

SUPERVISION™

HERO HAWK

ENGLISH

I. GAME DESCRIPTION

Some Anti-Government Taiki gangsters had a military centre in an island of South America. They have been organising Anti-Government riots in various cities. The International Military Union thus orders a spy, coded as "HERO HAWK", to ruin the head office of this military centre.

II. GETTING STARTED

When the power is turned on, the logo and the title screen will be displayed. Pressing START key then will start the game at mission one.

III. HOW TO PLAY

Three missions are given to HERO HAWK. He must complete them one by one. The first mission is to sneak in the military centre, the second one is to bomb the enemy's bomb centre and the last one is to ruin their head office. Five lives and three super bombs are given at the onset. In addition, particular zones are pre-defined for mission completion. HERO HAWK can obtain information about these zones if he finds the map and press the SELECT key to display the map.

HERO HAWK must switch on all the bombs' timer in the stage and kill the old monster within the time limit before he can start the next mission. If he cannot complete the mission within the time limit, he will lose a life. The bombs are placed at positions with hawk labels. He can switch on the bomb's timer by stepping on the hawk marks. HERO HAWK will be hurt once he is fired by the enemies, collides with the enemies or electric net or steps into the ground boss. (except when he is entering the next zones or at the beginning of a new life) And he will be killed after being hurt for five times. Thus, HERO HAWK must take caution of his pace. Also, he can kill the enemies by shooting at them or by initiating a super bomb. He can shoot by pressing button A and he can initiate the tremendous bomb explosion by pressing button B.

During the game, eight types of prizes are available for collection after you shoot the box with letter P. The functions of each prize are as follows:

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| 1. Shoes | — it increases the speed of HERO HAWK but it is valid only in the stage he gets it |
| 2. Bullet | — it increases the shooting power but it is valid only in the stage where he gets it |
| 3. Super bomb | — it can kill all the enemies on the screen, three bombs are given at a time and it can be accumulated up to nine. Despite the quantity you have, it will be reduced to three after passing to the next stage |
| 4. Clock | — it increases the time allowed for mission completion by five minutes |
| 5. Bullet-proof clothes | — evade from any attacks for three times but it is valid in the current stage |
| 6. Chicken | — fill up the life force of the current life |
| 7. Bread | — increase the life force by one point |
| 8. Indicator | — it indicates the map of the particular zones for the current mission, the keys are as follows |
| i. Hawk block - indicates your relative position in particular zones of the current mission | |
| ii. Cross block - indicates zones where all bomb timers are switched on | |
| iii. Black block - indicates the position of the current zones | |
| iv. B block - indicates the position of the old monster | |
| v. Black line - indicates the position of two-way doors | |
| vi. Grey line - indicates the position of one-way door | |

IV. KEY ASSIGNMENT

KEYS	FUNCTIONS
START	Start/pause the game
SELECT	To display the map when finding it
UP	Move Hero Hawk upward
DOWN	Move Hero Hawk downward
LEFT	Move Hero Hawk to the left
RIGHT	Move Hero Hawk to the right
A	Fire
B	Initiate bomb explosion