

CBM 64/128 CASSETTE

64/128

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The last surviving
chance for an ancient race
— HAWKEYE.

The ultimate 12 level arcade combat experience,
combining perfect parallax scrolling with amazing
animated graphics and aurally exciting sound.
Featuring Mix-E-Load II and a complete animated
story line. Can you control the power of HAWKEYE?



"An addictive
and beautifully
presented
shoot 'em up of
the highest
calibre!" ZZAP!

Screenshots from
CBM 64/128K version

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and produced by
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Group, Sheffield.

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Screenshots are only intended to be illustrative of the game play and not the screen graphics which vary considerably
between different formats in quality and appearance and are subject to the computers specifications.

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ISTRUZIONE
ITALIANE COMPRESSE

HAWK CBM



THAL 004



JOYSTICK REQUIRED



TIGER ROAD™



IMPOSSIBLE
MISSION II™



DELTA™



CALIFORNIA
GAMES™



OUT RUN™



BARBARIAN II™



ROAD BLASTERS™



4 x 4™



BARBARIAN™



GAMES WINTER
EDITION™



QUE DEX™



VIGILANTE™



LEADERBOARD
PAR 3™



THUNDER BLADE™



AFTER BURNER™

COMING
SOON!



FORGOTTEN
WORLDS™



SUPER SCRAMBLE
SIMULATOR™



GARY LINEKER'S
HOT SHOT™



HUNTERS MOON™



HAWKEYE™



LAST DUEL™



TECHNO COP™

HAWKEYE™

LOADING INSTRUCTIONS

CBM 64/128 Cassette

Insert the tape into the tape player, making sure it is rewind. While holding down the SHIFT key press the RUN/STOP key. When the screen prompts you, press PLAY on the player HAWKEYE will now load automatically. Joystick only (Port 2)

THE POWER IS THERE

Xamox, a planet on the edge of the Milky Way, is home to an almost perfect civilisation. But a race of Nomads concerned with Galactic pirate security - the Skryksis - found the Xamoxians too perfect.

In the time of Naron, the Skryksis forces invade Xamox, viciously massacring its perfect race and making a base on Xamox, constructing radiation plants.

A few Xamoxians survived the massacre and went into hiding in underground chambers, vowing to seek revenge against the Skryksis.

Working for generations, the survivors developed a synthetic life form (SLF), half robot, half human - specially designed to break through the heavily-guarded sectors leading to the radiation plants.

Now the SLF is completed, but the controlling processors are not considered fast enough to let it enter into combat with the enemy environment on it's own. However, its mind is in synchronisation with the movements of Xamoxian battling droid which remote-controls the SLF.

The SLF is HAWKEYE - and now is the testing time as HAWKEYE is released into the savage wilderness of New Xamox.

The power is there . . .

CONTROLS

From the title screen you can toggle:

- In-game music on/off F1
- In-game sound FX on/off F2
- Demo mode on/off F3

HAWKEYE's directional movement is controlled via the joystick in Port 2. To jump, move the joystick up and HAWKEYE moves diagonally up left or right as long as the joystick is pushed in the appropriate direction. Jumps of different lengths are possible.

INSTRUCTIONS

The aim is to collect all of the puzzles pieces scattered about each of the 12 levels. The eye of either hawk head-on the left or right of the screen - winks in the direction of the next piece to be collected.

When all pieces are collected a jingle sounds and HAWKEYE should be manoeuvred to the far right of the level to complete it.

There are four deadly weapons to choose from, all displayed in the window to the left of the display panel.

There are two ways to select weapons. Hold down FIRE until the icon glows and then move left or right to select the armament you want. Or select the required weapon by depressing the function keys:

- Pistol F1
- Machine gun F2
- Laser F3
- Rocket launcher F4

The pistol is the first weapon option and has unlimited ammunition but inflicts little damage on the larger monsters.

All other weapons are increasingly more powerful but have limited ammunition (the level of ammo is displayed as a bar underneath the selected weapon item).

Diagonally left of the weapons are three lights - when they go out, one of weapons is out of ammunition.

Additional ammunition is collected during the game and fully restored at the beginning of each level.

When GAME OVER appears you have the option to practise the level on which HAWKEYE was defeated.

- To pause: RUN/STOP
- To quit and restart: pause game as above then press T.

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HAWKEYE™

ISTRUZIONI DI CARICAMENTO

CBM64/128 Cassette

Premere SHIFT e RUN/STOP contemporaneamente. Premere PLAY sul registratore.