



*GAME PLAY
INSTRUCTIONS*

After the game has loaded, you will be at the **STARTUP MENU**. At this point you may select a number of different game play options. If no key is pressed within in a short time, the game will automatically enter a demonstration mode. Pressing any key during this mode will return you to the menu.

THE STARTUP MENU

This menu lets you select the number of players, the level of difficulty, and the type of input device you will be using, and some other important game related functions. You can make your choice by pressing the appropriate letter or number that is highlighted on the menu. All choices are shown, but if you attempt to select an invalid choice for your hardware, a warning tone will sound.

So long as you **HAVE NOT** write protected your diskette, all selections are saved for the next time you play **SKY SHARK**.

To select the number of players:

- Press **1** for a **one** player game.
- Press **2** for a **two** player game.

To select the level of difficulty:

- Press **E** for an **EASY** game.
- Press **N** for a **NORMAL** game.
- Press **H** for a **HARD** game.

To select a Game Control:

- Press **J** for an **IBM** style **JOY-STICK**.
- Press **K** for the **KEYBOARD**.
- Press **M** for the **MOUSE**.
- Press **S** for the **SWITCHED JOY-STICK**.

Your choices will appear in the **CURRENT SETTING** display.

Examples:

A) You pressed **1 E M**

The **CURRENT SETTING** shows: **1 PLAYER EASY ON MOUSE.**

B) You pressed **2 N J**

The **CURRENT SETTING** shows: **2 PLAYERS NORMAL ON JOY-STICK.**

Additional Startup Menu Functions are:

Press **D** to see a short **DEMO** of the game.

Press **I** to see **INSTRUCTIONS** on how to play the game.

Press **R** to **REDEFINE** the keyboard, if you are playing the game with the Keyboard, or to define the **BOMB** key for the Switched Joy-stick.

Press **X** to **EXIT** the game and return to **MS-DOS**.

Press any key during **DEMO** mode to return to the **STARTUP MENU**.

Press **ESC** to begin **SKY SHARK**.

Valid Keys During Game Play:

F1 **PAUSES** the game (press any key to **CONTINUE**).

F2 turns the background music on/off.

F3 turns the sound effects on/off.

F4 adjusts the shade of color (CGA Video systems only).

F8 restarts the game at the First Mission.

F9 returns the game to the **STARTUP MENU**.

F10 **EXITS** the game and returns to **MS-DOS**.

GAME CONTROLS

Mouse

Press **M** on the **STARTUP MENU** to use the **MOUSE**.

During game play:

Move the P-40 in any direction with the mouse.

Press the **Left** mouse button to fire machine guns.

Press the **Right** mouse button to drop bombs.

Joy-Sticks

Joy-sticks require **CALIBRATION** to ensure the greatest accuracy of game play. When you start the game for the first time after loading, you will be asked to perform some very simple movements of the Joy-stick; please follow the on-screen instructions carefully.

Press **S** on the **STARTUP MENU** to use a Switched Joy-stick.

Press **J** on the **STARTUP MENU** to use an IBM style Joy-stick.

During game play:

IBM style Joy-stick:

Move the P-40 up/down/left/right with the Joy-stick.

Press fire button 0 to fire the GUNS.

Press fire button 1 to drop BOMBS.

Switched Joy-stick:

Press the Fire Button to use the GUNS.

Press the BOMB key defined on the **STARTUP MENU** to drop bombs.

Keyboard

Press **K** on the **STARTUP MENU** to use the **KEYBOARD**.

You can redefine the keyboard pattern by pressing **R** on the **STARTUP MENU**.

The message **REDEFINING KEYBOARD** appears in the **CURRENT SETTING** display, and a period (.) replaces the current key setting in the box marked **U** (up). Press the new key you want to use. The period will move to the box marked **L** (left). Repeat this process until all the keys are redefined.

During game play:

Press the keys defined for:

UP/DOWN/LEFT/RIGHT to move the P-40 in the corresponding direction.

BOMB key to drop bombs.

FIRE key to shoot bullets.

GAME PLAY

Each player starts with four aircraft and three bombs. A P-40 is lost when it collides with enemy planes or is shot down. The game ends when the number of P-40 fighters reaches zero.

Take off from the airfield and head out over enemy territory. Use your wits and your weapons to bring down bandit squadrons and flying fortresses. Shoot down enemy formations to score bonus points and increase your firepower! Watch out for heavy ground attacks from tanks and gun emplacements. As the ocean comes into view, gunboat flotillas and battleships cruise at flank speed to intercept you.

Sky Shark has five missions. Each mission is completed when you reach the next airfield.

STATUS AND SCORING

Extra fighters are awarded at 25,000 and 50,000 points. Additional aircraft are awarded at intervals of 50,000 points.

3,000 points are awarded for each remaining bomb when a mission is completed.

Bonus Items

Transform your fighter into a flying fortress with these items:

B Symbol



Some enemy ground targets display a **B** when destroyed. Fly over it and add an extra bomb to your load.

S Symbol



The P-40's basic firing rate is one shot. Shoot down all four planes in a red formation and an S appears. Capture this item and increase your P-40's firepower. Increased firepower is only used by the player's current P-40.

1st S	Two Shots
2nd S	Three Shots
3rd S	Four Shots
4th S	Five Shots
5th S	Six Shots
6th S	Seven Shots

1P Symbol



Shoot down all four planes in a gray formation and receive an extra P-40.

Yellow Formation

Shoot down all four planes in a yellow formation and score 1,000 points.

CONTINUE OPTION

When the current game ends, you can continue from the last level played by pressing a key, fire button, or mouse button, before the timer reaches zero.

This option is available only **THREE** times per game.

HIGH SCORE SCREEN

Use the keyboard to enter your name into the high score hall of fame!
Press the **RETURN (or ENTER)** key when you are finished.

HINTS AND TIPS

- Increase your firepower by gathering **B** and **S** symbols.
- Never pass up the chance to shoot down a gray formation.
- Save your bombs for ground targets or heavy enemy assaults.
- Sometimes a bomb can knock out a wave of bullets.
- Beware of tanks moving under trees.

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