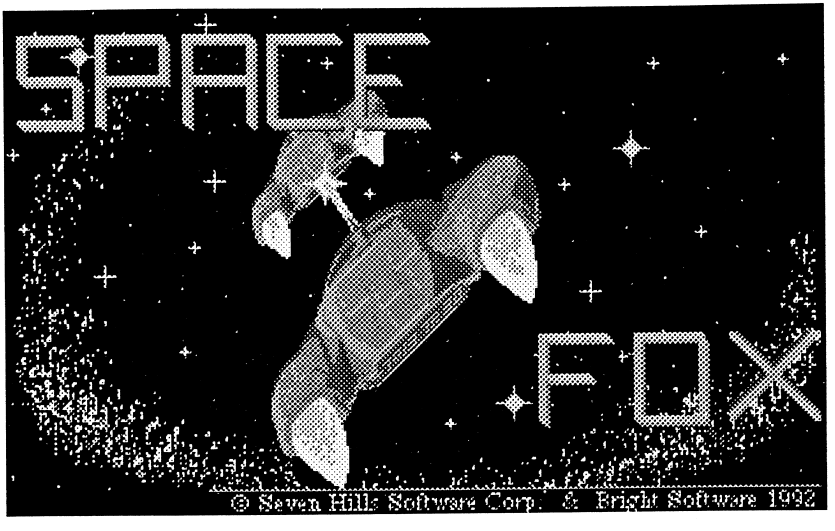
Space Fox



An exciting arcade game where you are the ace pilot who must guide your spaceship through nine levels of assorted bad guys. Your mission is to destroy The Brain at level ten but you'll need to collect fuel, shield power, and new weapons as you destroy your enemies. Skill and a bit of luck are needed to complete your mission because the higher the level, the harder it is to survive!

Space Fox features fast action, smooth, synchronized animations and sixteen-voice stereo music (over 1 MB of stimulating songs).

Requires an Apple IIgs with 1 MB memory and at least one 3.5" disk drive.

Seven Hills

Software

Space Fox

Congratulations on your purchase of Space Fox! Be sure to complete and return the postage-paid registration card so we can notify you about other new products as they become available.

Space Fox is a new arcade game for the Apple IIGS. In Space Fox you pilot a spaceship through nine levels of assorted enemies to reach "The Brain" in level ten. As you destroy the bad guys you'll collect fuel, shield power, and new weapons. You will need skill and a bit of luck to complete your mission because the higher the level, the harder it is to survive!

Space Fox is written in 100% assembly language so it's extremely fast. You will enjoy the smooth, synchronized animations. Throughout the game Space Fox plays sixteen-voice stereo music (it contains over 1MB of songs that were created with SoundSmith).

Space Fox represents hundreds of hours of development time. Please support our efforts and encourage future products by not allowing your family or friends to copy Space Fox. Every illegal copy of Space Fox is another vote for publishers to stop producing software for your Apple IIGS!

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Thanks To...

Bright Software for writing this super game. ***Matt Deatherage*** and the other supportive people at Apple Computer. ***Our user group "Partners"*** for telling people about our products. ***And you,*** for supporting our IIGS publishing efforts!

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Things You Need To Know

Requirements

To play Space Fox you need:

- An Apple IIGS with at least 1MB of memory
- Space Fox includes GS/OS—the "disk operating system." GS/OS requires internal ROM version of at least 01—when you turn on the computer, if the bottom of the screen does not show a version number, contact your authorized Apple dealer for an upgrade.
- One 3.5" disk drive (two disk drives, or a hard disk drive, can be used to avoid disk swapping)
- A joystick

Highly Recommended

- A color monitor
- A stereo card

Keys On Your Keyboard

Keys on the keyboard are referred to by the name printed on them (*Delete*, *Option*, *Control*, *A*, etc.). The Command key is shown as ⌘.

Steps

Steps you should follow are indented and numbered. For example:

① Start Space Fox.

② Beat the bad guys!

Making Working Copies

Before proceeding, protect the original disks by making sure that they are write-protected! Look at the hole in the upper-right corner of each of the original disks. The disk is write-protected if you can see through the hole. If you can't see through the hole, slide the tab so you can.

Whenever you purchase software you should make a working copy of each original disk. *NOTE: Space Fox is not copy-**protected**, but it is copy**righted**. Please do not make copies for your family or friends—every illegal copy you see is a vote **against** friendly software and **for** copy-protection and higher prices.*

After making your working copies (either onto a hard drive or onto 3.5" disks) you should store the original disks in a safe place so if a problem ever develops with a working copy another can be made from the original disk. If a problem ever develops with an original disk, contact Seven Hills Software for replacement information.

Installing Onto 3.5" Disks

This section describes installing Space Fox onto 3.5" disks. If you are installing Space Fox onto a hard disk drive, skip to the section titled "Installing Onto A Hard Disk Drive."

① Make an exact disk copy of each of the enclosed disks using any disk-copy program you are familiar with. *NOTE: If you use the Finder to make the disk copies, after copying be sure the new disk names are identical to the original disk names!*

② Store all the original Space Fox disks in a safe place.

Your working copies are now ready to use...skip to the *Starting Space Fox* section!

Installing Onto A Hard Disk Drive

Installing Space Fox on a hard drive is just a matter of copying some files from each of the supplied disks to your hard drive. This section describes which files to copy and where to put them.

Because you have a hard drive, we assume you are familiar with file management and using Apple's Finder, so that topic is not covered in-depth here. If you need more information on using the Finder, refer to the manuals that came with your Apple IIGS.

① Create a new folder named "Space Fox" on your hard disk drive.

② Insert the disk labeled *Space Fox Program* and open it.

③ Copy the "Space Fox" file and the "Data" folder into the Space Fox folder on your hard drive.

④ Open the Icons folder and copy the "Space Fox.Icon" file into the Icons folder on your hard drive.

⑤ Drag the *Space Fox Program* disk into the trash to eject it and remove its icon from the desktop.

⑥ Open the Space Fox folder on your hard disk drive.

⑦ Open the Data folder and locate the Songs folder.

⑧ Insert the disk labeled *Space Fox Songs* and open it.

⑨ Select all the files and drag them into the Songs folder on your hard disk drive.

⑩ Drag the *Space Fox Songs* disk into the trash to eject it and remove its icon from the desktop.

The installation is now complete and you're ready to start Space Fox!

Starting Space Fox

If you installed Space Fox on a hard drive:

① Start up the computer and launch Apple's Finder.

② Open the Space Fox folder on your hard disk drive.

③ Click on the Space Fox icon to select it.

④ Choose Open from the File menu to start Space Fox. *NOTE: You can also double-click the Space Fox icon to open it.*

If you installed Space Fox on 3.5" disks:

① Insert your copy of the *Startup* disk into the startup 3.5" disk drive.

② Turn on your monitor and computer (if the computer is already on, hold down ⌘-Control and press Reset). The 3.5" disk drive will come on and begin loading the program launcher. *NOTE: If you did not set your 3.5" disk drive to be the startup slot, the computer will try to start up from some other disk drive. If you get the message "Check Startup Device," hold down the Control key and press Reset. At the prompt type* **PR#5** *(assuming your 3.5" disk is in slot 5) and press Return.*

③ When the Out To Launch program appears, click the Launch Other button.

④ Insert your copy of the *Space Fox Program* disk (if you have only one 3.5" disk drive, eject the *Startup* disk and insert your *Space Fox Program* disk).

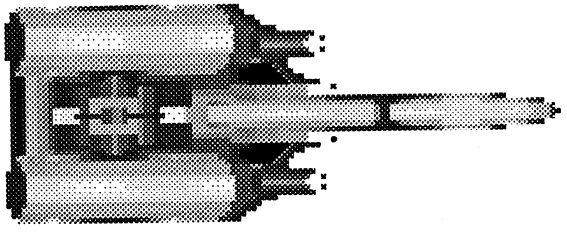
⑤ Open the Space Fox program icon.

If you have two 3.5" disk drives you can insert your copy of the *Space Fox Songs* disk into the second disk drive (otherwise, during the game you will be prompted to switch disks).

Playing Space Fox

Your Spaceship

You begin your quest with a barely adequate spaceship: It has a straight-shooting cannon with two slow shots, a medium shield capacity and a medium fuel tank. You will have to play carefully to increase these features by catching different bonuses.



Your fuel slowly decreases while you are flying. When your tank is empty your ship explodes. If your ship explodes you lose all the equipment gained since the last time you docked at a space station.

Here is a brief description of the levels:

Level 1	Getting Started
Level 2	Meteors
Level 3	The Enemy Base
Level 4	Worms
Level 5	Hyperspace
Level 6	The Slimer
Level 7	Technology
Level 8	Fire Planet
Level 9	Ice Cave
Final Level	The Brain

To complete your mission you must destroy The Brain in the final duel.

Your commanders have given you five ships with which to complete your mission. If you destroy all five ships they'll send you back to training school and you'll have to start your quest all over again. If you perform well then they'll award you a "ship bonus"...collect five and you'll be trusted with an additional ship!

Your Controls

Joystick

You control your ship movement with the joystick.

Button #0 on the joystick fires the weapon you are currently using. You can hold down the button for auto-firing.

Button #1 enables your ship's shield: The shield stays on as long as the button is held down, unless you run out of shield energy! The shield energy level quickly decreases when the shield is on; when the shield is off, the energy slowly increases.

Keyboard

ESC ..... Pause the game.

1 ..... Select weapon #1 (Straight). *NOTE: Initially this is the only weapon you have. You acquire additional weapons by collecting "new weapon" bonuses.*

2 ..... Select weapon #2 (Parallel).

3 ..... Select weapon #3 (Split).

4 ..... Select weapon #4 (Reverse).

5 ..... Select weapon #5 (Laser).

6 ..... Select weapon #6 (Auto Aim).

Control-M ..... Turn the music on/off.

Control-R ..... Restart the game from the beginning.

Control-Q ..... Quit the game.

Control-T ..... Switch between 50 and 60 Hertz (not available during the game). *WARNING: This option can only be used if you have a 50/60 Hertz monitor. In 60 Hertz the game is faster and more fun, but is harder to play. After changing the frequency the monitor may not display the picture correctly; use the VHold control on your monitor to stabilize the picture (read your monitor documentation for more details).*

Bonus Objects

To collect a bonus your ship must touch a bonus. *HINT: Bonus items aren't affected if you shoot them.*

Fuel bonus ..... Increases the ship's fuel.

Tank increase ..... Increases the ship's fuel tank capacity.

Shield bonus ..... Increases the ship's shield energy

Shield extended ..... Increases the ship's shield capacity

Extra shot ..... Increases the number of shots your weapon can fire.

Shotspeed increase ..... Speeds up the shots.

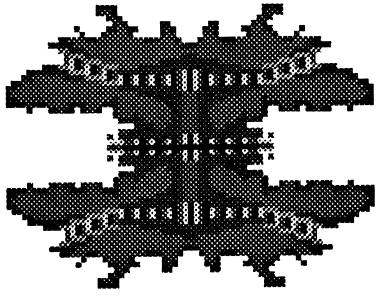
New weapon ..... Adds a new weapon to the ship's arsenal.

Ship bonus ..... Catch five of these to be awarded an extra ship.

...and some others you will have to discover for yourself!

The Space Stations

At the end of each level you have the opportunity to dock at a space station.



The space station recharges your ship's shield and reports your current weapons to your commanders. The station moves (each time in a different way) so it is not always easy to dock.

While docking is not required, it is an important part of the game: If your ship explodes in the next level, the replacement ship sent by your commanders will have the same features as the ship you had when you last docked.

While you are in the space station you can also select the weapon you want to start the next level with. This selection is only a matter of convenience because during play you can choose from any weapon currently available by pressing keys 1-6 (see the Controls section).

The Bad Guys

Here are just a few of the many enemies you'll encounter:

Smarty (10 points): He doesn't have any weapons and needs only one or two shots to be killed. He isn't very dangerous unless attacking in groups.

Scooby (20 points): He is a further development of Smarty. Equipped with a cannon and a radar, it tracks down your ship and releases a well-aimed shot. Fortunately he can only shoot once!

Meteors (100 points): They need ten shots to be destroyed, but sometimes you find interesting things in them. But watch out for meteor storms!

Valchy (300 points): He is well-armored and equipped with a powerful reloading weapon, giving him the ability to shoot several times. He often carries a bonus.

Enemies usually attack in groups. *HINT: You usually get a bonus if you destroy a whole attack wave (that's the case for the first three attack waves in the first level).*

NOTE: The top 100 high scores are saved to disk (if the disk is not write-protected).

Good Luck, Captain!