

CBM 64

SEAL OF QUALITY

BLACK HORNET

If you like the idea of flying an advanced military jet in a simulated combat mission then this is the game for you. This Hi-Tec MEGA game puts a highly advanced and extremely well equipped aircraft at your disposal.

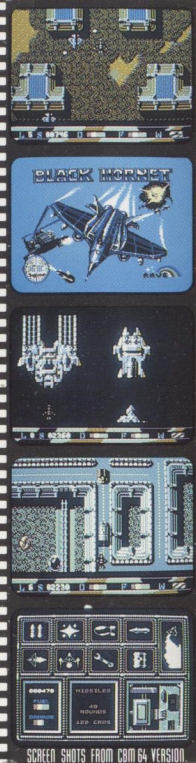
- Features include:
- 4 Different combat areas
 - 4 Different advanced weapons
 - 3 Different defence systems
 - Refuel/re-arm facility
 - Black Hornet, a glimpse of the future. The next generation of stealth type aircraft?



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SCREEN SHOTS FROM CBM 64 VERSION



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CBM 64
SEAL OF QUALITY
Hi-TEC
BLACK HORNET
HT 211



CBM 64
SEAL OF QUALITY

BLACK HORNET



BRIEF SPECIFICATION

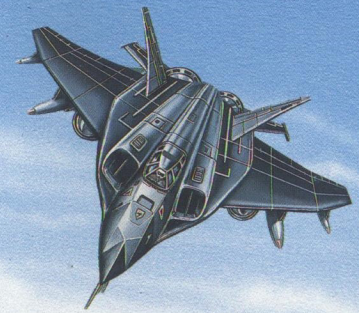
This aircraft has many of the latest features:

- Titanium honeycomb structure for great strength with extreme lightness.
- Fuel cooled exhaust nozzles to minimise infra red heat signatures.
- Unstable aerodynamic design with fly-by-wire computer systems for maximum manoeuvrability.
- Generic weapons and fuelling mounts enabling different weapons to be carried without modification and enable re-fuelling at enemy installations.

FINAL BRIEFING

At your disposal is a range of air-to-air and air-to-ground weapons with which you can destroy the might of the enemy forces, its aircraft, ships and ground installations.

All your skill at the controls will be needed, moving Black Hornet in all three dimensions, to avoid or destroy enemies and missiles, whilst ensuring that the aircraft does not collide with the terrain.



ENGLISH



BLACK HORNET THE GAME

Essential info:

Points are gained by shooting ground installations and enemy aircraft. Black Hornet can be shot down if it receives enough direct hits, or runs out of fuel.

Normal control (left, right, forward or back) is maintained through the joystick.

A shadow is visible on the screen, below the aircraft, to indicate Black Hornet's height relative to the ground.

When an airfield or aircraft carrier is encountered you have the option to land. This is done by pushing up and Fire at the beginning of the runway. On landing successfully an options window will rise but note that the enemy is still active and can inflict damage. Weapons are bought for points and so decrease the points score.

You can buy any weapon that you can afford as well as Extra fuel, shield Turbo boost and side thrust. The last two of these speed up your ship allowing you to avoid enemy fire. In flight weapons can be switched by pressing the space bar.

On reaching the end of each level the aircraft lands automatically. The four terrain types are: a barren desert, valleys and mountains, sea, and - finally - space.

LOADING INSTRUCTIONS (C64 CASSETTE)

Hit SHIFT & RUN/STOP keys together.

CONTROLS

- | | |
|---------------|-----------------------------|
| Space | - Select Weapon |
| Run/Stop | - Pause |
| Q | - Quit Game (While paused) |
| Fire/Run/Stop | - Continue Game after pause |

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JETSONS
The Computer Game



£6.99

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Hi TEC SEAL OF QUALITY ASSURANCE



HT 211

Hi-Tec
PREMIER
Software



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