

Gerry Anderson and Christopher Burr's

TERRAHAWKS

by Richard Taylor (C.R.L.)

Hardware Required: ZX Spectrum 48K

INSTRUCTIONS

The program should be loaded using LOAD"" as a direct command.

THE GAME

The Terrahawks Pilot Training game was designed to simulate the strange world within a revolving black hole, the most demanding environment for a spaceship Commander known to the Universe. This simulation is designed to convert an ordinary space pilot into a Terrahawk by stretching his reactions and thinking speed to the borders of destruction.

The Player having been sucked into the black hole must search for a vortex (a long rectangular tunnel) and fly into it at a height of 40 feet or less to reach the next Stratum. Populating the Strata of the black hole are huge green Monoliths of differing heights which block your flight. You can fly between them, over them or vaporize them with your ship's proton cannon.

Your radar screen, situated left of the range and fuel meters, will show vortices on your final approach. As you approach a vortex your range indicator decreases. When you are flying in the correct compass quartile the gauge above your range indicator will change from red to green; you are then able to implement Autopilot.

Due to the incredible gravitational forces, high flying drains your fuel faster than low flight, but at low levels the Monolith density is much greater.

As you penetrate the Black Hole the Monolith density increases and, due to the pull of gravity, so does your speed. If you can reach the centre of the Black Hole on the ninth Stratum you will blow out into space.

You have five collision shields and you will gain an additional one for each stratum passed. The game ends if you run out of fuel or have a collision with no shields to protect you or use your three lives.

CONTROLS

Terrahawks is compatible with the following joysticks:

PROTEK, AGF, KEMPSTON and SINCLAIR INTERFACE 2

KEYBOARD CONTROLS

1 - STICK FORWARD 9 - LEFT

Q - STICK BACK 0 - RIGHT

ENTER - FIRE

AUTOPILOT

A - Turns Autopilot ON/OFF. Once turned on, Autopilot insures you remain on your present vector.

M - Sets Autopilot.

After flight path deviation you will be automatically returned to your pre-set vector and height.