
DragonHawkTM

by

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CREATIVE SOFTWARE

INTRODUCTION

Welcome to DRAGONHAWK... a game that combines fantasy with fast action! You are the DRAGONHAWK, attacking and escaping from flying creatures on your mission to destroy the fire-breathing dragon. There are three sets of play and each set consists of six increasingly difficult levels. You start with 5 lives and you must destroy the creatures on each level in order to reach your final opponent—the dragon!

TO START THE GAME:

- 1) Turn on your Commodore 64, disk drive, and television/monitor.
- 2) Insert your joystick into "port 2."
- 3) Insert your DRAGONHAWK disk into the disk drive with the label side up and close the disk drive door.
- 4) Type the following: LOAD"***".8.
- 5) Press RETURN. When the initial program is finished loading, and the computer displays READY, type: RUN.
- 6) Press RETURN again. In a few moments the title page will appear. If you wait a few moments more, the demo mode will begin.
- 7) To start the game, or to restart the game at any time, press the F1 button.

CONTROL OF MOVEMENT

To Move Up: To keep yourself airborne, you must flap your wings. Do this by pressing and releasing the button rapidly.

To Move Down: Simply stop flapping your wings and you will automatically be pulled down by gravity.

To Turn Left or Right: Push the joystick to the left or right.

To Fly to the Left or Right: Flap your wings while holding the joystick to the left or right.

SCORING

Your lives are shown as feathers at the top of the screen (you start with five). If you are hit by the enemy, one feather will disappear from the top of the screen and you have lost one life. A new DRAGONHAWK will then appear and the game will continue. You can gain extra lives by accumulating points (every 1000 points earned gives you one extra

life). The maximum number of lives you can accumulate at one time is 24.

To accumulate points, you must kill the creatures on each level by swooping down on them from above. When you hit a creature from above, it will turn into a feather and you gain points. Extra points are awarded if you pick up that feather. If the enemy is higher than you when you hit, you will lose a life.

The number of points awarded increases as the difficulty of each level increases. The point values are as follows:

Buzzard	100 - 250 points
Iguana	150 - 300 points
Phoenix	200 - 350 points
Dragon Puppy	250 - 400 points
Vampire Bat	300 - 450 points
Giant Mosquito	350 - 500 points
Dragon	2500 - 7500 points
Feather	50 - 450 points

Your score will be displayed at the top of the screen on the left hand side. The high score will be displayed at the top of the screen on the right hand side.

You must be careful not to take too much time on each level. If you move too slowly, you will also have to contend with bolts of lightning shooting from the sky!

HINTS

1) Don't try to outfly the enemy—try to outmaneuver him. Think as you fly and try to lure the enemy down.

2) Use the top of the screen to your advantage. When you hit the top, you bounce toward the ground faster than if you just let gravity pull you down.

3) Stay away from the edges of the screen—you can't see the creatures until they are upon you.

4) Although you may sometimes land on the ground to outmaneuver the enemy, remember that it is hard to regain momentum in that position and you are easy prey.

5) Remember that the dragon has a weak spot. If you don't destroy him with your first hit, try again.