

# BLACK HAWK

By Dean Lock

The Time — the near future.

The Place — a strategic group of islands.

You are a highly trained pilot operating from one of the world's most sophisticated aircraft carriers. You are flying the deadliest plane yet created, The Black Hawk.

The mission, seek out and destroy the enemy airfields and missile launching sites.

Your aircraft is fast; it's got to be to avoid the ground to air barrage plus the incoming enemy fighters.

Your reactions must be quick to knock out the anti-aircraft guns, helicopter gunships, SAM missiles and rocket launchers — all before reaching your target, the enemy airfield.

The success of your mission is gauged by your SLF figure. To enable you to improve this figure the on-board computer will automatically calculate your % of ground target hits to missiles launched, which if high enough will entitle you to additional weaponry for future missions.

How many missions can you survive? You have the best attack fighter yet devised, but do you have the ability to make the best attack fighter pilot? Find out!

## GETTING STARTED

- 1 Ensure your C-64 computer is connected correctly to your television and C2N cassette unit.
- 2 Switch your C-64 and television on.
- 3 Insert your Black Hawk cassette into the C2N and ensure the tape is fully rewound.
- 4 Press the RUN/STOP key while holding down the SHIFT key.
- 5 The message PRESS PLAY ON TAPE will appear on screen. Depress the play button on the C2N and Black Hawk will automatically LOAD.
- 6 After several minutes the title screen will be displayed.

## OPTIONS

- 1 Select Skill Level by moving the joystick in any direction. you must choose between ROOKIE (beginner) and HONCHO (standard).
- 2 To start the game press the fire button.
- 3 To pause the game at any time, press F3. To restart the game press F5.

The campaign involves a number of missions. Completing a mission will entitle you to a harder mission, otherwise you will remain on the same mission. Your primary objective is the enemy runway on mission eight.

Black Hawk has been fitted with the most advanced computer attack system which automatically directs your attention to the enemy targets. It features a two screen display: an attack screen with a computerised plan view of enemy targets in range of your electronic guided missile system; and a defence screen with a computer representation of Black Hawk and hostile enemy planes, tanks and helicopters.

The screen will flip to defence mode if there are any incoming hostile targets which exit the bottom of your attack screen.

### The Defence Screen (brown border)

You are equipped with fast action cannons which will knock out various enemy attack craft. To manoeuvre Black Hawk move your joystick left and right as required. Press the fire button to activate the cannons.

Your Strategic Planning Centre has calculated the effect of the destruction of various military equipment and establishments. This has been designated as the STRATEGIC LOSS FACTOR — SLF. The computerised attack system has been programmed to record each pilot's SLF.

SLF values are as follows:—

|          |    |             |    |
|----------|----|-------------|----|
| Tank     | 15 | Gunship     | 70 |
| Rocket   | 30 | Jet         | 90 |
| Sam      | 80 | Helicopters | 55 |
| Aircraft | 45 | Others      | 01 |

Remember, however, the on-board computer which monitors all activity **will not** include the destruction of craft on the defence screen as part of your on target % figure (OTPF). All scores are multiplied by the mission number, except when you are on a Rookie Mission.

### The Attack Screen (black border)

An indicator at the bottom of the screen shows the vertical position of Black Hawk and is the starting place of the guided missile sight. To activate the sight press the trigger and push the joystick in any direction. Releasing the trigger will change the colour of the sights from white to red and slow the movement. A short time after the colour change a missile will home in on the target.

To help you achieve as high an SLF figure as possible the computer will automatically calculate your OTPF for each mission. A great deal of strategy will be required on your part to maximise this figure.

It is important that you destroy as many of the ground based targets as possible to increase your OTPF while keeping a careful eye on mobile enemy targets which are attempting to penetrate to your defence screen. Mobile enemy targets **do not** count towards your OTPF.

The SLF values for ground targets are as follows:

|                   |     |
|-------------------|-----|
| anti-aircraft gun | 100 |
| tank radio shack  | 700 |



|                 |                  |
|-----------------|------------------|
| command post    | 1200 (FLAG 2000) |
| rocket silo     | 400              |
| sam launcher    | 500              |
| radar           | 800              |
| jet radar       | 1000             |
| plane on ground | 2000 Level 8     |
| runway          | 2400 level 8     |

The above scores will be multiplied by the mission number, except when you are flying a Rookie Mission. Upon successful completion of each mission, your OTPF will be displayed and analysed by the Strategic Planning Centre, and your SLF adjusted according to performance.

Advanced Weaponary is available for future missions to pilots who have achieved a high OTPF in accordance with the following:

| WEAPON      | OTPF |
|-------------|------|
| ECM Pod     | 20   |
| X Cannon    | 30   |
| Blitvig     | 40   |
| Wild Weasel | 60   |

If you are destroyed during a mission some of your additional weaponry may be lost.

#### ECM Pod

This is fitted when the OTPF is 20% or greater. It detects enemy radar, electromagnetic and IR emanations and shows the location of enemy radars, radios, listening posts etc.

The symbols are:

|       |                                                  |
|-------|--------------------------------------------------|
| WHITE | helicopter radar-causes 1 scout helicopter       |
| GREY  | long range radar-causes 1 ground attack aircraft |
| BROWN | Fwd observer radio causes 0-3 tanks              |
| RED   | Gunship radar causes Gunships                    |

You must destroy these before they exit the attack screen.

#### X Cannon

This doubles your fire power in the defence screen.

#### Blitvig

The ultimate attack weapon, the EMP effect will destroy all enemy units visible. Press 'E' to activate.

The number of Blitvigs made available is based upon your OTPF as follows:

|   |     |   |     |
|---|-----|---|-----|
| 1 | 40% | 2 | 50% |
| 3 | 60% | 4 | 70% |

#### Wild Weasel

Designation given to the ultimate ECM aircraft, pressing 'N' will make aircraft invulnerable for a short time. This can only be used once on each mission.

#### Abbreviations

|      |                              |
|------|------------------------------|
| ECM  | Electronic Counter Measures. |
| EMP  | Electromagnetic Pulse.       |
| IR   | Infra-red                    |
| OTPF | On target % figure           |
| SLF  | Strategic Loss Factor        |

## HINTS

1 To destroy aerial targets you should touch them with the white cursor. This is the fastest and safest method. Always try to attack ground targets, this is for two reasons:

- Most enemy aerial targets (the ones that kill you) are caused by undamaged ground targets (radars etc) exiting the attack screen. If these are destroyed you will reduce the number of attackers.
- If you achieve a good OTPF you will receive better weapons which will be invaluable in your continuing fight.

2 Always make sure that you destroy the Command Posts. Failure to do so will result in the doubling of hostile craft.

3 The OTPF is not calculated unless a minimum of ten guided missiles have been fired (Attack Screen).

4 A quick way of bombing a ground target is to wait until it is underneath the missile sight; press the trigger and pull back the joystick so that the missile sight is over the indicator at the bottom of the screen. When the trigger is released the missile will explode almost immediately.

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CREATIVE SPARKS

FOR COMMODORE 64

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THE WORLD'S DEADLIEST MISSION

