

# SKYFOX II™

Included in your package are two 5.25" disks. One disk is labelled 4-Color; the other is labelled 16-Color. Use the 4-Color disk if you have a CGA (Color Graphics Adaptor), or the 16-Color disk if you have an EGA (Enhanced Graphics Adaptor) or Tandy system. If you have a 3.5" disk, both versions of the program are on the same disk. Refer to the instructions below for information on your specific configuration.

## Getting Started from a Floppy Disk

Plug in your mouse or joystick, if you're using one. If you have a Tandy, plug the joystick into the left port. Boot your system with DOS, then make a backup copy of your Skyfox II program using DISKCOPY (consult your DOS manual for instructions). If you have a CGA system and a 5.25" drive, copy the 4-Color disk. If you have an EGA or Tandy system with a 5.25" drive, copy the 16-Color disk. If your system has a 3.5" drive, copy the 3.5" disk.

## Getting Started from a Hard Disk

To install Skyfox II from a 5.25" drive:

1. If you have a CGA system, insert the 4-Color disk in your drive and type INST4 C: at the A>. Then follow the onscreen instructions.
2. If you have an EGA or Tandy system, insert the 4-Color disk in your drive and type INST16 C: at the A>. You will be prompted to insert the 16-Color disk. Follow the onscreen instructions.

To install Skyfox II from a 3.5" disk:

1. Insert the 3.5" disk in your drive. If you have a CGA system, type INST4 C: at the A>. If you have an EGA or Tandy system, type INST16 C: at the A>.

## Playing from a Floppy or Hard Disk

First, boot your system with DOS. If you are playing from a floppy disk, put the appropriate disk copy in drive A. If you are playing from a hard disk, go to the C>.

CGA owners: Type SKYFOX4

EGA owners: Type SKYFOX16

Tandy owners: Type SKYFOX16 T

Mouse users: If you have a Microsoft or Microsoft-compatible mouse, type SKYFOX4 M, SKYFOX16 M, or SKYFOX16 T M.

To bypass the credits, type SKYFOX4 C, SKYFOX16 C, or SKYFOX16 T C. For example, if you are using the 16-Color version of Skyfox II and a mouse, type: SKYFOX16 M C.

To view the Demo, type SKYFOX4 D, SKYFOX16 D, or SKYFOX16 T D. To quit the Demo, press **Ctrl-Q** to return to the DOS prompt.

**Note:** On some computer systems, the drive light may remain on during game play.

**Note to Joystick Users:** To enable the joystick at any point, press **Ctrl-J**. To enable the keyboard, press **Ctrl-K**.

## Joystick, Mouse and Keyboard Controls

Joystick control in the IBM works as follows: In flight, push the joystick forward to dive, back to climb, and left or right to change the direction of flight. Press the joystick button to fire neutron disruptors. When you're docked, or when using the Federation computer, use the joystick to position the cursor directly over the option you want, then press the button to select.

If you are using a **mouse** to control flight, push it forward to dive, back to climb, and left or right to change the direction of flight. To fire the neutron disruptors, or to make a menu selection when docked, press the **left** mouse button.

If you do not have access to a mouse or a joystick, you can use the **numeric keypad** for directional control (the keypad simulates a joystick). Pressing a key and holding it down is like pushing a joystick in that direction. Think of the **5** key as the center, and press the appropriate key to set your craft in a particular direction (i.e., **9** sends the Skyfox down and to the right). The **right directional arrow** or **Alt** are your substitutes for the joystick button on a Tandy. If you have an IBM, the **Alt** and **+** keys are your joystick button substitutes.

## Cockpit Controls

- 0-9**      *Speed.* 0 = stop; 9 = 9,000 KPS (Kilometers Per Second).
- A**        *Autopilot.* Toggles autopilot on/off.
- L**        *Location.* Toggles X,Y location on/off.
- Control-M**      *Muffler.* Toggles engine noise on/off.
- Control-Q**      *Quit.* Exits to DOS.
- Control-R**      *Rescue.* Quit current conflict to Mission Evaluation screen of the Federation computer.
- Control-S**      *Silencer.* Toggles all sound on/off.
- Control-J**      *Joystick.* Enables joystick control.
- Control-K**      *Keyboard.* Enables keyboard control.
- Tab**        *Tab forward.* Toggle forward to next menu selection.
- D**        *Dock.* Dock when you're close to a friendly starbase (see section 4.4 for details).
- Del**        *Deceive.* Toggles deceptor device on and off.
- I**        *Information.* Intercepts Xenomorph transmissions (just in certain conflicts; check Overview of Possible Conflicts).
- Enter**        *Target Scan.* Toggle between HUD targets — watch the Target Identifier window.
- M**        *Mines.* Drops anti-matter mines.
- O**        *Overview.* Displays overview map. To put the map away, press your joystick or mouse button. If you're using the keyboard, press the **+** or **Alt** keys on an IBM, and the **+** or **right directional arrow** key on a Tandy to remove the map.
- P**        *Pause.* Catch your breath, then press **P** again to continue.
- R**        *Repair.* Functions only when you're docked at a starbase.

S                    *Shield*. Toggles defense screens on and off.  
Spacebar        *Photons*. Fires photon pulse bombs.

### Scan Monitor Controls

F1                 Toggles between fore and aft screen views.  
F3                 Puts scan monitor in Long Range view.  
F5                 Puts scan monitor in Medium Range mode.  
F7                 Puts scan monitor in Short Range mode.

### Tips on Flight

Flight control instructions are, for the most part, identical to those in the C64 owner's manual. The few differences that exist are explained in the sections below.

### Navigation on the IBM

Wormholes appear as blue (CGA owners) or white (EGA owners) on your scan monitor. To enter, target it using your scanner display: as you approach, you'll see a red (CGA) or blue (EGA) stellar object. Reduce your speed to keep the wormhole in sight. The screen blurs as you travel through. See section 4.2.3 of your manual for more information on navigation.

### Speed

In the IBM version, your speed shows under the photons register in the cockpit, and not under the anti-matter mines. Refer to section 4.2.4 of the manual for more information.

### HUD (HEADS UP DISPLAY)

In the IBM version, the targeting ring does *not* change color to indicate the distance to a target or the likelihood of a hit.

The target identifier readout in the cockpit display displays the identity of objects that flash on the scan monitor and which are targeted by the HUD. The colors of the displayed objects appear in the IBM version as follows (refer to section 4.3.4 of the manual for more information on the HUD):

#### IBM: (EGA/Tandy)

Blue    Federation  
Red     Xenomorph/Third World

#### (CGA)

White            Federation  
Blue              Xenomorph/Third World

### Docking and Repair

Use the Repair command (see section 4.4 of the manual) to repair damaged systems. Damaged systems appear yellow when partially damaged and red when they're not functioning and require replacement. In the 4-color version, damaged systems appear white, and non-functioning systems appear in magenta. Undamaged systems are blue. Remember: repairs take time, and you may be subject to attack while performing them.

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