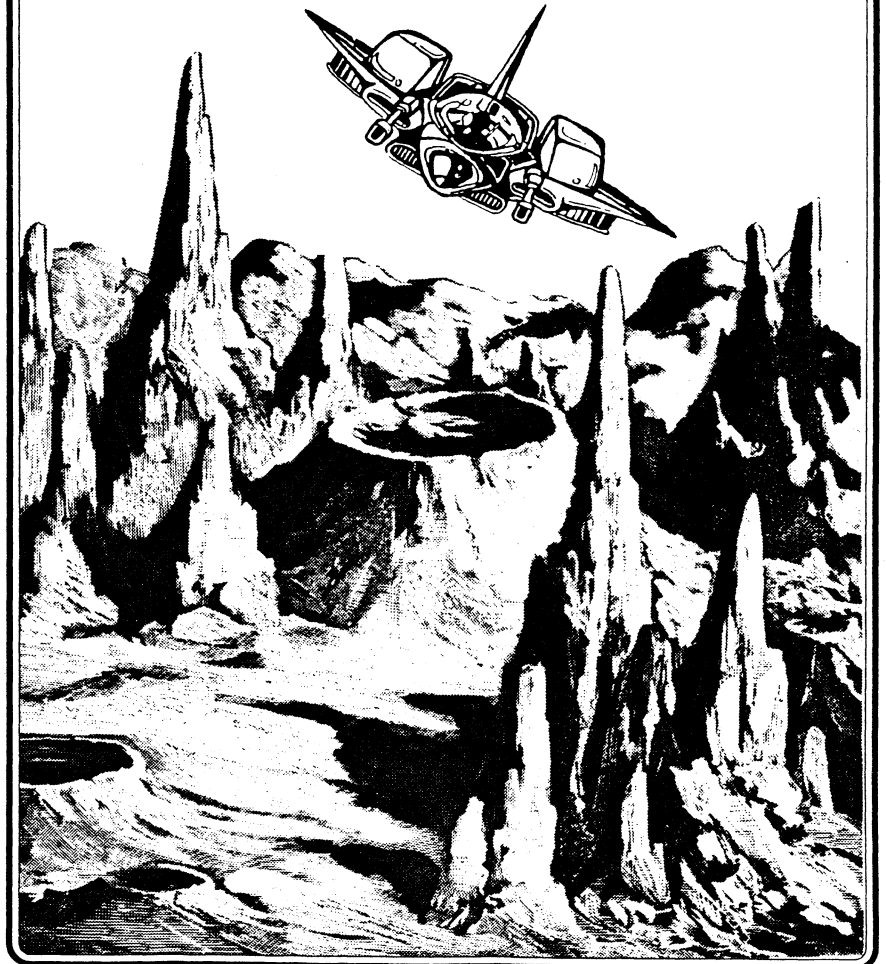


# WOMER BLADE

*The Ultimate Challenge!*



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2076 Mitchell Avenue • Clovis, CA. 93612 • (209) 298-0411

Apple IIGS  
2 3.5" 800k Disks  
1 meg. memory required.



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## INSTALLATION PROCEDURE

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### SYSTEM REQUIREMENTS

Hover Blade will run on an Apple® //gs with at least one megabyte of memory.

### FLOPPY DISK USERS

To start the game, turn the computer off and insert DISK 1 into the 3.5" floppy disk drive. Next, turn on the computer. After the game has completed loading you will be asked to remove DISK 1 and place DISK 2 into the drive. If you have two floppy disk drives you may place DISK 2 into the second floppy drive.

### HARD DRIVE USERS

In order to run Hover Blade from your hard drive you must follow the steps outlined below.

**STEP 1:** Copy Tool 219 from the sub-directory on DISK 1 / HB1/SYSTEM/TOOLS/ onto your \*/SYSTEM/TOOLS/ folder on your start-up volume.

**STEP 2:** Insert DISK 2 and copy the folder named HOVER from DISK 2 onto your hard drive.

**STEP 3:** Insert DISK 1. Open the folder titled /HB1/HOVER/MENU.DATA on DISK 1. Copy all of the contents from the MENU.DATA folder on DISK 1 into the \*/HOVER/MENU.DATA folder on your hard drive.

**STEP 4:** Copy the application, HOVER.SYS16, from DISK 1 to the directory that HOLDS the folder named HOVER on your hard drive.

**STEP 5:** Hover Blade will now run properly when launched from your hard drive.

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## THE TEST

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It is the year 2036. Earth has been ravaged by the Krolian race, intergalactic beings rampant on extinguishing the human race to take what was left of our natural resources. They had exhausted all of the minerals on their own planet and now were out to do whatever it takes to replenish their resources and save their planet. The Krolians possess technology far greater than ours. Their air crafts and weaponry targeted and destroyed our military defense bases in their first passes. Nothing we had could even come close to touching them, not even our newly designed laser cannons. They seemed to maneuver at almost light speed. Their radar systems out thought our every move, before we even made them! There was no way to stop them from taking what they wanted and destroying what they left behind. Our surviving military leaders joined with others from all over the planet to design and develop some type of defense systems and weapons to fight back against the Krolians if they ever return. The result was the Hover Blade.

This craft is so far advanced from anything we have ever had that our most experienced pilots were killed during early test flights. It moves so quickly that a single hair movement will send it spiraling out of control. The weapons on board can target the heart of any military installation and destroy it with the first shot. The sensors built into the missiles can scan its target and find the weakest point, then go after it. We realized that a squadron of the Hover Blade cannot only defend the Earth from any future attacks by any race, but that we now have the ability to travel to the Krolian galaxy and take back that which is rightfully ours. Thus, the Hover Blade Star League Federation has been established.

You have been selected by the Star League Federation to lead this squadron. Your preliminary training simulations have proved to be among the highest in the 20 planetary recruits. Our future lies in your ability to command and control the most sophisticated machine ever built by mankind. The HB5000, developed by HoverTech Systems, is the latest Hover

Blade fighter model. The control system has been fine tuned to calculate your movement as you begin to make it and compensate for most over reactions. We say most because until it is actually flown everything is only speculation. We have created the first Telepathically Responsive Organic Humanoid to accompany you as your copilot. T.R.O.H. will help you with your initialization of the HB5000 and will work within the system to countermand any anticipated damages to prevent any loss of control. T.R.O.H. can read your thoughts electronically and be where you want to go before you want to go there, but he will also be the one link between life and death. Let yourself become one with the craft. You will find it will almost anticipate your moves before you make them and literally flow with you to complete each mission. You have been asked by the Star League to test fly the HB5000 through some of the most treacherous regions on the planet in order to prove its capabilities and maneuverability. Before agreeing to this mission, you must understand that this may very well be your last.

***GOOD LUCK!***

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## ***MENU SCREEN OPTIONS***

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The menu screen provides you with 9 different courses of action to take. In selecting an option, simply move the robotic arm by using the mouse to the desired option. Then, click the mouse button to select the option.

### ***MENU OPTIONS***

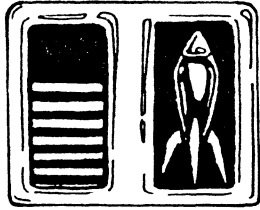
- |                 |                                                                                                                                               |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>CONTROLS</b> | This option provides you with a graphic illustration depicting the direction the Hover Blade will fly according to the movement of the mouse. |
| <b>AUTHORS</b>  | This option provides you with some background information about the creators of Hover Blade.                                                  |
| <b>ANALYSIS</b> | This option explains the objective of the game as well as some background information on the history of the Star League Federation.           |
| <b>RECALL</b>   | Provides you information on the menu options.                                                                                                 |
| <b>ABORT</b>    | Quits the game.                                                                                                                               |
| <b>CREDITS</b>  | Recognizes people who helped in the creation of Hover Blade.                                                                                  |
| <b>HI SCORE</b> | Lists the top 4 Hover Blade pilots and their scores.                                                                                          |
| <b>SOUND</b>    | Provides options in altering the sound and music status of the game.                                                                          |

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# HOVER BLADE ANALYSIS

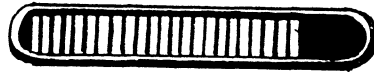
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## MISSILE GUIDANCE SYSTEM



The display above visually relays the number of missile remaining aboard the Hover Blade craft. The weapon system may be recharged by flying the Hover Blade through a black sphere.

## POWER METER



The above bar represents the amount of power that the Hover Blade has remaining. Power is lost when your hover craft collides with certain obstacles. When all power is lost, your craft will be destroyed. In order to restore power, you must fly through the blue spheres during your mission.

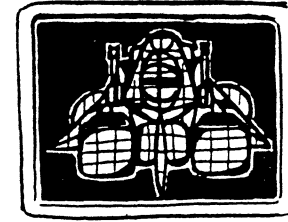
## DISTANCE METER



The length of the bar represents the distance that is left to be travelled for the current stage.

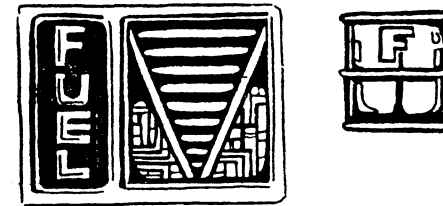


## BLADE STATUS



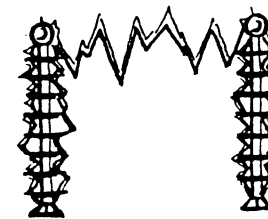
When your Hover Blade comes into contact with obstacles on screen, the graphic display above will light up, signifying the area that was hit.

## FUEL



The above display indicates the amount of fuel remaining in your craft. When your fuel level nears empty, you will be alerted. In order to raise the fuel level, you must maneuver your craft into a fuel canister.

## BONUS GATES



Throughout the game, you will encounter point gates as shown above. By flying through them, you will be awarded bonus points that will be added to your score at the completion of the stage.



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## HINTS

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- Try avoiding bushes and other shrubbery on the ground.
- By moving the mouse smoothly (without jerking it around) your flight performance will increase.
- Fuel may be your most important resource at later stages in the game. Always keep an eye out for them (they may be obstructed from view by other obstacles).
- Firing missiles at obstacles may help you avoid collisions, but haphazard shooting not only can destroy obstacles, but needed fuel, bonuses, and weapons.
- Bonus gates award you points which are added to your score at the completion of each stage.
- Destroying obstacles will increase your score.
- Your score will be lowered according to the number of collisions in each level at the completion of each stage.
- The radar display located at the bottom right section of the control panel displays the location of any obstacles within 30 feet of the ship.

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