FLYING SHARK™ COMMODORE 64/128

FLYING SHARK™

The fight is coming to an end and it doesn't look good for our side. High command have recalled you, the great combat ace, to fly a lone mission against overwhelming odds, to win this desperate battle and ultimately, save mankind. We're all depending on you, so best of luck.

Flying the Shark

Flying Shark is a one player game. To start the game after loading, press the space bar or fire button.

Pressing the space bar to start allows you to drop smart bombs with the space bar.

Pressing the fire button to start allows you to drop smart bombs by holding down the fire button and pushing the joystick forward. (The space bar will still drop the smart bombs in this mode)

If you are using a Cheetah 125 special joystick, fire and smart bombs are both available from the joystick fire buttons.

Levels of Play

There are five levels to Flying Shark. When you reach the end of a level, the new level will be loaded so leave the disc or cassette in the machine. (If loading from cassette, press play on tape when prompted.)

Scoring and Bonuses

1000 points for destroying an entire squadron of yellow fighters.

Destroy the entire red squadron and you can gain extra firepower by picking up the floating symbol.

Destroy the entire blue squadron and pick up the floating symbol for an extra plane.

Pick up the special symbol for an extra smart bomb.

Loading Instructions:

C64 Disc - Type Load "*",8,1 (RETURN)
C64 Tape - Hold down shift and press Run/Stop. Then press play on cassette player.
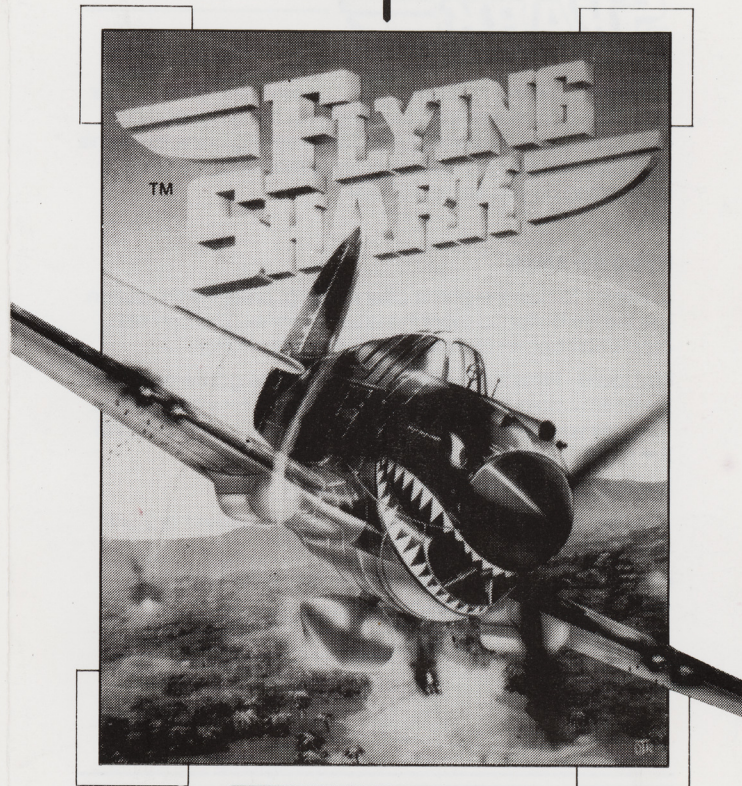
Joysticks: Joystick in Port 2
Cheetah 125 Special Compatable: Use both Ports

Hot from the arcades, Flying Shark is the definitive conversion of this shoot-em-up, chart-topping classic hit from Taito. Develop your strategy as you face swarms of enemy planes, tanks, gun emplacements and a host of sea-borne craft as you bomb, blast and battle your way into acrade history.

Credits

Converted by Catalyst Coders for British Telecom
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FIREBIRD

SPECTRUM - COMMODORE

FLYING SHARK™   SPECTRUM

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Flying the Shark

Joystick - To start the game after loading, press the fire button. Use the fire button to shoot the enemy planes. You can also drop smart bombs by holding down the fire button.

Keyboard - Press the quote key (") to start the game and fire at the enemy. Hold the quote key down longer for smart bombs. To move your plane - L = Up, Full Stop = Down, A = Left and S = Right, Pause = 4

In either mode, the following keys apply:

To select one or two player mode hold down keys 1 or 2 until music stops.

Press 3 before starting a game to re-define the keyboard.

To quit the game press the Q key while paused.

FLYING SHARK™

Bonus Scores

If the 1 up symbol flashes, shoot the entire enemy formation to gain a bonus symbol.

Pick up the floating symbols for extra fire-power or smart bombs.

Extra planes are awarded at 50,000 points, 150,000 points and every 150,000 after (a maximum of 9 planes are available).

Loading Instructions:

Spectrum 48K or + Cassette:- Type load "" and press enter.
Spectrum 128K, +2 or +3 Cassette:- Press enter.

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Credits

Converted by Graftgold Ltd for British Telecom
Programmed by Dominic Robinson
Graphics by John Cumming
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