

IMPORTANT !!!!!

ALL OF THE FOLLOWING FILES MUST BE IN THE DEFAULT DIRECTORY OR THE CURRENT DISK DRIVE IN ORDER FOR STRIKER TO WORK.

HIGHSCOR DAT - DATA FILE TO STORE THE HIGH SCORES.  
STRKPARM DAT - STORES SCREEN POSITION PARAMETERS AND THE KEY ASSIGNMENTS.  
TUNNELS DAT - STORES THE TUNNEL TERRAIN DATA.  
MISFAC DAT - STORES AN IMAGE OF THE MISSILE FACTORY IN THE 5th MISSION.  
STRKLOGO DAT - STORES THE IMAGE OF INITIAL HELICOPTER LOGO.  
STRIKER EXE - THE PROGRAM ITSELF.

THESE FILES ARE NOT NECESSARY FOR PROGRAM EXECUTION BUT ARE NECESSARY FOR FIRST TIME SETUP AND DIRECTIONS.

STRIKER DOC - THIS FILE WHICH CONTAINS IMPORTANT INFORMATION ON STRIKER AND DIRECTIONS FOR PLAYING THE GAME.  
STRKHINS BAT - THIS FILE WILL INSTALL STRIKER ON A HARD DISK DRIVE - THE BATCH FILE GIVES STRIKER IT'S OWN DIRECTORY ONE LEVEL BELOW THE CURRENT HARD DISK DIRECTORY.

I ENCOURAGE THE LOADING OF THIS PROGRAM AND DOCUMENTATION FILES ONTO BULLETIN BOARDS AND SHARED SYSTEMS. PLEASE FEEL FREE TO LOAD THE PROGRAM ONTO BULLETIN BOARDS.

Striker Documentation

(c) 1985 Derek Williams

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1.) Hardware Requirements.

IBM PC,XT with 64k bytes of memory. (or compatible computer.)  
IBM PCjr with 256k bytes of memory in an external card.  
DOS 2.XX OR LATER.  
Color Grapichs Display Adapter and monitor.  
Joysticks optional.

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2.) Starting STRIKER.

Place the floppy diskette in A: and turn the computer on or reset the computer by pressing Alt+Ctrl+Del.

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3.) About Striker.

Striker is a grapichs oriented game for the IBM personal computer series. In STRIKER the player is placed in control of a helicopter whose mission is to navigate various tunnels in order to complete five seperate missions of skill. The game includes four seperate skill levels which allows for a

wide range of end user playing skill. Many other conveniences are included in STRIKER. The user can center the screen and select color palette. The user can also redefine the entire set of controlling keys to his preference. High Scores, for the four different skill levels, may be displayed and cleared. The game includes keys to pause, toggle sound on and off, and abort the game at any time. The program also allows a wide variety of joysticks to be attached. By using the Adjust Joystick option in the other options menu the game can handle joysticks of widely varying resistance and a varying number of buttons. STRIKER is designed to be easy to use. The program on boot-up automatically determines the computer, PC, XT or Jr, that it is on and the number, if any, of joysticks attached to the computer. This makes setting up the software an option and not a requirement.

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#### 4.) How to play STRIKER.

The mission in STRIKER is to navigate the helicopter through various tunnels and successfully complete the five separate missions. Various obstacles, including 5 different kinds of aliens, gun turrets and missiles, try to keep the player from completing his mission. The player is given two means of defense: bombs and bullets. By using the bombs and bullets the player may shoot down the various aliens and obstacles for points. There are various fuel canisters located along ground. These canisters give no point values but they do resupply the helicopter with fuel. The player must resupply his fuel in the later levels or he will run out of fuel due to the maneuvering required in the later levels. Once the player has completed the tunnel he then must complete one of five missions. These missions are described in detail in the section entitled "Mission Information". After the game is completed the computer checks to see if the score achieved is good enough to be saved to a high score table and if so the user is asked to input his name and the score is saved to one of the four separate score boards. One board is maintained for each skill level.

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#### 5.) Controlling Striker.

This section tells how to control the helicopter through the joystick and keyboard.

Predefined Function Keys.

IBM PC and IBM PC XT and COMPATIBLES.

CTRL-P - Pause game.  
CTRL-S - Toggle sound on and off.  
CTRL-NUM LOCK - Pause game. (NOT ON PCjr.)  
CTRL-SCROLL LOCK - Abort Game. (NOT ON PCjr.)

CTRL-B - Abort Game.

IBM PCjr.

CTRL-P - Pause game.

CTRL-S - Toggle sound on and off.

CTRL-B - Abort Game.

Movement Control Keys.

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There are four primary keys for movement. They are initially defined as the cursor control keys on the cursor pad.

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      |
      |  UP ARROW IS USED TO MOVE HELICOPTER UP
      |
LEFT KEY MOVES <-----> RIGHT KEY MOVES HELICOPTER RIGHT.
      LEFT |
      |
      |
      V  DOWN KEY MOVES HELICOPTER DOWN.
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These keys may be pressed and released at any time. The helicopter will continue to move in the direction of the pressed key until that key is released. More than one key can be held down to produce diagonal movement. If two opposing keys are held down motion on that axis is cancelled out. For example if the up and down keys are both held at the same time the helicopter will level out and will move neither up or down. The ability to hold and release keys makes STRIKER easy to control from the keyboard.

The SPACE BAR fires bullets from the helicopter.

The "X" key drops bombs from the helicopter.

The ESC key is defined as an alternative pause key.

All of the above key definitions can be changed. See the section entitled "Other Options Menu".

JOYSTICK CONTROL

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A joystick may be used to control the helicopter. The joystick may have up to two buttons. If the joystick has only one button that button will fire bullets. If the joystick has 2 buttons the first button will fire bullets and the second button will drop bombs. When joysticks are activated the bomb and fire keys and well as the function keys are still active on the keyboard. This allows users with one button to drop bombs from the keyboard.

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6.) Aliens and Point Values.

There are five types of aliens. Of these five types four can be destroyed and give point values between 20 and 80 points. The fifth alien is a Space Mine. The Space Mine is impervious to attack and cannot be destroyed. However the Space Mine is incapable of firing shots. The player must avoid the Mine because any contact with the mine will destroy the helicopter. The Gun Turret on the ground scores 120 points. The Missiles score 80 points and the FUEL canisters score a fuel bonus but no point value.

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7.) Mission Information.

There are five Missions.  
They are:

1.) PICK UP YOUR SPIES

In this mission you must pick up your spies. A small bunker will move onto the screen with a landing pad. The player must land on the pad and wait for the spies to run out to the helicopter. If the player takes off again and runs into a spy, the spy is killed. If all three spies are destroyed the player has failed his mission and receives no bonus for the mission. The player may pick up only a few of the spies but this will lower the bonus points for the mission.

2.) DROP OFF YOUR SPIES

In this mission you must drop off the spies picked up in mission one. If all three spies were destroyed in the first mission no building will scroll onto the screen and a message will be displayed informing the user that there is no mission to be completed because the spies were all killed. Otherwise a building with 2 helipads will scroll onto the screen. The helipad on the left is for 2 men and the helipad on the right is for the last spy. Once the spies are dropped off the mission is complete and a bonus will be awarded.

3.) PICK UP CARGO

In this mission you must pick up three containers of cargo. In order to pick up a container you must land on it with the helicopter level. The landing runner must also be perfectly level with respect to the box. Once you land on the box it will be loaded into the helicopter. If you land improperly on a box the helicopter will explode.

4.) RESCUE STRANDED PEOPLE

In this mission you must rescue people from a burning

building before the fire reaches the top of the building. If you run into a person on top of the building that person is destroyed. If a person is on top of the the building when the fire reaches the top that person is destroyed. There are three people to rescue altogether. If the helicopter runs into the building or is on the building when the fire reaches the top it is destroyed.

#### 5.) DESTROY MISSILE FACTORY

In this mission you must destroy the missile factory before three missiles are loaded onto the truck. You can bomb the missile factory to destroy it. There are three sections to the missile factory and all three must be bombed in order to destory the factory. However, the flow of missiles can be stopped by bombing either the truck or the conveyer belt.

#### Scoring.

The first time a mission is played it is worth a possible bonus of 1000 points. Each mission after that is worth 1000 points more. However, on missions 1-4 points are awarded on how successfully the mission was completed. In other words if the player resuces only 1 spy in mission 1 he receives 25% of the possible bonus or 250 points. If he rescues 2 he recieves 50% (or 500 points) and if he rescues all 3 he receives 100% (or 1000 points). This is the same for the other three missions and is tied to the number of people, or in the case of mission the number of boxes, rescued or retrieved.

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#### 8.) Other Options Menu.

These menus allow you to configure STRIKER for your praticular machine. The menus are as follows:

##### Game Demonstration.

This is a prepetual running demonstration of STRIKER.

##### Display High Scores.

This menu displays the high score table for the current skill level.

##### Joystick Adjustment.

This menu allows you to calibrate STRIKER to your own set of joysticks. The computer will determine whether you have one or two joysticks and if you have only one the computer will automatically select that joystick. If you have two joysticks the computer will ask you which one to use. The computer will then ask how many buttons are on the joystick. After this slowly rotate the

joystick around its outer edge. This will allow the computer to determine the resistance of your joysticks. After this press return and the game will be set up to use your joysticks.

#### Adjust Keyboard

This option allows you to choose the keys you will use to play STRIKER. The computer will ask for 6 different keys: UP, DOWN, LEFT, RIGHT, BOMB, FIRE BULLET, and PAUSE. The pause key you define is in addition to the CTRL-P key which is automatically defined. The default key assignments are:

UP : Up key on cursor key pad.  
DOWN : Down key on cursor key pad.  
LEFT : Left key on cursor key pad.  
RIGHT : Right key on cursor key pad.  
BOMB : "X" key.  
FIRE BULLET : SPACE bar.  
PAUSE : ESC key.

#### Adjust Display.

This option allows you to center the screen and choose from the two available color palettes. Center the screen by using the cursor key pad arrow keys and change the palette by using the "P" key. Press ENTER when done to save the values to disk.

#### Reset High Score List.

This option clears the high score table for the current skill level. The write protect tab must be off the disk in order for this to work.

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END OF DOCUMENT.