

SEAHAWK

FOR ATARI®
VIDEO SYSTEM



JOHN SANDS ELECTRONICS

GAME PLAY

Press the reset button to begin play.

You have 8 planes. You are red, the red ships are allies. The black helicopters and ships are enemies. Both of them will shoot you down. If your plane is hit, the pilot will parachute. Control the parachute so it lands on a red ship and you are saved. If you fall on a black ship or in the ocean you lose a life. Another plane will show up automatically at the left or right of screen until all your lives are lost. You gain a bonus plane whenever you shoot down 20 helicopters.

CONTROLS

Position the joystick so the red button is in the upper left corner.

To manoeuvre: Push the joystick in the direction you wish to fly. (Left to go left, right to go right, etc.)

To fire: The red button is both the torpedo and machine gun controller. Fire the torpedo by pressing the red button. The torpedoes have 3 different sizes. Use the selector switch to choose the size you prefer. Fire the machine gun by

pushing the joystick left or right and pressing the red button at the same time.

SCORING

Phase I:

In the beginning only one helicopter appears at a time.
Score 100 points for a black helicopter.
Score 500 points for a black ship.
You lose 500 points if you hit a red ship.
Phase II begins when your score reaches 10,000.

Phase II:

Two black helicopters appear at a time.
Score 200 points for a black helicopter.
Score 1000 points for a black ship.
You lose 1000 points for hitting a red ship.

Phase III:

Three helicopters appear at a time.
Score 300 points for a helicopter.
Score 1500 points for a black ship.
You lose 1500 points if you hit a red ship. Game is over when 8 lives are lost or your score reaches 999,999.



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