FROM: Federation HQ, Terra, Sol
TO: Federation HQ, Deneb, Cygnus
RE: The Cygnus Conflicts — WARPWARRIOR EYES ONLY!

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1 CONFLICT SUMMARY

Effective immediately, all Federation Warpwarriors are on Condition Alert. Intelligence reports that a Xenomorph uprising is in progress. We can only assume that their ultimate goal is the conquest of the Terran Federation since all attempts to negotiate with them have thus far failed.

If you'll recall your Academy lessons, the Xenomorphs attempted to subjugate the Federation on another occasion with unprovoked attacks on our colonies.

Their defeat was due in large part to the amazing Skyfox warplane. Once we had driven them from our colonies, we contained them in Cygnus, their home star system.

Now it seems they want once again to spread terror and tyranny across the galaxy. To meet this new threat, Federation engineers and scientists have developed the Skyfox II warp fighter. Every Federation Warpwarrior has been issued a Skyfox II in order to meet and deal with each Cygnus conflict as it arises.

Your mission in the Cygnus System:

1. Acquaint yourself with your Skyfox II warp fighter.
2. Use the Skyfox II and your experience as one of our finest Warpwarriors to keep the Xenomorph threat contained in the Cygnus constellation, and protect all Federation interests there.

God's Speed Warpwarrior!

1.1 ABOUT THIS MANUAL

This manual is organized to help you become familiar with the Skyfox II warp fighter in the most expedient manner. The first section is a reference section on the computer installed in your fighter and its control sequences. You can refer to this reference section while on patrol or in battle. The next section of the manual covers every aspect of the Skyfox II in detail, and the final section details the various conflicts in Cygnus.

2 SKYFOX II QUICK REFERENCE

This section details how to start your Skyfox II, and briefly describes the function of all its controls. Read this section before continuing with the rest of the manual, and keep it nearby for reference during your mission.

2.1 STARTING SKYFOX II

1. Remove all cartridges and disconnect all peripherals.
2. Turn on your monitor, disk drive and computer. *C128 owners* must use C64 emulation mode.
3. Plug joystick into port 2.
4. Insert disk into drive.
5. At the READY prompt type, **LOAD "EA",8,1**.
6. After the program loads, press the joystick **Button** to leave the title screen/demo and access the Federation computer (see section 3 for details).

2.2 JOYSTICK CONTROL

See section 3 for complete Federation computer instructions. See section 4 for complete combat and flight instructions.

Flight: Move joystick forward to dive, back to climb, and left or right to change direction of flight. Press the **Button** to fire the neutron disruptors.

Non-Flight: When docked, or when using the Federation computer, use the joystick to position the cursor directly over the option you want, then press the **Button** to select.

2.3 COCKPIT CONTROLS

See section 3 for complete Federation computer instructions. See section 4 for complete combat and flight instructions.

0-9 *Speed.* 0 = stop; 9 = 9,000 KPS (Kilometers Per Second).

A *Autopilot.* Toggles autopilot on/off.

L *Location.* Toggles X,Y location on/off.

Control-M *Muffler.* Toggles engine noise on/off.

Control-R *Rescue.* Quit current conflict to Mission Evaluation screen of the Federation computer.

Control-S *Silencer.* Toggles all sound on/off.

D	<i>Dock.</i> Dock when you're in the vicinity of a friendly starbase (See section 4.4 for details).
Del	<i>Deceive.</i> Toggles deceptor device on and off.
I	<i>Information.</i> Intercepts Xenomorph transmissions (only in certain conflicts—check Overview of Possible Conflicts).
M	<i>Mines.</i> Drops anti-matter mines.
O	<i>Overview.</i> Displays overview map. Joystick Button puts it away.
P	<i>Pause.</i> Catch your breath, then press P again to continue.
R	<i>Repair.</i> Functions only when docked at a starbase.
S	<i>Shield.</i> Toggles defense screens on/off.
Spacebar	<i>Photons.</i> Fires photon pulse bombs.

2.4 SCAN MONITOR CONTROLS

See section 4.3.4 for information on using the scan monitor in conjunction with the HUD.

F1	Toggles between fore and aft screen views.
F3	Puts scan monitor in Long Range mode.
F5	Puts scan monitor in Medium Range mode.
F7	Puts scan monitor in Short Range mode.

3 THE FEDERATION COMPUTER

The first thing you'll see when you start your Skyfox II are options provided by the Federation computer on Terra. You can use the Federation computer to describe, select, and set the difficulty of your missions. The Federation computer will also evaluate your performance at the end of, or when you abort, a mission. The following sections describe the options you can select from the Federation computer.

3.1 PLAY

After highlighting a conflict, choose **PLAY** to embark on that mission. After completing or aborting the mission with the Rescue command (see section 2.3), the Federation computer will display the following screens:

Mission Summary Screen — Appears when you complete a mission; either by winning or failing. This screen tells you how you performed in helping to resolve the conflict; i.e., whether you completed all of your objectives and lived, or completed only some of your objectives and died. In some cases, your mission may end, but you are still alive. This means that the Xenomorphs have accomplished their objectives ahead of you, or you have simply run out of time. Choose **Play Again** to retry the mission. Choose **Missions** to return to the Mission Selection screen. Choose **Evaluation** to see the Evaluation screen for the mission.

Mission Evaluation Screen — Appears when you use the Rescue command. Evaluates the statistics of your mission; i.e., the number of enemies destroyed, the level, and so on. Choose **Play Again** to retry the mission. Choose **Missions** to return to the Mission Selection screen. Choose **Level** to select an easier or a harder conflict level.

3.2 DESCRIBE

Gives a brief description of the mission you have highlighted.

3.3 LEVEL

Changes risk level. Choose between Cadet, Wingman, Flight Leader, Squadron Commander, or Ace of the Base.

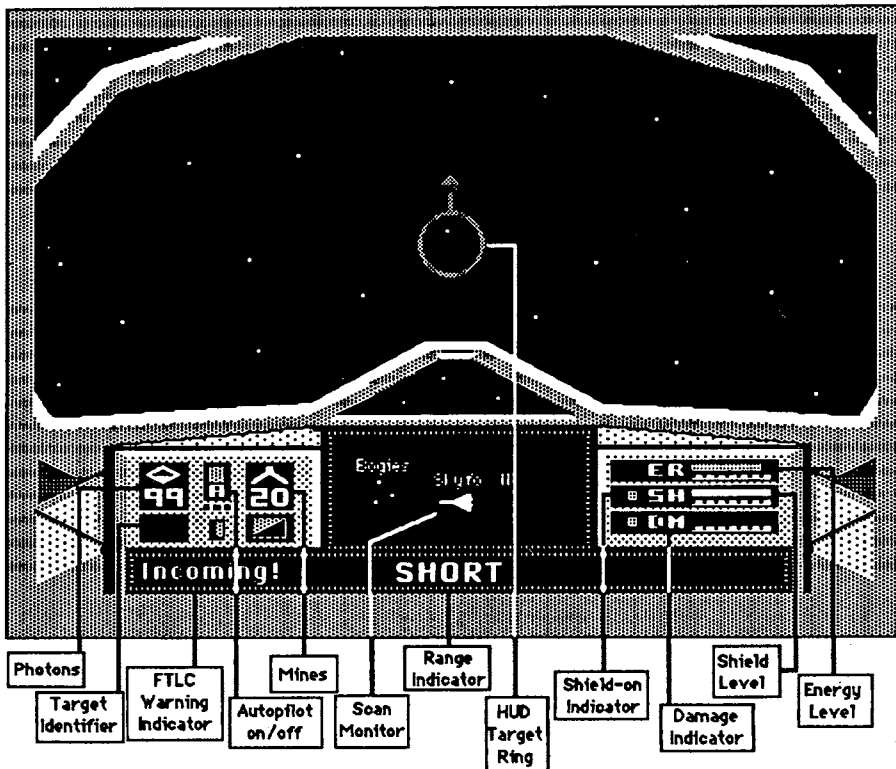
3.4 SPECS

Shows the technical specifications of your Skyfox II warp fighter.

4 SKYFOX II OPERATION

The following sections describe the capabilities of your new Skyfox II warp fighter. Please read the operation manual carefully to insure that you know how to use your ship effectively in the heat of battle.

4.1 SKYFOX II COCKPIT



4.2 FLIGHT

The following sections describe how to pilot your warp fighter into combat.

4.2.1 Launch

Press the fire button to launch from a starbase docking bay. Your Skyfox II is always launch-ready while docked, except during repairs — you must cancel any repairs currently underway before you can launch.

4.2.2 Flight Control

Federation engineers have designed the Skyfox II flight control systems to operate as much like the original Skyfox fighter as possible. Push the stick forward to lower, and pull it back to raise the nose of your ship. Move the stick left or right to change direction.

4.2.3 Navigation

This section describes how to navigate your Skyfox II. You can navigate manually, or you can select a destination on the overview map and let your autopilot guide you there. However, the autopilot will not avoid asteroids. You can either attack and destroy asteroids in your direct path or override autopilot with manual steering to avoid them.

Use the following steps to program your autopilot:

1. Display the overview map (see section 2).
2. Use the joystick to move the cursor to your desired destination on the map.
3. Press the **Button** to choose location.
4. Set your flight speed (see section 2).
5. Engage the autopilot (see section 2).

The autopilot will automatically disengage when you reach your destination. **Note:** Turning on your autopilot will return your Skyfox II to the level of the orbital plane in Cygnus. So, if you're flying above the orbital plane, you'll descend to it. If you're beneath it, Autopilot will lift your fighter to the level of the orbital plane. All starbases and wormholes are located on the orbital plane.

Using Wormholes: Littered throughout the Cygnus star system are astrophysical anomalies known as "wormholes." Wormholes are byproducts of black holes, and you can use them to quickly travel between different points within Cygnus. When you enter a wormhole, you leave our universe and enter a region that Federation

physicists have termed "nullspace." Because time and distance have no correlation in nullspace, you will emerge from the "twin" wormhole, possibly many millions of kilometers from your original location, but only a few seconds later. The map included with your Skyfox II package shows the locations of all the known wormholes in the Cygnus star system. Wormholes appear as red dots on your scan monitor. To enter, target it using your HUD; as you approach, you'll see the wormhole flashing on your screen. Reduce your speed to keep the wormhole in sight. As you're travelling through, the screen will blur. **Note:** Be prepared for possible ambush when emerging from wormholes in Xenomorph space.

4.2.4 Speed

Speed is measured in clicks (kilometers) per second (KPS). Press number keys 0 through 9 to set flight speed (0 = stop; 9 = 9,000 KPS). Your current speed appears under the anti-matter mines register in the cockpit.

4.3 COMBAT

The following sections describe the combat capabilities of the Skyfox II. See section 2 for cockpit controls.

4.3.1 Neutron Disruptors

Disruptors shoot directly towards the target ring in the HUD. Use them to destroy enemy ships, and asteroids. The nuclear cells power the disruptors — if the nuke cells run out of energy, the disruptors are useless.

4.3.2 Photon Pulse Bombs

Photons shoot directly toward the targeting ring when no enemies are present. When an enemy vessel is visible through the front view screen, the photon locks on and tracks the enemy vessel. Pulse bombs are the only way to reliably destroy an enemy starbase. They will also destroy asteroids, no matter their size. The pulse bombs are useless if the Skyfox II photon tubes are damaged during battle or by an asteroid collision.

Photons are self-contained and do not use energy from the nuke cells. The photons indicator in the cockpit displays the number of photons in your arsenal. The number of available photons will change depending upon your current mission.

4.3.3 Anti-Matter Mines

Drop Anti-matter Mines from the rear of your Skyfox II. Mines are timed and explode when they strike an enemy, or when their time is up. Mines cause extensive damage to enemy ships.

Mines are self-contained and do not use energy from the nuke cells. The mines indicator in the cockpit displays the number of mines in your arsenal. The number of available mines will change depending upon your current mission.

4.3.4 HUD (Heads Up Display)

HUD is the Skyfox targeting system, vital for locating and destroying enemy ships and starbases. The HUD automatically locks onto the nearest ship or starbase within medium range. The locked object will flash on the scan monitor. When the HUD locks on, its target ring displays an arrow indicating the direction you should move the joystick in order to intercept the target. The targeting ring then changes color to indicate the distance to the target and the likelihood of a hit. The ring is green when nothing's in range, gray when a potential target is distant, white at mid-range, and red when your target is closest.

The target identifier readout in the cockpit displays the identity of objects flashing on the scan monitor and targeted by the HUD. You can select the various active targets by pressing **Return**. The HUD, scan monitor, and target identifier will all change to show the currently targeted object as you press **Return**. The target identifier and the scan monitor both display different targets in different colors:

Green	Federation
Blue	Xenomorph
Purple	Third World

Note: If your HUD is damaged during the combat, or by asteroid collisions, toggling the fore and aft view (see section 3.4) can approximate a target finder until you can dock and repair your HUD system.

4.3.5 Deceptor Device

An invisibility device that conceals your Skyfox from enemy radar and sight. Firing neutron disruptors, photon pulse bombs, or dropping an anti-matter mine will temporarily disengage this device, thus revealing your location. When the deceptor is activated, the view through the main screen is tinted red, and the deceptor device indicator in the cockpit glows. The deceptor device uses a huge amount of energy from the nuke cells, so use it only when necessary.

4.3.6 Shields

Shields absorb damage normally inflicted upon your ship by asteroids and Xenomorphs. Shields are automatically engaged upon takeoff. Shield energy is supplied by the nuclear batteries. When the shields are too damaged to take the full impact of a hit, or the nuke cells are too low to adequately replenish the shields, the damage is sustained by your ship. Skyfox systems that may be damaged or destroyed by enemy fire or asteroid collisions are: neutron disruptors; deceptor device; photon tubes; scan monitor; KPS indicator; HUD; and FTLC. The shield bar graph in the cockpit shows your current shield charge. The shield-on indicator in the cockpit glows red when the shields are active.

4.4 DOCKING AND REPAIR

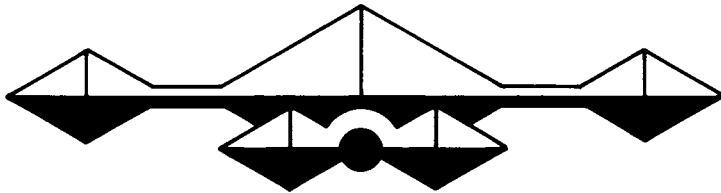
This section describes the procedure you use to dock with a Federation starbase to replenish your weapons, recharge your nuke cells, and repair damaged ship systems. Use the following steps to dock with a starbase:

1. Reduce speed to about 1,000 KPS and approach the starbase.
2. Your ship will stop when the starbase locks you into its docking beam.
3. Use the "Dock" command (see section 2).
4. The overview map appears with a starbase selected. Find the selected starbase on your map of Cygnus and type in the first four letters of the starbase name. The correct code identifies you as a Federation ship, and the starbase pulls your ship into the docking bay.

Once you are in the docking bay, starbase crews will begin recharging your nuke cells and reloading your photons.

**RE: The Cygnus Conflicts —
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Use the Repair command (see section 2) to repair damaged systems. A schematic diagram of your Skyfox II appears on the cockpit main screen. Damaged systems appear yellow when partially damaged and red when they're not functioning and require replacement. Undamaged systems are green. Move the screwdriver onto a damaged system and press the **Button** to tell the starbase repair crew to begin. Repairs take time, and Xenomorphs don't wait for you to finish, so keep an eye on your scan monitor. Be prepared for the possibility of launching and defending the starbase before repairs are complete.



5 OVERVIEW OF POSSIBLE CONFLICTS

What follows are summaries developed by Federation tacticians of possible conflicts that may arise in the Cygnus system. Study them carefully — because you may have to eventually experience one or more of them first hand.

5.1 XENOMORPH UPRISING

Xenomorph battlegroups are converging on Federation territory from Xeno starbase Zebra. Your mission is to destroy both the attackers and starbase Zebra.

5.2 INCOMING

Long-range scanners have spotted incoming Xenomorph missiles approaching your starbase through Asteroid Alley. Destroy the missiles, their launch point, and return to your starbase.

5.3 INTRUDER ALERT

A Xenomorph battlegroup has invaded Federation territory. The intruders pose a hostile threat. Seek out and destroy all the enemy fighters.

5.4 GUARDIAN

A Federation frigate has been badly damaged. Your assignment is to escort the crippled ship from starbase Madrid to Havana, where the frigate will be repaired. Watch out for Xeno attacks from Asteroid Alley.

5.5 GRIZZLY ENCOUNTER

A Xenomorph convoy is enroute to starbase Grizzly with a secret weapon. Destroy the convoy before it can reach Grizzly. You must also prevent diversionary attacks on Federation starbases.

5.6 DIPLOMATIC IMMUNITY

The Xenomorphs have requested a peace conference. Accompany Ambassador Grace on his way to the Xeno-Federation Peace Summit. Protect the Ambassador's ship at all costs in the event of a Xenomorph trap.

5.7 WARI

The Xenomorphs have officially declared war on the Federation. Their leaders have ordered a huge invasion force to mobilize at starbase Charlie in preparation for attack. Use all your skill to protect endangered Federation territory.

5.8 SPY VERSUS XENOMORPHS

The Xenomorphs are readying a secret war plan against the Federation. Proceed to Xeno HQ, using your Deceptor device as necessary to avoid detection, and intercept the secret transmission using the Information cockpit command (see section 2). Then return to Federation HQ with the information.

5.9 XENOMORPH JUGGERNAUT

The secret Xenomorph war plan is about to come to fruition. They have built a massive death base near their homestar. Their commanders are readying yet another, and possibly the final, assault on the Federation. Pulverize this base before the Xenos attack!

5.10 THE BOONDOCK EXPEDITION

Find the lost starbase Boondockia. Federation experts estimate this to be a four-day mission. Once you arrive there, attempt to dock with the ancient starbase (it is not known whether the starbase is under friendly or hostile domination). Your ship is specially equipped with solar power collectors which continuously replenish the nuclear batteries. Bring along lots of supplies to help you explore the furthest reaches of space. **Note:** Once out in deep space, use the Deceptor device with extreme caution. The Deceptor device drains your nukes more quickly than the solar power collectors can restore them, and docking to replenish your energy supplies may be impossible in the midst of this expedition.

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