FIRE HAWK™

THEXDER THE SECOND CONTACT

MANUAL

THEXDER II: FIREHAWK™

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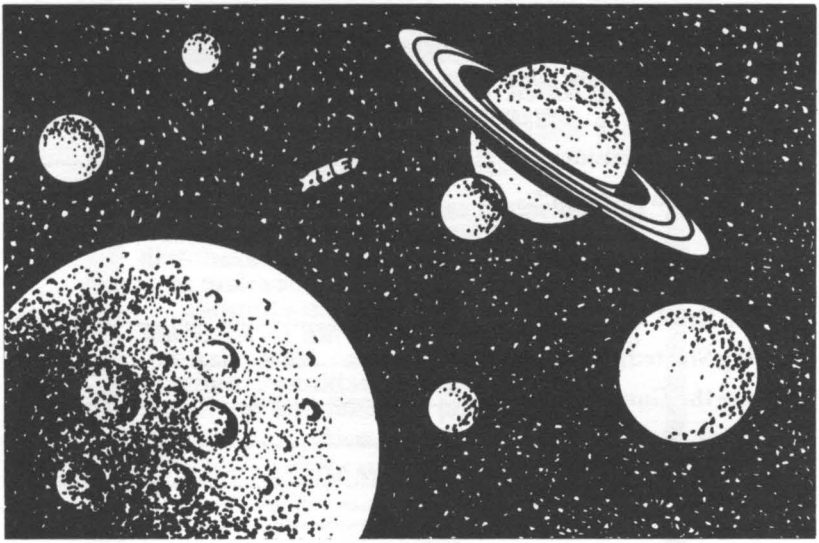
THE THEXDER STORY
The Development of Thexder I



In UY (Universal Year) 089, human life had expanded to the outer reaches of the solar system. Six large cities had been built on Luna, 12 space colonies capable of supporting 30 million people each were in construction at stable Lagrange points, and the titanium mines on Mars were largely operational.

The reason for this accelerated expansion was simple: Earth resources had been pushed to the breaking point by unprecedented increases in human population. The environment had nearly been destroyed, and energy reserves were critical.

Under these circumstances, the people of Earth united to form the UNSDO (United Nations Space Development Organization). Using personnel and equipment left over from the old Space Army, development was begun rapidly.

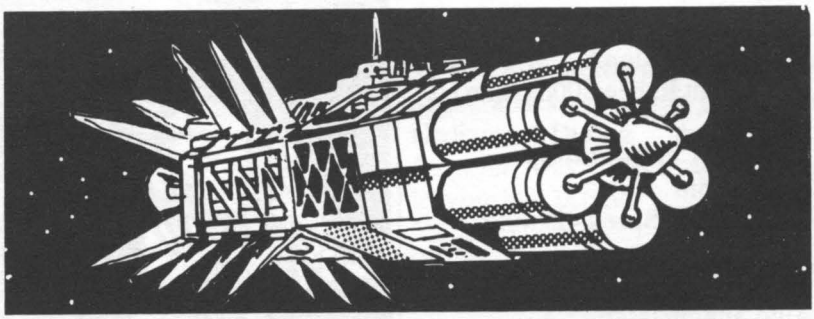
There was, however, one major obstacle standing in the way: the kind of heavy equipment necessary for large-scale construction in space

was nonexistent. Design began immediately aboard the Weapons Ship *Rapaina* on a mechanism that could not only perform space construction, but be transportable between planets. The result — one year later — was the dual-mode armored exoskeleton THEXDER.

THEXDER was capable of assuming two separate configurations: a flying shape for traveling rapidly from one place to another, and a humanoid shape for actual construction work.

THEXDER could magnify its controller's strength several times, making one worker capable of doing the work of many. It was also equipped with shields and automatic-firing lasers to guard against collisions with meteors. Power was supplied through the direct conversion of solar energy, with a microwave backup system.

The joy that was felt at the completion of the first prototype model was short-lived, however. Shortly after its initial testing, a strange incident took place.



Encounter with Nediam

While flying a number of THEXDER prototypes to Lagrange 5, the United Space Weapons Ship *Rapaina* was caught in a strong magnetic field, seemingly originating from an uncharted asteroid. The field's attraction was too strong for the *Rapaina* to escape, and the ship's weapons had no effect on the asteroid. It was decided to attempt an attack with THEXDER. The attack met unexpected resistance, and the *Rapaina* was forced to flee; one THEXDER and its pilot, Lieutenant Arthur, were declared missing in action. The 'asteroid' — actually a

spacecraft which had been taken over by a race called the Nediam, escaped capture.

FIREHAWK

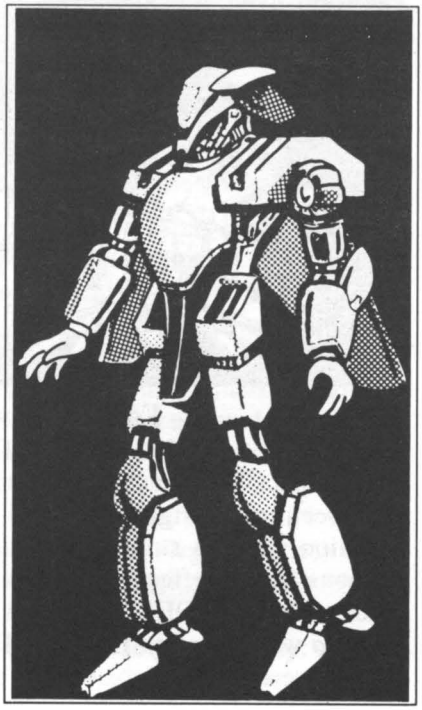
Soon after the Nediam incident, the *Rapaina*'s engineers began to plan a new armored exoskeleton that would have numerous capabilities lacked by the original. The improved model would be constructed of SuperKevlar, which would both strengthen and lighten the outer body. This was especially important, as the new model would be much larger than the original. In flight mode, it was capable of short-distance space flight, and it could also be equipped with missile launchers, electronic counter measures, and a number of additional weapons.

FIREHAWK Specifications:

Flying Configuration
Length:21m
Width:14m
Height:6m
Max Acceleration:8G
Max Flight Range:800,000km

Walking Configuration
Height:15m
Max Ground Speed:42km/hr

Equipment:
Auto-aiming lasers
Shield system
Optional Weapons Ports
Guided Missile
Dart Missile
ECM
Napalm Bomb
Stopper
Flasher
Energy Tank (1 only)



Characters

Lt. Joanna Johnston

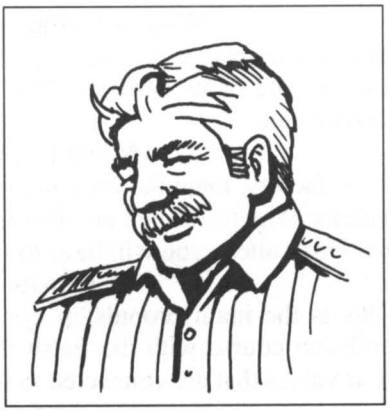
A civilian engineer working on the THEXDER development team. She was engaged to marry Lt. Arthur Sheridan at the time of his disappearance while in combat with the Nediam. Soon after the Nediam incident, she accepted a commission in the United Space Army, serving aboard the Rapaina as an engineer on the FIREHAWK project.

Lt. Arthur Sheridan

An officer in the United Space Army serving as a test pilot on the THEXDER prototype, he was part of the attack wave sent to combat Nediam. During the battle, *Rapaina* was forced to retreat, leaving him behind.

Captain Robert E. Lee

The highest ranking officer on the THEXDER project, Cpt. Lee commanded the escape maneuver from the magnetic field of Nediam. He was judged responsible for the loss of the THEXDER prototypes and their pilots, and reduced in rank to Commander. He elected to remain aboard the *Rapaina*.



Commander Wilbur 'Mac' MacLean

A seasoned veteran of the United Space Army, Cmdr. MacLean was a close personal friend of Lt. Arthur Sheridan. Since Lt. Sheridan's disappearance, he has become Joanna's closest friend and confidant.

FIREHAWK Missions

Mission 1: Entrance

A large object is blocking the entrance to Nediam. Until it can be eliminated, no one can enter the interior. Your mission is to destroy this object.

Mission 2: Defense System I

The central core is the weakest part of this system. Attack when it is exposed.

Mission 3: Magnetic Field Generator

This is the machinery that generates the magnetic field that Nediam uses as one of its defenses. The field will attempt to repel anything thrown at it.

Mission 4: Clone Factory

This facility manufactures the alien beings who defend Nediam's interior. The faster you are able to destroy the three controlling cores, the fewer aliens you will have to fight.

Mission 5: Engine

This is the main propulsion system that is propelling Nediam on a collision course with the Earth. It can be nullified by destroying the four valves that are connected to the engine.

Mission 6: Defense System II

This system keeps up a steady barrage of shells to repel intruders. Dart missiles will be effective.

Mission 7: Energy Tank

When this tank is destroyed the Nediam's speed will decrease. Destruction of the tank will cause local temperatures to rise sharply, so you must leave the area immediately after completing your mission.

Mission 8: Defense System III

The control core of this system is surrounded by snake like robot defenders. They can be avoided by switching to flying mode.

Mission 9: Central block

This is the nerve center of Nediam. When it is destroyed, all Nediam's functions will come to a stop.

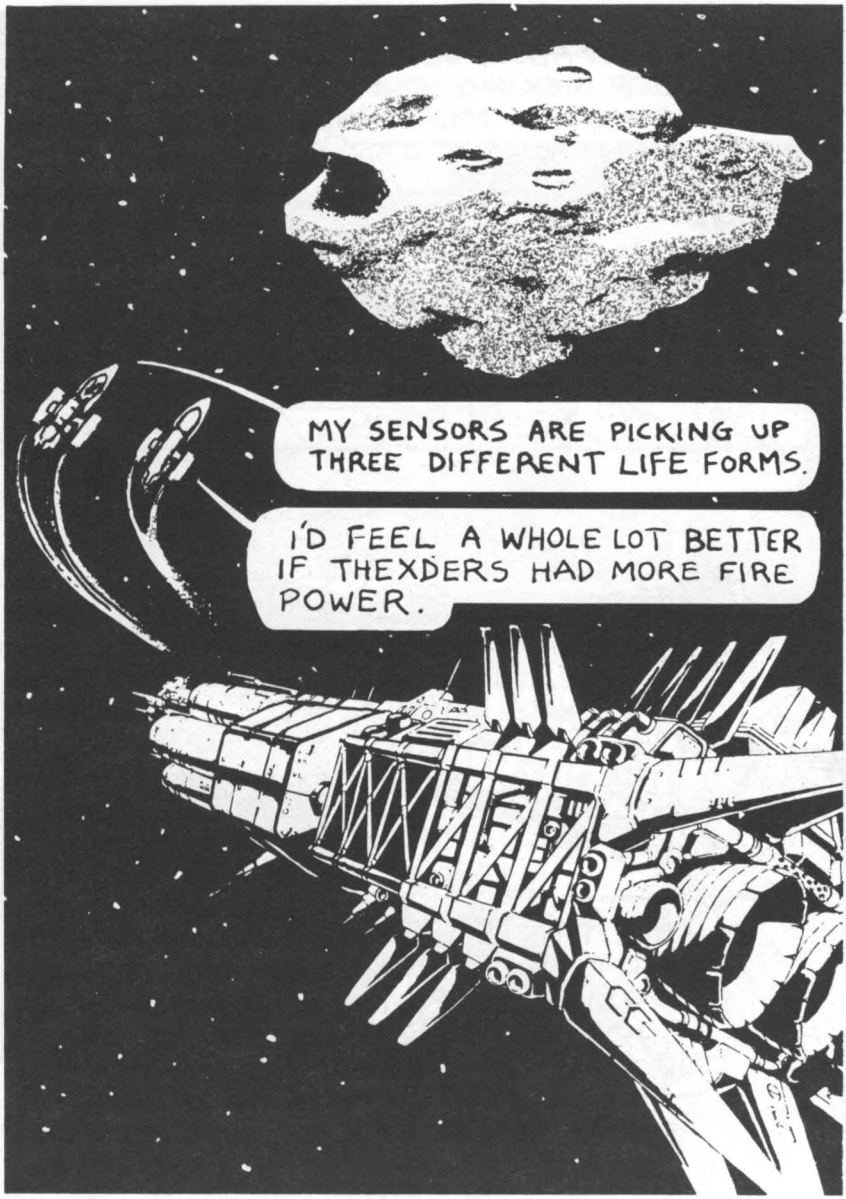
BY TERRY ROBINSON

the NEDIAM INCIDENT

CAPTAIN, WE HAVE SOME ODD READINGS COMING FROM THIS ASTEROID. IT HAS US LOCKED IN A FORCE FIELD.
ARTHUR YOU AND MAC TAKE TWO THEXDERS AND CHECK OUT THAT ASTEROID.

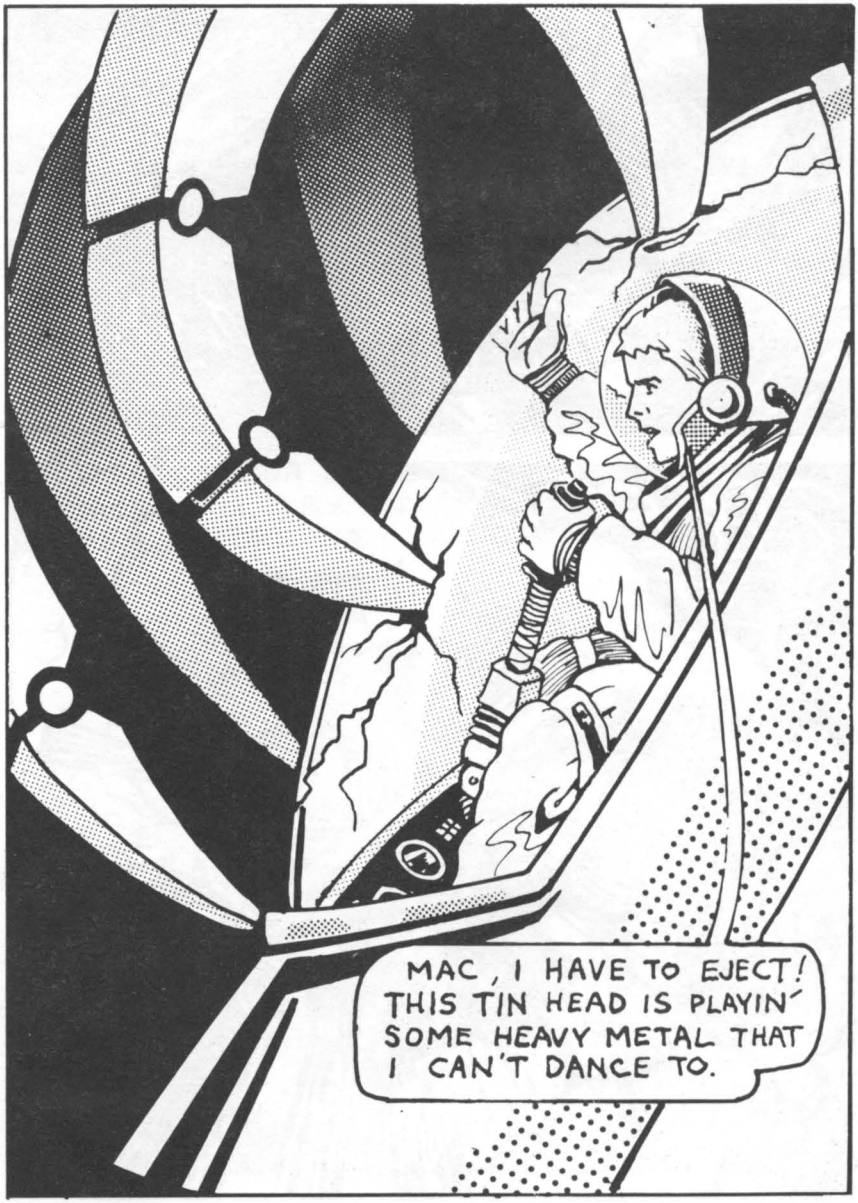
ARTIE WHAT ABOUT US. YOU CAN'T KEEP RISKING YOUR LIFE ON THESE GRUNT MISSIONS.

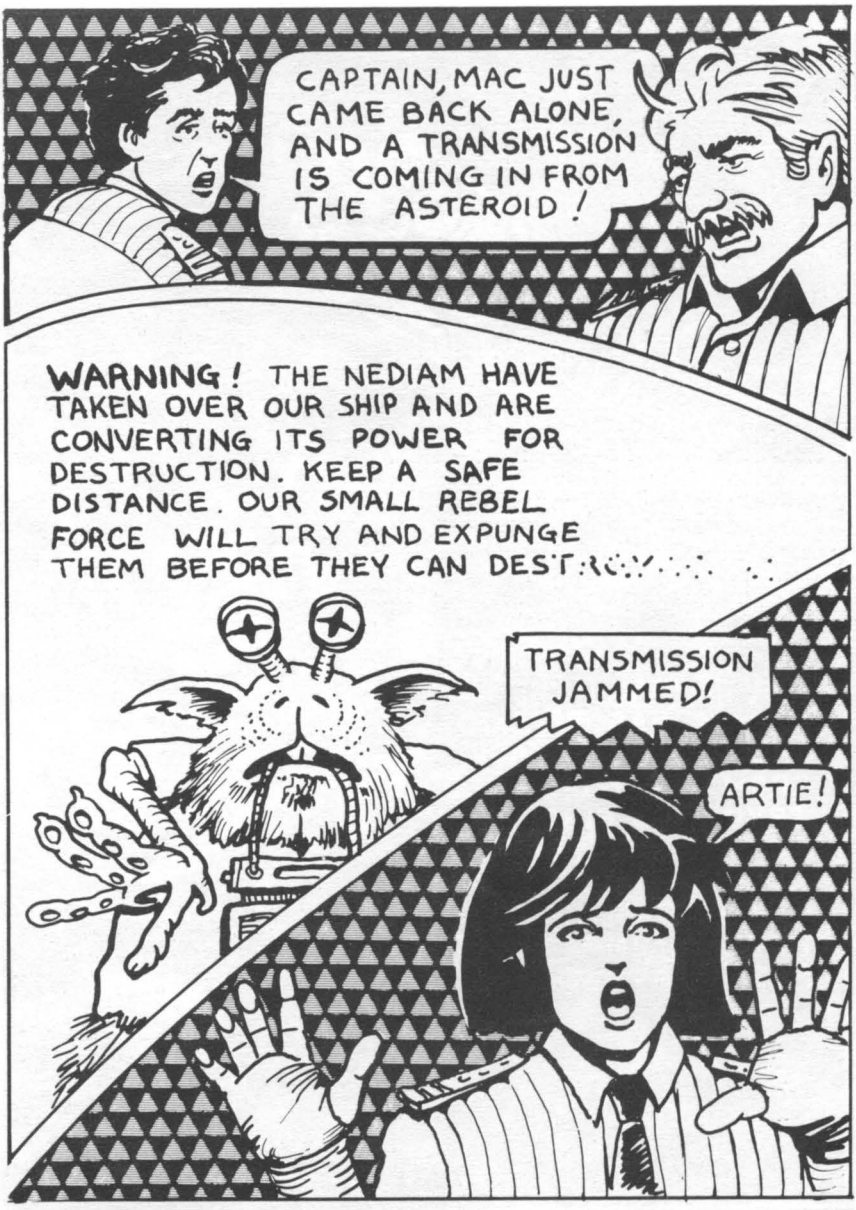
MAC, THIS IS THE LAST TIME I CLIMB INTO A THEXDER. IF JO STILL WANTS ME—I'M HERS.


MY SENSORS ARE PICKING UP THREE DIFFERENT LIFE FORMS.
I'D FEEL A WHOLE LOT BETTER IF THEXDERS HAD MORE FIRE POWER.

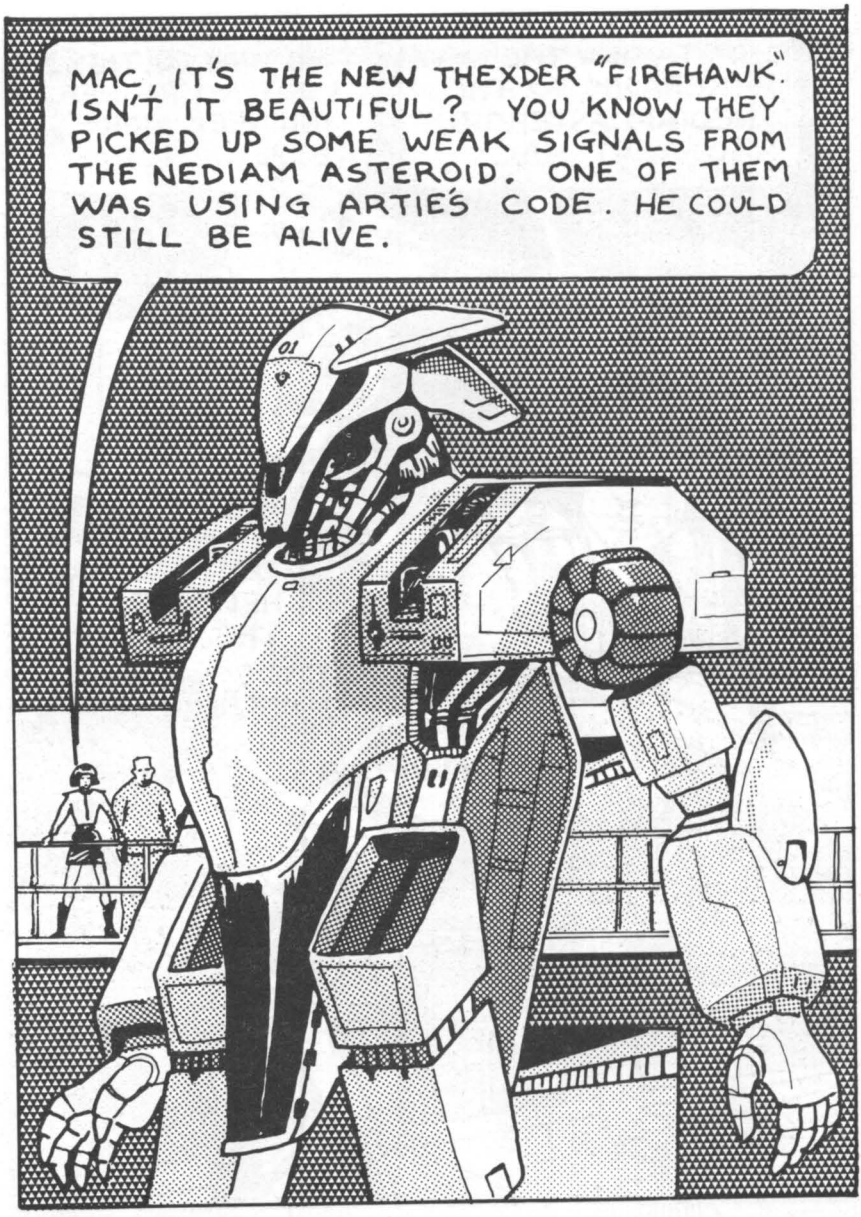
I'VE GOT A BAD FEELIN' ABOUT THIS.
MAYBE WE SHOULD HAVE PHONED FIRST,—GIVEN 'EM A CHANCE TO TIDY UP.

I'M FRYING UP CRAB LEGS, BUT THAT METAL MONSTER DOESN'T SEEM TO LIKE MY COOKIN'.


MAC, I HAVE TO EJECT! THIS TIN HEAD IS PLAYIN' SOME HEAVY METAL THAT I CAN'T DANCE TO.


CAPTAIN, MAC JUST CAME BACK ALONE, AND A TRANSMISSION IS COMING IN FROM THE ASTEROID!
WARNING! THE NEDIAM HAVE TAKEN OVER OUR SHIP AND ARE CONVERTING ITS POWER FOR DESTRUCTION. KEEP A SAFE DISTANCE. OUR SMALL REBEL FORCE WILL TRY AND EXPUNGE THEM BEFORE THEY CAN DEST
TRANSMISSION JAMMED!
ARTIE!

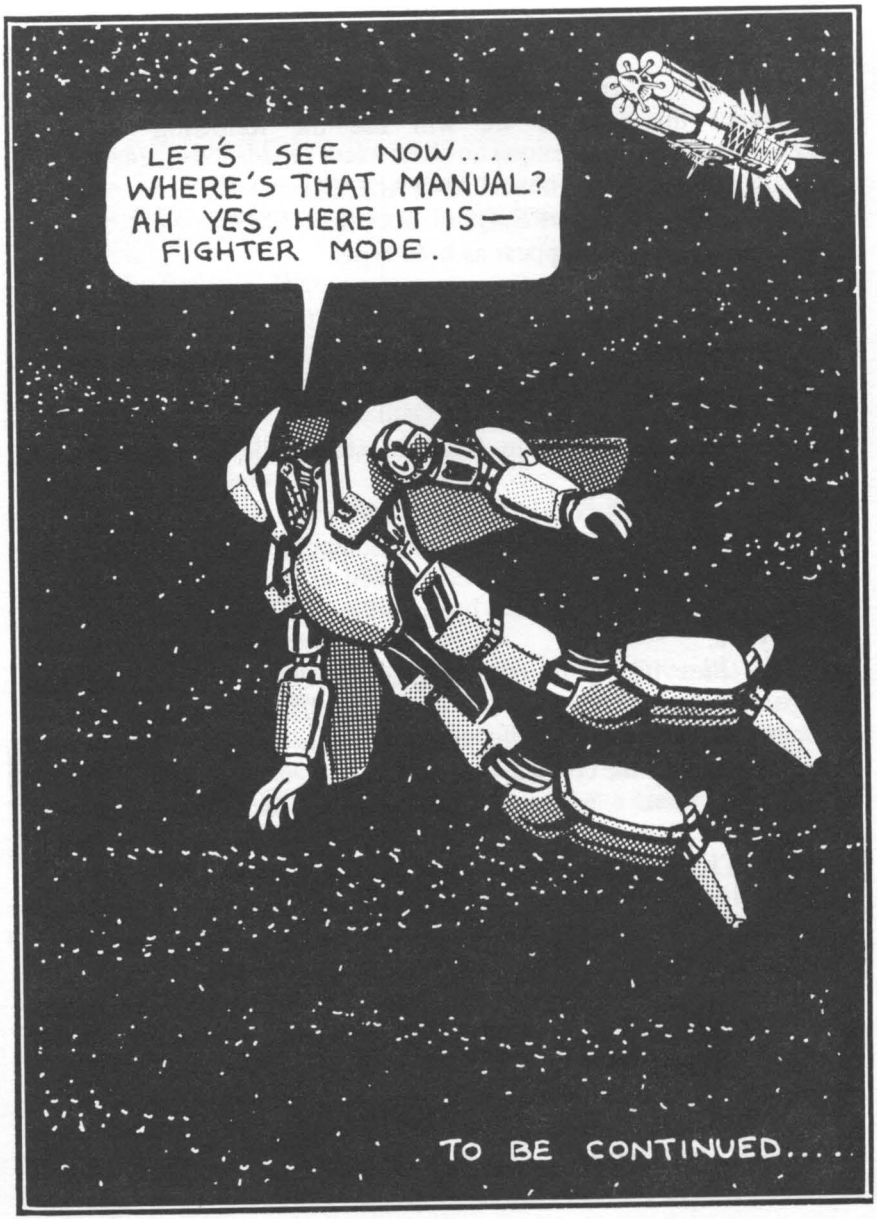
FOR 7 YEARS THE RAPINA HAS TRACKED THE NEDIAM ASTEROID FROM A SAFE DISTANCE. TRYING TO FIND A WAY TO STOP THE ASTEROID'S COLLISION COURSE WITH EARTH, THEY HAVE BEEN REDESIGNING THE THEXDER FOR HEAVY COMBAT!


MAC, IT'S THE NEW THEXDER "FIREHAWK". ISN'T IT BEAUTIFUL? YOU KNOW THEY PICKED UP SOME WEAK SIGNALS FROM THE NEDIAM ASTEROID. ONE OF THEM WAS USING ARTIE'S CODE. HE COULD STILL BE ALIVE.

I'M TAKING THE NEW FIREHAWK TO THE NEDIAM ASTEROID TONIGHT, MAC.
NO WAY JO. THIS ISN'T NO TRAINER. YOU NEED MORE EXPERIENCE!
DON'T WORRY, HELP ME LOAD THE MISSILES.
MANY FIGHTERS HAVE BEEN LOST TO NEDIUM.

THINK POSITIVE MAC IT'S TIME TO KICK A LITTLE ASTEROID!
DON'T KID AROUND, JO. STUDY YOUR 'FIRE HAWK' MANUAL, 'CAUSE YOU'RE IN THIS ALL ALONE!

CAPTAIN, THE FIREHAWK IS MISSING FROM ITS LAUNCH PAD!
BRING IT BACK QUICKLY, ENSIGN!
IMPOSSIBLE SIR. SOMEONE HAS LOCKED THEMSELVES IN CONTROL PAD 16 AND IS JAMMING OUR MANUAL OVERDRIVE. WHOEVER IS IN THE FIRE HAWK IS ON THE WAY TO NEDIAM.


LET'S SEE NOW.... WHERE'S THAT MANUAL? AH YES, HERE IT IS— FIGHTER MODE.
TO BE CONTINUED....

How to Read this Manual

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS will be CAPITALIZED.

Example: SAVE, RESTORE, QUIT, PAUSE GAME

Typed commands will appear as **bold type.**

Example: 'type **thex2**'

'type **cd \sierra**'

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type **cd \sierra**', 'type' should not be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [F10]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example: 'Press [Ctrl-[n]] to [key function].'

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command).

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

ALL SYSTEMS: Readme Files

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed. Failure to review the README file before installing the program may cause unexpected results during installation, loading or playing the game.

README INSTRUCTIONS

From DOS, type **readme** to see the README file onscreen. Use [PageUp]/[PageDown] keys to scroll through the file.

Getting Started

Make Back-ups

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

About the Drivers' Disk

When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks, insert the disk marked 'Drivers' and press [ENTER] so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.

Installing The Game

1. Place the back-up copy you have made of Disk 1 into your diskette drive.

2. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER].

3. Type **install** and press [ENTER].

4. Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select.

5. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

PLEASE NOTE: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to Disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the diskette drive.

2. Type the letter of the drive followed by a colon (Example: **a:**) and press [ENTER].
3. Type **sierra** and press [ENTER].

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].
2. Type **THEX2** and press [ENTER].

Before the credits begin, you will see a FIREHAWK screen with three menu choices: START, PRACTICE, and MUSIC.
Choose START to play a game
Choose PRACTICE to play a practice mission.
Choose MUSIC to play one or more of the game songs.
When the credits end, the FIREHAWK screen will reappear. While the credits are in progress, press [ENTER] to return to the FIREHAWK screen.

Playing The Game

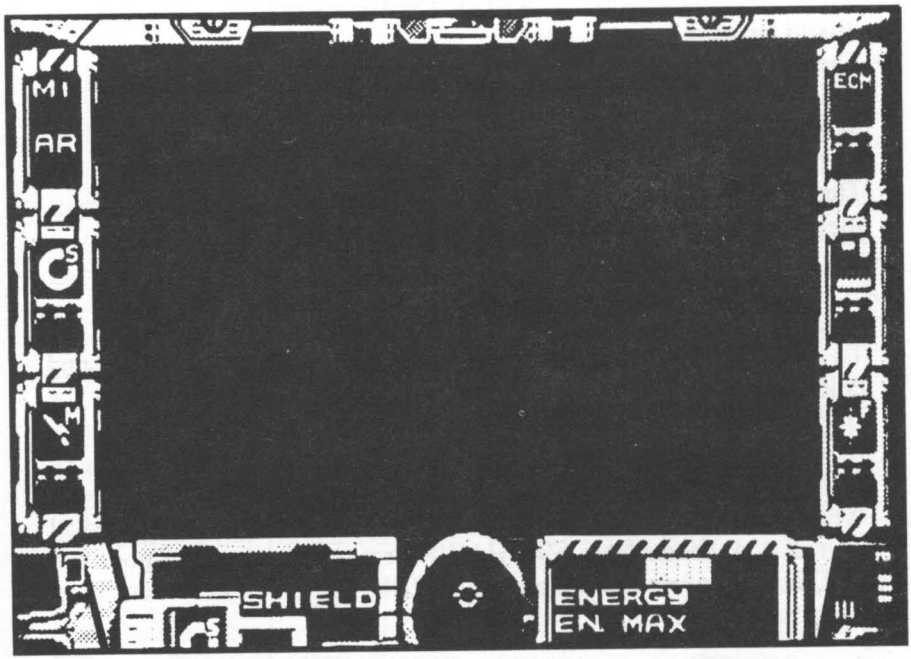
PLEASE NOTE: *All instructions below are given for keyboard operation. If you are using a joystick, the stick corresponds to the direction keys, the* ***A button*** *to the [Spacebar], and the* ***B button*** *to the [Shift] key.*

From the FIREHAWK screen:

To make a selection, use cursor keys or numeric keypad to position cursor, then press [ENTER] to select.
Select START to begin the game.
Select PRACTICE to go to a practice mission.
Select MUSIC to play one or more of the game songs.
The FIREHAWK screen will appear before the game credits and again after them. To exit the credit screen to the FIREHAWK screen at any time, press [ENTER].

Status Displays

All of FIREHAWK's status displays are positioned around the outside of the game screen



Energy Readings

Energy and Energy Maximum readings are displayed on the lower right-hand side of the screen. Firing weapons, using shields, flying, walking and physical contact with enemies will decrease your energy. Destroying certain enemies will increase your energy.

Location Indicator

The X and Y coordinates show the present location of FIREHAWK.

Mode Indicator

FIREHAWK's present mode (walking or flying) will be shown by a silhouette in the center of the target scope.

Items Display

The weapons with which you are equipped and the number of times they can be used are displayed on the lower left-hand side of the screen. To use the weapon, push the [Shift] key briefly.

Shield Display

The shield display (above the Item display on the left-hand side of the screen) shows the amount of energy remaining in the shields.

Miscellaneous Displays

The following will also be displayed:
The weapons you presently own and their remaining amount
the present mission number and area number.

Keyboard Operations

Weapon Selection

To display the Weapons Selector, press the [Tab] key, or press and hold either the [Shift] or [Z] keys until a red gauge appears in the center of the screen. To select a weapon, position the cursor and press [Spacebar], [ENTER] or [X]. To exit the Weapons Selector without selecting a weapon, press [Shift] or [Z].

When you select CONTACT in the weapon selector while in physical contact with debris from FIREHAWK or a communications pod, you will receive information from the FIREHAWK pilot or orders from the spaceship Rapaina.

Moving Your Character

You may move your character on the screen using the [Arrow] keys, the numeric keypad, or the joystick.

PLEASE NOTE: *If you are playing FIREHAWK on an IBM PS2, use a joystick or the numeric keypad. It is not advisable to use the cursor keys with this system.*

Mode Selection

To change from walking to flying modes, press the [Down Arrow] key on the cursor keypad, or the [2] key on the numeric keypad.

To change from flying to walking modes, press a direction key in the opposite direction to the one you are currently facing. When you bump into an obstacle in flying mode, you will shift to walking mode automatically.

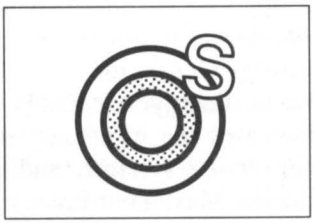
Firing Weapons
To fire your laser, press the [Spacebar] or [ENTER].
To fire other weapons, briefly press the [Shift] or [Z] keys.

Self-Destruct
At any time, you can cause FIREHAWK to self-destruct by pressing the [ESC] and [F3] keys simultaneously.

Weapons

Laser
As long as you have energy remaining, you will be able to fire your lasers at any time. If you are in walking mode, your laser fire will aim at the target automatically. If you are in flying mode, the laser will fire at the level and in the direction you are flying. *To fire your laser, press the [Spacebar] or [ENTER].*

Shield



Your shield creates a field of protection around you that also destroys any enemies that come in contact with it.
Keeping the shield activated uses a lot of energy. You may use your shield at any time your energy reading is more than 20. When your shield is activated, you cannot receive damage. The shield will vanish after a certain time has passed, or if you come into physical contact with an enemy. *To use your shield, select SHIELD from the weapon selector*

window. When you wish to activate the shield, briefly press the [Shift] key.

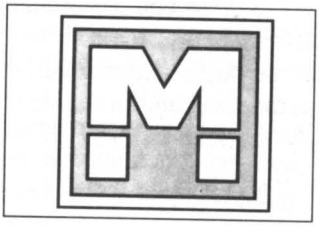
Homing Missile

These missiles will lock on their target and pursue it automatically, but they can not fire through walls.

You will begin the game equipped with 30 missiles. The maximum number of missiles you can have at one time is 99. *To use your missiles, select MISSILE from the weapon selection window. When you wish to fire a missile, briefly press the [Shift] or [Z] key to fire.*

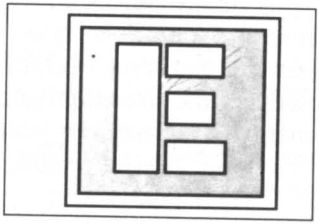
Items

Missile Pod



Missile Pods hold a random number of extra missiles, up to 30. To pick up a Missile Pod, make physical contact with it.

Energy Generator



Each Energy Generator you capture increases the efficiency of your energy conversion systems, and increases your Energy Max. Your Energy Max can be as high as 500. To pick up an Energy Generator, make physical contact with it.

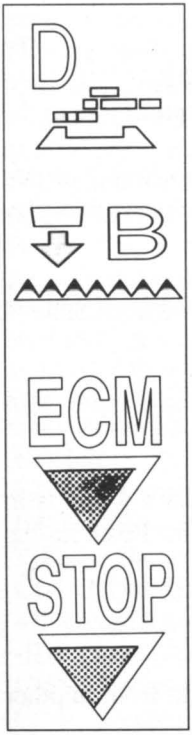
Sub-Weapons

Sub-Weapons are items that are found while on your mission. You will encounter weapons modules containing a variable number of weapons of one type. To pick up a weapons module, make physical

contact with it. The number of that type of sub-weapon in your inventory will increase until it reaches its maximum value. Once the maximum value has been reached, all excess weapons of that type will be discarded automatically. You are allowed up to 3 kinds of sub-weapons at one time.

When you are equipped with sub weapons', your FIREHAWK weapons carrier will be activated. The weapons' carrier will follow FIREHAWK automatically. When all sub-weapons have been used up, the weapons-carrier will vanish.

PLEASE NOTE: *Not all sub-weapons will be effective against all enemies.*



[D] Dart Missile — Maximum number allowed: 8

The dart missile will fire straight forward in the direction FIREHAWK is pointing. It is not a homing missile, but it has three times the destructive power of homing missiles.

[B] Napalm Bomb — Maximum number allowed: 10

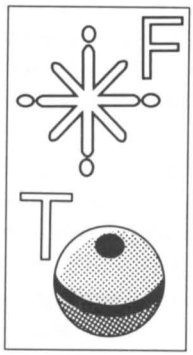
The Napalm Bomb spreads flame on the ground around the point of impact. Useful for multiple enemies at ground level.

[E] ECM (Electronic Counter-Measures) — Maximum number allowed: 5

ECM's will temporarily keep enemies from firing on you by interfering with their targeting systems. Also effective against guided mines.

[S] Stopper — Maximum Number Allowed: 5

The Stopper temporarily stops the motion of all onscreen enemies by creating a field of extreme low temperature. Useful against multiple enemies.



[F] Flasher — Maximum Number Allowed: 5
The Flasher will cause damage to all onscreen enemies. Not effective on any enemies larger than FIREHAWK.
[T] Energy Tank — Maximum Number Allowed: 1
The Energy Tank will refill your energy reserves once.

Game Over
When FIREHAWK's energy falls to a value of **0**, the game is over. To play again, select CONTINUE or INTRODUCTION/PRACTICE and press [ENTER]. INTRODUCTION/PRACTICE will return you to the FIREHAWK screen.
If you died in Areas 1-3 of a mission, you will return to Area 1 of that mission. If you died in Area 4, you will get one more chance to replay Area 4 before being sent back to Area 1.

Saving Your Game
Each time you complete a mission, it is saved automatically. If you are playing from a hard disk, the saved game will be written to your hard disk. If you are playing from diskette, the saved game will be written to the disk currently in a drive. For this reason, make sure your diskette is not write-protected.

Restoring Your Game
To restore a saved game, press [F7] at any time while a game is in progress. A RESTORE GAME window will appear. Position the cursor on the desired choice and press [ENTER].
Select the mission you wish to restore.
Select EXIT to return to your current game.
Press [F10] to erase the saved missions.
Press [F8] (if playing from diskette) to restore a game from another diskette.

Pausing Your Game

To pause the game, press [**P**].

Resuming Your Game

If you have paused your game, you can press [SPACEBAR] or [ENTER] to resume play.

Play Techniques

Energy

If you do not increase your Energy Max, you will not be able to complete the latter half of the game. Because of this, it is important to find all the Energy Generators.

Movement

To enter passageways too narrow for FIREHAWK in walking mode, switch to flying mode.

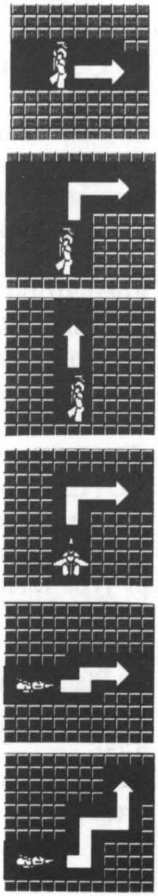
To negotiate a leap to a fighter level in walking mode, press the *up arrow* and the *right arrow* simultaneously.

To get out of a hole, press the *down arrow* once, then quickly press and hold the *up arrow*.

To negotiate a corner, press the *up arrow* and the *right arrow* simultaneously.

Turns of this type are made automatically.

To pass through a stairstep turn, press the *up arrow* and the *right arrow* simultaneously.



Short Cuts For Common Commands

You can use function and control keys to short cut many common commands.

[**F1**]Help
[**F2**]Toggle music on/off
[**F4**]Toggle sound effects on/off
[**P**]Pause Game
[**Ctrl-Q**]Quit Game
[+]Increase Music Volume
[-]Decrease Music Volume
[**Ctrl-** +]Increase Sound Effects Volume
[**Ctrl-** -]Decrease Sound Effects Volume

[**SPACE**] Laser Fire
[**Shift**] or [**Z**] (short duration) Use Weapon
[**Shift**] or [**Z**] (hold down) Show Weapon Selection Screen

Problem Disk?

Technical Help

If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:
If you receive any of the following messages:
1. 'Insert Disk (#)' when you have already inserted that diskette, or have installed the game on your hard disk.
2. 'Out of Handles' or 'Out of Heap', or if the game locks up at any point.
3. 'Disk Error.'
You may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a 'Sierra Boot Disk':

Formatting From A Hard Drive

Format a blank disk with DOS system files (using /s) to make a bootable disk:
A)Place a blank disk into a diskette drive.
B)At the prompt, type **format** [LETTER OF DRIVE]**:/s** (Example:**a:/s**)
NOTE: If your diskette drive is a high density drive and you are using double density disks, you will need to type **format** [LETTER OF DRIVE]**:/4/s** (Example: **a:/4/s** for 5.25" disks)
or type **format** [LETTER OF DRIVE]**:/n:9/s** (Example: **b:/n:9/s** for 3.5" disks).

Formatting From A Diskette Drive

A) Place your original DOS disk in the diskette drive.
B) At the prompt, type **format** [LETTER OF DRIVE]**:/s** (Example: **a:/s**).
Be sure to switch to a blank disk when prompted by the FORMAT program.

NOTE: If your diskette drive is a high density drive and you are using double density disks, you will need to type **format** [LETTER OF DRIVE]**:/4/s** (Example: **a:/4/s**) for 5.25" disks,*or* type format [LETTER OF DRIVE]**:/n:9/s** (Example: **b:/n:9/s**) for 3.5" disks.
C) Press [ENTER].
D) Respond to DOS prompts.
Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement and a buffers=20 statement. Follow these instructions to create this file:
A) Type [LETTER OF DRIVE] [ENTER] (Example: **a:** [ENTER]
B) Type **copy con config.sys** [ENTER].
C) Type **files=20** [ENTER].
D) Type **buffers=20** [ENTER]
E) Press [F6] [ENTER].
You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].
If this does not clear the above messages, call **(209) 683-8989** for technical help. Our technical staff will be happy to help you.

Disk Replacement Policy

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:
Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS
Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").
We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

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