

* * * Y - W I N G F I G H T E R * * *

from EVRYWARE

Copyright <c> Dave Murry 1981

Welcome to another quality game from EVRYWARE. Dave Murry's Y-WING FIGHTER is a fast action arcade type game that will pit your reflexes and intelligence against unknown forces on a strange planet.

BACKGROUND --

After a long battle, the forces of good have driven the dreaded (and powerful) enemy back to EW-1, his home planet. You have been chosen to fly your Y-WING FIGHTER to seek out and destroy this enemy once and for all. The problem is that EW-1 has never been explored so very little is known about it. The only thing you can be sure of is that the enemy is preparing for your attack.

HOW TO GET STARTED --

Y-WING FIGHTER is on a Dual Format (HDOS - CP/M) disk. DO NOT use this disk to play Y-WING FIGHTER as you may destroy the other files on this disk. Your first step should be to copy, onecopy or pip YWING.ABS (HDOS) or YWING.COM (CP/M) and YWING.DAT to one of your (bootable) disks. You can then play Y-WING FIGHTER by typing 'YWING'.

CONTROLS --

You can control the speed and altitude of your Y-WING FIGHTER as well as powerful front and rear phasers. The keypad controls your movement while keys 'A' and 'S' are used to fire short phaser bursts. The function of the keypad is shown below.

7 SLOW DOWN & CLIMB	8 CLIMB	9 SPEED UP & CLIMB
4 SLOW DOWN	5 MAINTAIN	6 SPEED UP
1 SLOW DOWN & DESCEND	2 DESCEND	3 SPEED UP & DESCEND

During your journey, you will meet some of the hostile inhabitants of EW-1. They will do their best to prevent you from reaching your destination. Although your Y-WING FIGHTER was built in Detroit with the utmost care and precision, it may become damaged when you encounter the local meanies. When this happens, "EMERGENCY" will flash on the bottom of the screen and you may be able to survive by gliding your crippled fighter to a safe landing. Try to land on the most level spot within reach. While damaged, your fighter will not respond to the climb and descend controls or phasers but your speed can be controlled with the "4", "5", and "6" keys on the keypad. If you make a safe landing, your fighter will be repaired and you can take off to continue the mission. Your fighter can only be damaged two times. The third time, it will disintegrate and all will be lost.

Your front and rear phasers are controlled by the "S" and "A" keys respectively. Only two phasers can be in flight at one time so choose your shots with care.

HOW TO PLAY --

The game begins as you are in orbit around EW-1, the bad guy's home planet. By pressing any key, you are instructing the flight computer to begin entry into the atmosphere. Your Y-WING FIGHTER comes on the screen 560 miles from where intelligence reports indicate that your adversary is hiding out. The bottom of the screen indicates the distance traveled and the distance to your destination.

The object is to find the enemy and then blow his base into space dust. To get there, you must avoid crashing into the surface of the planet (certain death) and at the same time, fight off anything that gets in your way (probable death).

As you come close to your destination, you must use more than fast reflexes to continue your journey. The right path to take may not be immediately obvious and you may have to trick some of your adversaries to continue. It is possible to successfully complete your mission.

The game ends when you crash land or some other unfortunate thing happens to you. You will then be asked if you want to play again. You have an option at this point to reset the ALL TIME HIGH SCORE by pressing "R". This option will also restart the game as if you answered "Y".

CONCLUSION --

Please don't copy Y-WING FIGHTER for use on other computers - besides being illegal, it will discourage us from writing other programs and then we both lose. Drop us a line if you have any comments about Y-WING FIGHTER or suggestions on any other software you would like to see.

In the planning stages are many more high quality games, simulations and other unique software to increase your enjoyment of your Heath system.

"Y-WING FIGHTER" requires an H89 or H8/H19, HDOS or CP/M and 48K of memory.

The logo for EVERYWARE features the word "EVERYWARE" in a bold, sans-serif font. To the left of the text is a stylized graphic consisting of horizontal lines of varying lengths, creating a sense of motion or a fan shape. Below the main text, the address "P.O. BOX 60802" and "SUNNYVALE, CA. 94088" is printed in a smaller, plain font.

EVERYWARE
P.O. BOX 60802
SUNNYVALE, CA. 94088