Eagle Strike Contents-

1. System requirements-

PowerPC Only with a 120 mhz 604, 200 mhz 603, or faster processor
6 MB free RAM
4 MB HD space
Color Monitor (min 640x480 256 colors)
QuickTime 2.x
Sound Manager 3.x
Joystick recommended(ThrustMaster directly supported)

2. Shareware information-

Eagle Strike is shareware. Unregistered users can only play the first 2 of
the 20 levels. You can register your copy by sending $10 to...

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You will receive in the mail a serial number that when entered will allow
you to play all 20 of the levels.

3. Game play-

You control the F-15 which can be moved throughout the game play area.

Various enemy planes will appear from any of the four surrounding sides.
If the your F-15 is positioned in front of an enemy plane, the enemy plane
will fire a shot at you. There are two exceptions to this. The Tu-22 and
Tu-95 have guns mounted in their tails and will fire if your F-15 is
positioned behind them. Enemy fire has the appearance of a small red
sphere. Avoid the enemy fire by maneuvering around them.

In addition to avoiding the enemy fire, you need to worry about colliding
with the enemy planes themselves. If you collide with either an enemy or
gun fire from an enemy you will lose a life. Lose all of your lives and
the game is over.

Fire your missiles at the enemy planes to destroy them. You also have the
option of using nukes. Firing a nuke will instantly destroy all enemy
planes and all enemy fire which is on the screen at the time that it is
used. Nukes are limited and should be used when you get into trouble.
Note that there are some situations in which the only way to escape without
losing a life is by using a nuke.

4. Controls-

Keyboard- Use the 'spacebar' to fire missiles and the 'n' key to fire
nukes.

Mouse- Select 'Mouse' from the 'Controls' menu to use the mouse for
directional control. The mouse uses absolute positioning.

ThrustMaster- To use your ThustMaster joystick select 'ThrustMaster' from
the 'Controls' manual. The trigger will fire missiles and the thumb button
midway up on the left side of the stick will fire nukes.

Other joysticks- You may attempt to use other joysticks by creating your
own settings for your stick. If possible, set your joystick to act in
"absolute mouse" mode and select 'Mouse' from the 'Controls' menu.

5. Status indicators-

At the bottom left of the game screen will be your extra lives indicators.
The extra lives indicators appear as blue spheres with a a small F-15.

To the right of the extra lives indicators will be the nuke icons. The
nuke icons appear as yellow triangles with a radioactive symbol. The nuke
indicators represent the number of nukes that you have at your disposal.

In the lower right corner of the screen is your current score.

6. Bonus upgrades-

During game play bonus items will appear and slowly travel across the
screen. You can collect these bonus items by touching them with your F-15.
There are three types of bonus upgrades.

The Power upgrade appears as a green sphere with a 'P' on it. Collecting
the power upgrades will increase your firepower. Instead of firing one
missile at a time you can acquire the ability to fire multiple missiles
with a single shot.

The Lives upgrade looks identical to the lives indicators at the bottom
left of the game screen. Capturing one of these as it moves across the
screen will add an extra life to your reserve.

The Nukes upgrade also looks identical to the nukes indicators at the
bottom of the screen. Collect one of these as it moves across the screen
and another nuke will be added to your nuke supply.

You can carry a maximum of 7 extra lives and 7 nukes.

7. Starting a new game-

To start a new game select 'New Game' from the 'File' menu. You will start
on level 1 and have 6 extra lives and 6 nukes to work with.

8. Game over-

If you collide with an enemy plane or enemy gun fire and have no more lives
in reserve left the game is over. Your final score will be shown in the
lower right corner of the screen and you will be asked to click the mouse
to continue. If your score was good enough to make the high scores list
you will be prompted to enter your name so that it may be added to the
list.

9. Level passwords-

At the end of each level a password will appear on the screen. You can use
this password to jump to a level. For example, after completing level one
a password will appear on the screen. This is the password for level two.
Now that you have completed level one you can start a new game from level
two at any time you wish. Once you have collected all of the passwords you

will have the ability to start a new game from any of the twenty levels.
To start a game from a level other than level one select 'Go To Level...'
from the 'File' menu and enter the password for the level that you wish to
begin from.

10. Scoring-

Shoot down an enemy plane - 100 points
Collect a Power upgrade - 200 points
Collect a Lives upgrade - 1000 points
Collect a Nukes upgrade - 500 points

11. Level completed bonuses-

You may also receive substantial points once you complete a level. After
completing a level you will receive 1000 points for each extra life that
you have in reserve and 500 points for each unused nuke that you have. You
will also receive a missile bonus which is calculated using the number of
missiles that you fired while completing the level. If you held the
trigger down continuously throughout the level expect your bonus to be
zero. The more sparingly that you use your missiles during the level, the
higher that your missile bonus will be.

12. High scores-

Selecting 'High Scores' from the 'Scores' menu will bring up the high
scores list. The list contains the 10 highest scores and the names of the
players who obtained them.

13. Erasing the high scores-

Selecting 'Erase High Scores ' from the 'Scores' menu will cause a dialog
box to appear. The dialog box will ask you if you want to erase the high
scores list. Click 'Erase' to erase the names and scores of the high
scores list.

14. Error reporting-

Eagle Strike is designed to detect and report abnormal situations before
they can cause serious problems. These measures are designed to prevent

the program or system from freezing or crashing. If an error is reported a suggestion to remedy the situation will be given if one is available. If you have a problem, question, or comment please let me know by either writing or sending email. My addresses are:

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15. Upgrades-

Upgrades to this program, created to either fix problems or add new features, will be located at my web site.

http://members.aol.com/jimplan/