

STRIKE II

Game design

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Additional design

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PC Programming

Brian Pollock

Graphics

Jason Spink & Wilson

Music

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Documentation

Ian Scaister

Package design

Mark Nightingale of Nightingale

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STRIKE II

Briefing Dossier

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Turn on, Tune in, Burn out ...

STRIKE II

Game design	Brian Pollock
Additional design	Ian Saunter & Toby Simpson
PC Programming	Brian Pollock
Graphics	Jason 'Spock' Wilson
Music & Sound FX	Richard Joseph

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Documentation	Ian Saunter
Package design	Mark Nightingale of Nightingale

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RUNNING THE GAME

1. Insert the **boot disk** into the drive and, from the MS-DOS prompt, select the correct drive specifier.
2. Type **S2** and press **RETURN**. The game will now begin to load.
3. Follow the on-screen instructions to choose display mode (VGA, EGA or Tandy) and control type (mouse, joystick or keyboard). To quickly bypass these menus in future, it is possible to type **S2** followed by a **space** and then the letter(s) that you would normally select in each menu; then hit **RETURN** when you boot the game. For example **S2 VM1** will load the VGA version of the game, control method will be via right-handed Mouse and Comms port 1 is enabled for the 2 player game. After the intro sequence the title page will be displayed.
4. To Install **Strike II** on your hard disk, type **INSTALL** and follow the on-screen prompts.

BACKGROUND

For a time, a precarious harmony has existed between the four races of the galaxy. But this was not always so.

For decades, a tempestuous war raged through space, flattening planets like a mighty wave, destroying civilisations in its wake. One race, the reptiles, made an advance in power. A power which could be shared and harnessed... or used as an ultimate threat. The reptiles chose to administer this power without mercy, crushing civilisations into the dust until the entire galaxy was forced to its knees.

Like many victims before them, the conquered cowered like whipped dogs, and in accepting their fate, dug graves to fall in to. For what seemed like an eternity, the reptiles were unbeatable! But like all usurpers and mighty conquerors in history, this megalomania was to become their crashing fall. Insanity overpowered perspicacity, while greed, gluttony and debauchery weakened this smug race until they degenerated into depravity.

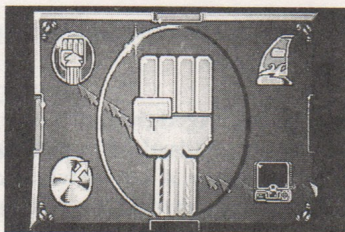
The beasts invented a sport for their carnal pleasure. This sport was gladiatorial, with competitors bred to fight and survive, or be sacrificed for the pleasure of a watching audience. The powerful watched for the glory of death - the victims watched in horror! The reptilian emperor issued a boastful decree that if anybody in the universe had the audacity to take on the supreme champion, a lizard with the strength of ten and equipped with a fighting machine of incredible power, they would release the young from captivity and relinquish their grip on the people.

Only the primitive Primates still had the spirit and courage to meet this monster in the arena. One man faced this merciless conqueror! His name was Bill Peak. The result? The tail fin of his destroyed Strike craft now stands as monument in the great hall before the strike arena.

During that fateful battle, this one man showed so much courage and spirit that he shamed the master reptile into deep remorse. With the cheers of the crowd still ringing in his ears, the drunken lizard put a photon pistol into his mouth and pulled the trigger. Now peace exists between all races and this harmony is aided by the bitter competitiveness in the Strike arena.

It's a fight to the death with no rules - compete at your peril!

TITLE SCREEN



After the Intro sequence has run, the main title screen will appear as a metallic panel with four large icons, one in each corner. These give access to the game itself, to the high score table, to saved games and to the two player option.

If you want to QUIT Strike II, press ESC whilst the Title Screen is displayed.

PLAY GAME

To play a game of Strike II, point and click on the Fist icon at the top left of the Title screen. This will take you through the Race selection screen (see below) and on into the full game.

HALL OF FAME

Click on the Tail Fin icon to enter the Strike heroes hall of fame. The well-guarded wreckage of legendary Strike pilot Bill Peak's craft is kept here. The tail fin bears a plaque with the names and scores of the best pilots of all time. If you prove worthy then your name will automatically be added to those already on the plaque.

LOAD SAVED GAME

Click on the Laser Disk icon in order to load and start playing a previously saved game. Games are saved from the Primary Control Monitor screen, see below.

2 PLAYER GAME

Select the dual screen icon in order to participate in a 2 player game with a friend. Having selected 2 player in this way, both players must select play (the fist icon) in order to enter the game. One computer will be designated to each player. Only one player will be able to choose a race and the next planet to be played, however each player may select their own craft according to their preference.

The 2 Player version of Strike II is a co-operative game and will provides a great opportunity to do some serious damage to enemy drone forces, but be careful to avoid direct collisions with each other or to interfere too much in each other's line of fire!

Both players must have selected Comms Port 1 or Port 2 from the boot-up menus, in order that the dual play data is sent via the correct serial port. Note that both players must be equipped with PCs, which must be connected together via a null-modem serial link cable. These cables are generally available from your local computer or peripheral supplier. The performance of the game will be synchronised to the running speed of the slower of the PCs in use.

PLAYING STRIKE II

FLIGHT CONTROLS

Using a Mouse

Left, right, forward and back will steer your craft left, right, up and down.

Left Mouse button provides forward thrust.

Right Mouse button to fire ammo. You must repeatedly press this button to maintain your fire.

Pressing and Holding down the right button will toggle through the available ammo types displayed on the upper left of your cockpit panel.

Using a Joystick

Left, right, forward and back will steer your craft left, right, up and down.

Left button provides forward thrust.

Right button to fire ammo. You must repeatedly press this button to maintain your fire.

Pressing and Holding down the right button will toggle through the available ammo types displayed on the upper left of your cockpit panel.

Using the Keyboard

Z	Left	L	Up	P	Thrust
X	Right	<	Down	Space	Fire

During the Game (Mouse, Joystick and Keyboard Players)

F 4 Shows detailed terrain map. Game is paused in this mode.

F 10 Pause mode

ESC Enter Repairs/Status mode

From the Repairs screen press **ESC** again to Quit current game

Click on Fist icon to return to game (See also Repair Mode)

ENEMIES

There are four common drone types that you will need to be familiar with.

Fighters

These drones appear as high speed conical fighters with 4 tail fins. The Fighter drone will try to attack your craft by firing shots directly at it. Once launched, the Fighter drone will usually head straight for your craft - except on Invasion planets, see below. As soon as it is in range it will fire. Its speed, accuracy, rate of fire and strength will vary with the difficulty rating of the planet you are playing on.

Bombers

A bomber appears as a yellow craft flying at relatively low speed. As soon as it is within range of you it will start to drop large numbers of small air mines close to you and then take evasive action leaving a trail of mines behind it.

Gliders

These appear as large, flat blue craft flying in wide arcs at slow speed. If the Glider sees your craft it will fire at you, though its firepower is less devastating than that of a Fighter.

Lungers

Lungers appear as large, slow-moving rocks. Though often moving at random, Lungers will home in on your craft when in view. They are incapable of firepower, but when destroyed they will emit shrapnel in all directions in an attempt to damage your craft. Collision with a Lunger will have dire consequences for your ship!

In addition to the above drones you will also encounter these special objects:

Ramjets - Invasion only

Fast moving and suicidal, Ramjets are mutated fighters which have reached the central installation on Invasion planets. Though they do not fire at you, they will not give up chasing you until they have rammed your craft and, in so doing, brought destruction to themselves. Avoid at all costs! See also Game types - Invasion.

Proto-matter - Astra-Blast only

Proto-matter appears as a Purple lump of spinning rock. It will be attracted to your craft and you must avoid collision with it. When hit it splits into a further two Blue lumps which move with increased speed. These in turn will split into two faster and potentially more dangerous yellow rocks. See also Game types - Astra-Blast.

Drone Generators - Hit & Run and Ground Defence only

These appear as large blue and red mounds. They will turn to blue and grey and flatten out if you manage to destroy them. They take several hits to destroy, so pump them full of ammo till the task is done, a damaged generator will continue to produce enemy drones.

You may not fly over a Drone Generator without taking damage to your shields. See also Game types -Hit & Run, Ground Defence

Saboteurs - Ground Defence only

These appear as blue spinners that move slowly along the ground and are incapable of firepower. The Saboteur's objective is to attack your ground installations. They are the only drones capable of this and as such they represent a great threat. As soon as a Saboteur is launched it will target on one of your installations and head for it. If it reaches the installation it will mount it and proceed to absorb it. If you destroy a Saboteur whilst it is mounted on an installation, that installation will be saved. If successful it will either re-target on another installation or mutate. Mutated Saboteurs appear as red spinners which will attempt to home in and collide with your craft.

Ground Installations - Ground Defence only

These appear as red pyramids. They will turn grey and flatten out if they have been successfully attacked and destroyed by a Saboteur drone. When a Saboteur drone attacks an installation it will turn red. It takes about ten seconds for the Saboteur to destroy an installation - you may save it by destroying a drone in the process of attack. See also Saboteurs (above) and Game types - Ground Defence.

Champions - Challenge planets only

There are four Strike Champions, one for each of the Central planets in the Human, Reptile, Insect and Biomech star systems. Each possesses its own special characteristics and attack modes. These are the sole occupant of the Challenge level planets and will seek you out as an unwelcome intruder very quickly after materialising on the surface.

The Champions must be destroyed if you are to win the accolade of supreme Strike Champion for yourself. They are very tough to beat. You will need all the firepower, speed and shield strength you can muster to take these guys on and win - you have been warned!

Tracklocking Trenches

Some planets have been prepared with black trenches which, when entered, will attract a ship and propel it along its length at very high speed. A tracklock trench will only attract craft which are equipped with a Track Hook device, available from the Communications Network Military Catalogue (see below). Information about the shape or layout of the track is shown on the Planet Selection screen. It will be categorised as in the shape of an H, + or 0+.

GAME TYPES

SURVIVAL

Your task is simple - survive for a set period of time against the onslaught of combat drones. Your on-board info monitor (on the left of your cockpit panel) will show the time remaining to game completion.

Survival planets are unique in that it is possible to compete here and complete a game without once firing a shot, simply by avoiding enemy craft and fire; however no score or cash will be awarded for kills.

The first game you play is automatically set on a Survival planet.

INVASION

Invasion planets are tough. You must defend a central point on the planet's surface marked by a red pyramidal ground installation. Your craft will materialise close to this installation. At varying intervals a wave of attack drones will converge on the pyramid. If they succeed in reaching this point they will mutate into high powered killer Ramjets which, with no thought for their own safety, will immediately lock on to your craft and endeavour to ram it to the point of destruction.

Though faster craft can outrun the Ramjets it takes a combination of speed, manoeuvrability and nerve to turn the tables on these suicidal drones.

ASTRA-BLAST

Excellent hunting grounds for the pilot in need of boosting his score tally, Astra-Blast planets are patrolled by a variety of enemy drones as well as spiralling blocks of unstable Proto-matter. Attracted to your Strike craft these rocks will bring rapid destruction in the event of collision.

You must clear the planet of Proto-matter by vaporising it, but beware, once hit it will split into a succession of blocks each one travelling faster and each one more attracted to your Strike craft.

HIT & RUN

A derivative of Ground Defence (see below), Hit & Run involves the tracing and destruction of enemy Drone Generators. Locate the Generators as quickly as possible and destroy them in order to stem the flow of attack drones which they will issue at regular intervals. The Aerial Terrain map is particularly useful here.

A bonus score will be added on completion, the quicker the generators are destroyed, the higher the bonus. See also Generators and Aerial Terrain map.

GROUND DEFENCE

Arguably the toughest game type, the most important decisions you must take in a Ground Defence game are strategic. Your objective is to destroy all enemy Drone Generators whilst maintaining the defence of your own Ground Installations from attack by Saboteurs.

Use the Aerial Terrain map (F4) to determine your position relative to installations and generators and use your judgment and flying skill to fly the optimum course between destinations. The longer you leave enemy generators untouched, the more saboteurs will be hatched and chances of a successful defence start to deteriorate. If all your Ground Installations are destroyed, and any enemy craft remain in existence a terminal shutdown will occur. This is surely an ignominious way to lose a game. You have thirty seconds to destroy any remaining craft before the enforced Game Over shutdown happens.

Note that the number of remaining installations and generators is displayed at the lower right of your cockpit display.

Additional bonuses for remaining installations are available on completion. See also Saboteurs, Generators, Installations and Aerial Terrain map.

RACE SELECTION



From the Title Screen, click on the fist icon in order to enter the game. Your first decision is to determine what race you want to represent. There are four races available:

PRIMATE (Human)

Primate craft are moderately fast, moderately tough and reasonably easy to fly. Their weaponry is solid dependable stuff - though not quite leading edge. Expect few surprises from the Primate catalogue

REPTILE

Reptile armour is second to none, and it has to be! There aren't many ships faster than a reptilian strike craft, but there are plenty that handle better.

INSECTOID

Fast and responsive, insects fly the sportiest craft in the competition, with a flying skill that is unrivalled in its precision. To achieve this, most of their craft carry only regulation minimum shields.

BIOMECH

No one builds better Strike equipment than the Biomechs. Power, speed, strength, sting and excellent engineering make their craft and weaponry the best - also the most expensive.

Select your chosen race by moving the pointer over the race icons and clicking the mouse button.

CRAFT SELECTION



Having chosen your race, you will be asked to select from four craft types. Each craft is characterised by varying speed, acceleration, manoeuvrability and shield type. These vital statistics are displayed by moving the mouse pointer over the illustration of each craft. Press the mouse button to select the current craft.

ROUND ONE

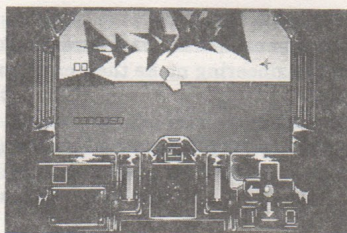
You will materialise in the centre of the first game planet. This is a **Survival** test (see Game types above). Relatively simple to complete, this Survival round's main purpose is to provide you with an opportunity to familiarise yourself with the handling characteristics of your craft.

The game will start as soon as the camera view of your ship appears and its difficulty will vary according to the race you have elected to represent. You would do well to study the descriptions of Enemy types and the Cockpit Display before playing the game in earnest.

When the play timer has expired you will be awarded a cash prize for completion, plus additional cash according to the number of enemy craft destroyed. After the award screen, you will be presented with the Primary Control Monitor.

COCKPIT DISPLAY

Piloting a Strike craft is not without risk. Instant obliteration is a perpetual hazard. Whilst what you see on the gamescreen is obviously vital, you must also learn to understand and appreciate the workings of your cockpit display area.



Ammo icons

You may carry up to five types of ammo, which are available from the Communications Network Military Catalogue (Comnet Milicat). The ammo types carried are displayed in the five slots at top left of the Cockpit Display. At the start of the game you will only have one icon lit, which will correspond to a basic missile type.

To toggle between ammo types, hold the right mouse button (fire) down for a short period. A highlight box will scroll along the icons; release the mouse button to select the new weapon type.

Bonus Info monitor

This is located on the lower left of the display. It will show either time remaining to complete on a Survival planet, or bonuses accruing for rapid completion in a Hit & Run game.

Radar Screen

In the centre of the Cockpit Display is your radar screen. At the start of a game your craft is automatically kitted out with a K-Rad 0.1 Inquisitor system. This is a basic, short range, monochrome display radar with a slow update rate, but it's a lot better than flying blind. You are able to purchase replacement radars with enhanced facilities to plug into this slot from the Military Catalogue (see below) - but they don't all come cheap. A detailed specification for each radar is displayed in the catalogue.

Shield Meters

On either side of the Radar screen are meters measuring respectively your Left and Right side Shield strength. When a Shield is depleted take extra care, the next shot could be fatal! With careful flying it is possible to survive a game even though Shields on one side are low, by presenting the stronger side of your craft when threatened by enemy fire.

Remaining Shield strength will not only help you to keep your craft in one piece, it will also prevent vital equipment, including your engines, from taking damage which will impair their efficiency. Shield reliability curves are displayed in the Craft Selection screen, as well as in the Communications Network Military Catalogue.

Note also that a Shield Equalisation Unit is available through the Comnet Milicat. Its effect is to redistribute Shield strength from the stronger Shield to a weakened one, though it may take a few moments for its effects to kick in.

Alarm Monitor

Situated below the radar, this text display area shows messages relating to damage or ammo control. Messages here are usually accompanied by audible alarms.

Compass

This simple gyro-compass is located above the radar screen. It shows your heading using a magnetic system and is calibrated to correspond with the system of navigation developed on the planet we know as Earth.

Auto Target Selector

The display cluster at the right of the Cockpit will be occupied by the Auto Target Display system (ATS) should you have purchased one - note that this is non-standard equipment.

Four arrows are shown around a warning lamp. The relative direction of the nearest enemy drone is shown by the illuminated arrow. When a target drone is nearby the central light will glow green. This means that it is in within visual range, though of course it may be behind you! Should the lamp glow red, the target should be within 15 degrees either side of you and within visual range - though it may be obscured by hills. Either way, it's a good idea to fire off some missiles at this point.

Generator/Installation LEDs

Beneath and on either side of the ATS are two LEDs which display the number of Ground Installations (on the left) and Drone Generators (on the right) which currently remain. Note that these LEDs are only active in Hit & Run and Ground Defence games.

HEADS UP DISPLAY

Two sets of numbers are shown on the left of your view from the cockpit. The top number refers to the amount of ammunition left. The lower number reports the score accumulated on the current planet.

If you are equipped with a Track Hook and enter a tracklocking trench, an arrow will appear at the top of your viewscreen. This shows the direction your ship will take at the next junction in the Track.

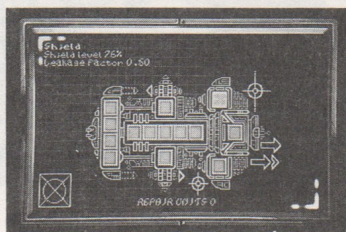
AERIAL TERRAIN MAP (F4)

It is frequently useful to take a look at the whole of the current planet's surface, particularly on Hit & Run and Ground Defence planets. The Aerial Terrain Map (ATM) has been provided for this purpose. Press F4 during the game to bring this up on your screen.

Your position is shown on the map as an encircled 'T'. The positions of active Ground Installations appear as small, red, pulsing squares. Active Drone generators appear as chequered blue and red squares.

The ATM is also useful because it clearly marks your location relative to any Tracklocking trenches and how they are arranged on the surface. Note that the game is Paused whilst the map is displayed.

CRAFT STATUS DISPLAY (ESC)



All Strike craft are fitted with self-monitoring equipment as standard. Feedback from the damage control system is combined with shield and ammo level indicators in the Craft Status Display (CSD). You may call up the CSD whilst in-flight by pressing the ESC key. It is also available from the Primary Control Monitor by clicking on the Status icon.

The CSD provides you with a schematic plan view of the Strike craft. A row of four bays at the front end contain items of equipment. These are Radar (always present), and if purchased, Auto Target Selectors, Tracklocking Device and Shield Leveller. Details of equipment types are to be found in the Communications Network Military Catalogue.

The mid-section of the display contains five bays, corresponding to the maximum payload of five different ammo types.

Forward and Rear-firing weapons are displayed on each side of the ammo-bays.

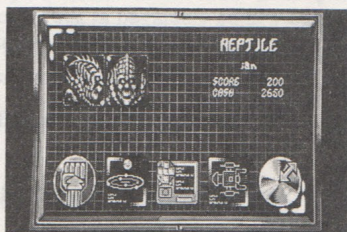
To the rear of the display are Shield generators for both Left and Right sides of the craft. Right at the back is the Engine bay.

To examine the status of any of these items, simply move the pointer over the appropriate bay. Its damage status, or ammo level will be displayed as appropriate at the top-left of the screen.

The number of available Repair Pods is shown at the bottom of the screen. In order to carry out repairs simply click on the equipment bay you wish to repair. This will improve its damage status by up to 25%. Generally speaking you will wish to repair the Shields themselves most frequently, since so long as these are well maintained, they will prevent damage being inflicted on the more delicate items of equipment. Note that the act of repairing one Shield bay also boosts the other by up to 25%.

To quit from the CSD, point and click on the icon at the lower left.

PRIMARY CONTROL MONITOR

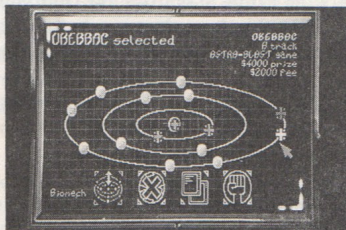


PLAY NEXT ROUND (Fist Icon)

If you are ready to proceed to the next game planet, select the Fist icon in order to start. If you have not in fact selected your next destination, you will first be automatically sent to the Planet Selection screen.

PLANET SELECTION

Select the Galaxy map icon to move to the Planet Selection screen. This is where you must make your vital choice as to which planet to compete on next. Your choice will depend on your skill level, available resources and equipment, the entry fee you can afford and, of course, your instincts.



The map before you displays your present star system. If you have just completed Round One (see above) it will also be that of your native star system (Human, Reptile, Insectoid or Biomech). To view a different system click on the Arrow icon at the lower left of the screen.

You will notice that each system is composed of three planetary rings around a central core planet. Some planets will be lit up and others will be darkened. You may only elect to play on an illuminated planet, since they will be lit only if you can afford to pay the entry fee or have not already successfully completed that planet.

STATISTICS

Move the mouse pointer over a planet to display information about that planet. You will told:

- 1) Name of the planet
- 2) Track type (the shape of the tracklocking trench, if present)
- 3) Game type (see Game types above)
- 4) Prize money available (Your potential winnings)
- 5) Entry fee (you must pay this fee in order to compete on that planet)

SELECT and PLAY

To select a planet to play next, click the mouse on the planet you require. The name of the planet selected will be displayed at the left of the monitor. To commence play, click on the fist icon at the lower right of the monitor.

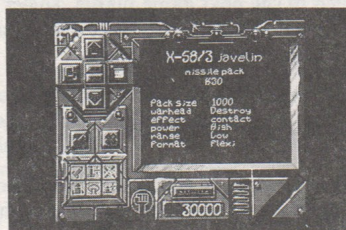
CANCEL SELECTION

To cancel a selected planet in order to choose an alternative, click on the X icon.

QUIT SCREEN

To return to the Primary Control Monitor, click on the dual screen icon.

COMMUNICATIONS NETWORK MILITARY CATALOGUE



From here you have a wide range of equipment that you can buy to help you continue. These range from simple replacements for items you may already have, such as new engines, to new weapons or computer equipment.

When you enter the Military Catalogue Communication Network you will be presented with a screen providing your options. The top right quarter of the screen shows the list of available items by name.

The top left quarter of the screen is made up of the basic control buttons. There are four buttons in a cross shape, the top and bottom ones are arrows which allow you to scroll up and down the list of available items. The central button allows you to scroll through the list a page at a time.

The right side button toggles the item list into index or description mode. In description mode full details of the selected item are displayed. For example, if a weapon is selected, you will be shown its price, pack size (the number of rounds), warhead type, destructive power, range and shot format. Flexi shot rounds may be used with multi launch guns (see below), single shot weapons are cheaper but will not work with multi launch guns.

The left side button (dual screen icon) will exit the shop, installing any items that you have purchased.

ORDERING AN ITEM

Click on the item you wish to purchase, then click on the Tick (✓) icon. You will be told if you cannot afford this item. Occasionally, you may think you can afford an item, but the catalogue will not allow you to buy it - this is because you need some money as entrance fee to the next planet, and this will automatically be reserved to stop you from over-spending.

To cancel an order click on the Cross (X) icon.

To toggle between the catalogue list and a list of items already purchased, click on the thin, button at the bottom of the screen. When your item list is being shown, you can give items back (And gain a full refund) by pressing the cross button. You can only give items back that you have just bought, not items that have already been installed on your ship.

FILTERS

The bottom left quarter of the screen displays the **item filters**.

The **item filters** are a handy way of shrinking the large catalogue of items into a smaller, more manageable lists. They allow you to filter out the items you do not wish to see.

Initially this item filter display is made up of four buttons, left to right top to bottom these are:

AMMUNITION

When this is pressed the list just shows available ammunition. You can further filter ammunition to see just Missiles, Homing missiles, Cluster missiles, Mines, Area affect mines, and Homing mines. Note that Homing missiles are available only to Reptiles and Biomechs. Cluster bombs can only be used by Humans and Insects.

SHIELDS

When selected, this will show a list of four shields. These vary according to their reliability in protecting equipment from damage. If equipment becomes damaged it will malfunction sporadically - guns will jam, radar become ineffective and so on. You may use repair pods to bring either damaged equipment or the Shields themselves back up to strength.

EQUIPMENT

This list shows general items you can buy to enhance your ship. Some of these items are:

Shield Leveller - When you have this, your shield left/right indicators are averaged regularly so that they are levelled. This is useful, because if you had 100% strength on one side, but took some bad hits on the other, this device will average them out so you are not so weak on one side.

Track-Lock - This item allows you to attach to the black trenches present on some planets, allowing rapid travel in predicted directions. This can be particularly useful when escaping from fast moving pursuing enemies, particularly champions, or for rapid travel in Hit & Run or Ground Defence games.

ATS - This is the Automatic Target Selector. When you have this item, the ATS display cluster on the right of your cockpit will light up, allowing you to hunt down attackers. See Cockpit display (above).

Repair Pods - These are for repairing items on your ship that have been damaged by attack. They can each repair up to 25% of a damaged system. It is always a good idea to carry one or more of these if you can afford it. Buying them in fours is more cost effective. You use them to repair shields, guns, engines or equipment when the Craft Status Display is in use.

Radars - There are eight radars that you can buy, ranging from the standard issue short range, slow update monochrome, K-rad Inquisitor to the full specification Innovativ. Some radars are in colour, allowing you to identify which kind of drone is around you. This is especially useful for Ground Defence games, in which Saboteurs are shown in blue.

GUNS

In addition to your standard issue Blaster, you may purchase double-shot and triple shot cannons. These are very powerful, but be sure you have enough ammunition to feed them!

Rear firing guns are also available. They fire either rear launched mines, homing mines or area-effect bombs.

CRAFT STATUS DISPLAY

Select this button if you wish to check the status of the equipment and ammunition levels of your craft or to carry out repairs. See Craft Status Display under Playing Strike II above.

SAVE GAME

A game of Strike II could take some time, and you may wish to save the game at some points. You can do this by clicking on the disk icon. The current game will then be saved to disk. You may only save one game to disk, using the current User name. You may reload a saved game from the Title screen, see above.

RETIREMENT

If you have beaten a Champion on one of the Challenge planets, you will be given the option to retire at this point. If you choose to do so, any remaining cash will be converted to score, and this should ensure you a high ranking in the Hall of Fame. You may continue the game by ignoring the Retirement option.



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