WEB WARS

Enter a galaxy of the future filled with adventure and danger - a galaxy unlike any you have imagined before.

You become the Hawk King - a creature capable of incredible speed and power - as you attempt to capture the amazing creatures that inhabit the speeding Web of Fantasy. All 20 creatures are protected by guardians and the dreaded Cosmic Dragon and each will become progressively more difficult to capture. No one has ever captured the elusive twentieth creature. Will you?

Setting up

- Make sure the console power cord is plugged into an electrical outlet that is appropriate for your Vectrex unit.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

Web Wars Controls

Web Wars is designed to be played with the built-in control panel only. The functions of the controls are:

Joystick
Controls the movements of Hawk King. Push forward to accelerate; pull back to slow down. Push to the right or left to move Hawk King in either direction.

Exit Trophy Room (button 1)
Selects one- two-player game. During game play, allows exit from the Trophy Room.

Exit Trophy Room (button 2)
Allows Hawk King to exit Trophy Room.

Capture (button 3)
Activates Hawk King's Capture Rod. Push to reveal Rod for short time.

Fire (button 4)
Controls Hawk King's Drone Blaster. Press once for a single shot; hold down for automatic firing.

How to Play

Player Selection
Web Wars can be played as either a one- or two-player game. When 'PLAYER 1' appears on the screen, press Button 1 once to switch to a two player game. 'PLAYER 2' will then show on the screen. When played as a two-player game, only the built-in control panel is used and the players take turns using this control panel. You can return to a one-player game by pressing Button 1 again before starting game play.

Starting Game Play
Once you select the number of players, press Button 4 to begin your flight as Hawk King.

Game Play
You become the Hawk King in Web Wars and you character will come into view at the bottom of the screen. You will be soaring through the Web of Fantasy in search of the prized creatures that inhabit this part of the universe. Your mission is to safely navigate the Web while attempting to capture as many of the 20 species of the creatures as you can for display in your Trophy Room.

As you begin, you will encounter squadrons of deadly guardian Drones that protect each of the creatures. The Drones will attack you mercilessly and will destroy Hawk King on contact. Move quickly and cautiously through the Web using your blaster to eliminate them. The Drones may also be out-maneuvered in flight, however they will return to follow you at a speed ten m.p.h. faster than the speed you passed them. You may slow down and allow these Drones to get in front of you again to destroy them or speed up and leave them behind you. The greater speed you are traveling, the higher points scored for destroying a Drone.

When a creature appears, use the joystick to position Hawk King within the Web so that you will meet it head-on and capture it with you Capture Rod. Once you have captured a creature, a portal will appear within the Web - this leads to your Trophy Room where you place the captured creatures on display. Soar through the portal and enter the seclusion of your Trophy Room. When you are prepared to return to the

hunt, press either button 1 or 2, and you will be transported back into the Web of Fantasy.

If you fail to capture a species after two of its creatures have appeared, or fail to enter a portal after two attempts, the dreaded Cosmic Dragon will appear in the distance and rapidly approach you. When you are within range, it will shoot fireballs at you with deadly accuracy. Unfortunately, you have no defense against the Cosmic Dragon other than avoiding its fireballs with split-second adjustments in your flight pattern. Each time the Cosmic Dragon appears, its accuracy will improve and it will fire a greater number of fireballs. Beware!

As the Hawk King, you will be provided with five lives. Use extreme caution as you travel through the Web. Contact with a guardian Drone, one of the creatures or one of the Cosmic Dragon's fireballs will destroy one of your lives. Happy hunting!

Characters

Hawk King
Through the magic of Web Wars, you are transformed into Hawk King, a creature capable of incredible power and speed. You will be equipped with a blaster that will enable you to destroy the deadly guardian Drones that protect the fantasy creatures and a Capture Rod which you use to capture the devilishly shrewd creatures.

Drones
The Drones are four-pointed, star-shaped bodies that travel in squadrons protecting each of the 20 species of fantasy creatures. They may be destroyed with your blaster or avoided in flight. However if they are not destroyed, they will return to follow Hawk King 10 m.p.h. faster than the speed you were traveling when you originally passed them.

Fantasy Creatures
There are 20 species of these shrewd little creatures - each more difficult to capture than the one before. Your blaster will have no effect on them whatsoever. You can only capture them with your Capture Rod. Capture as many as you can. Maybe you'll be the first to see AND capture the elusive twentieth specie! Remember, they are as deadly as they are shrewd. Contact with one of the creatures will result in a loss of one of your five lives.

Cosmic Dragon
The most deadly protector of the inhabitants of the Web, the Cosmic Dragon will appear if you fail to capture the creatures or gain entry to your Trophy Room after two attempts. You can only avoid it through skillful flying.

Trophy Room

By soaring through one of the entry portals, you will be able to travel to your Trophy Room. After capturing one of the species, mount it on your wall with the rest of your hunting trophies. You may rest briefly in the seclusion of the Room and return to the hunt when you are again prepared to meet the challenge of the Web. You will automatically be returned to the Web after 30 seconds if you haven't pushed one of the exit buttons.

Scoring

Points are awarded as follows:

Fantasy Creatures	325	points per capture
Guardian Drones	75	points for each Drone plus 10 percent of the speed shown.
Trophy Room	750	points each time you soar through a portal and enter your Trophy Room

Bonus Scoring

An extra Hawk King life will be awarded at the following point levels:

25,000	points
50,000	points
90,000	points
250,000	points
999,000	points

High Score Memory

As long as your machine is on, with the cartridge in place, the high score is retained. Once the machine is turned off and the cartridge is removed, the high score is lost. To view the high score, press the Reset Button on the console.

Restarting the Game

To restart a completed game with the same number of players, simply push any of the buttons on the control panel.