

The fight is coming to an end and it doesn't look good for our side. High command have recalled you, the great combat ace, to fly a lone mission against overwhelming odds, to win this desperate battle and ultimately, save mankind. We're all depending on you, so best of luck...

## **FLYING THE SHARK**

Flying Shark is a one player game. To start the game after loading, press the fire button.

The joystick controls up, down, left and right movement as well as firing bullets.

The space-bar is used to release smart bombs.

## **LEVELS OF PLAY**

There are five levels to Flying Shark. When you reach the end of a level, the new level will be loaded in from disc.

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## SCORING AND BONUSES

1000 bonus points for destroying entire Gold squadrons.

Destroying entire Red squadrons will release an [S] symbol. Pick up the symbol to gain extra fire-power.

Destroying entire Silver squadrons will release a [1UP] symbol. Pick up the symbol to gain an extra life.

Pick up any [B] symbols to gain extra smart bombs.

## LOADING INSTRUCTIONS

Switch on your Amiga and insert the disc when you are asked for the workbench disc

To start the game, press FIRE on the joystick.

NB: Before starting the game, you can select Easy or Hard modes by pushing the joystick left for easy or right for hard.

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