

Nintendo®

GAMEBOY™

DMG-WK-GPS

StarHawk™

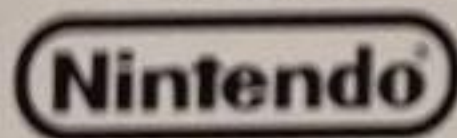
ACCOLADE™

Instruction Booklet



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your GameBoy System.

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AK

CAUTIONS DURING USE

- 1 If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2 This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3 Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4 Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5 Store the Game Pak in its protective case when not in use.
- 6 A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain

CAUTIONS (continued)

video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CREDITS

Designed by:	NMS Software
Produced by:	Chris Bankston
Tested by:	James Kucera, Steve Graziano, Robert Daly
Manual:	Jeff Wagner

Thank you for purchasing the Nintendo® GAMEBOY™ StarHawk Game Pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for future reference.

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INTRODUCTION

As a master mariner aboard the scout ship StarHawk, you have been sent to explore the Evil Empire of Axtar. You were prepared for almost anything — anything but the rampant mutants that infest this raging realm of never-ending combat. Half organic, half technological, the freakish life forms of Axtar have only one instinct: to attack.

Hordes of alien beasties come at you from all sides as your ship is transported from world to world through five levels. You shudder at the sight of grotesque globule-emitting eyeballs, terrifying buzzsaw-like energy disks, implacable poison jetting phenocrysts, and huge end-level bosses. As the battle rages on, you'll need nerves of steel and lightning quick reflexes to survive!

YOUR GOAL

Manoeuvre your ship safely through each of the five levels (worlds), destroying everything in your path. But be on guard! Enemies from all directions will be attempting to blow you out of the sky.

Once you complete a level, you'll confront that level's Big Boss. Quick and accurate shooting will be required in order to advance to the next level.

During battle, you'll run into tokens along the way. These need to be collected in order to change ships, re-energize ships, and activate shields.

Accumulate points for destroying enemies, bosses, and collecting certain tokens.

GETTING STARTED

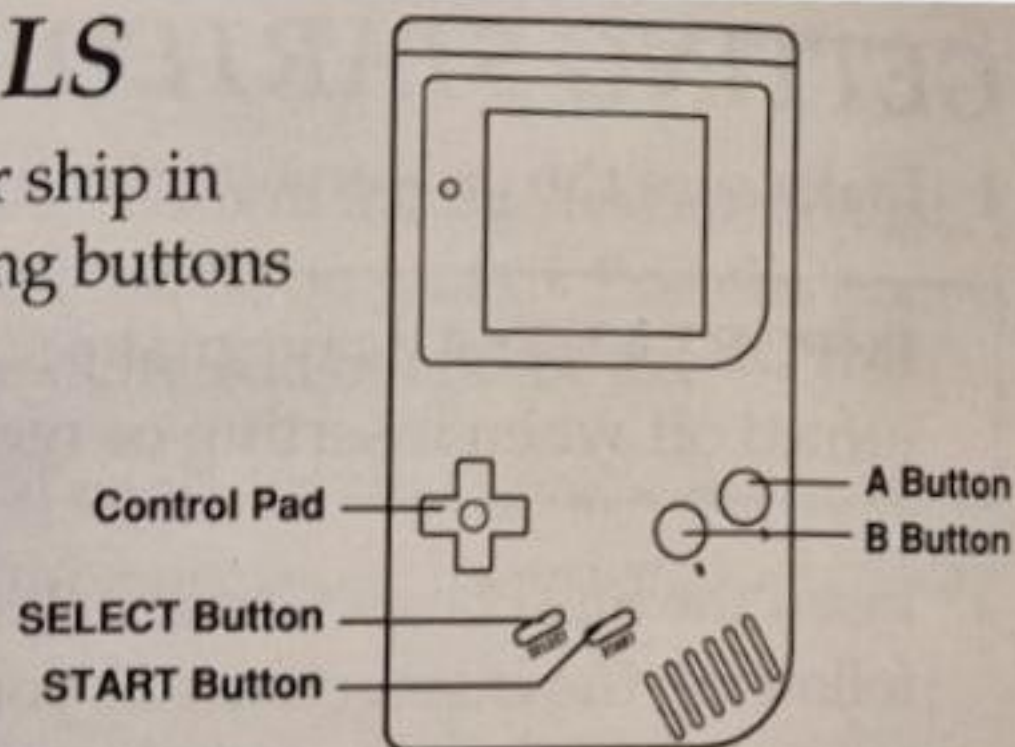
- 1 Make sure the power switch on your GameBoy™ is OFF.

IMPORTANT: Always make sure that the GameBoy™ is turned off when inserting or removing a Game Pak.

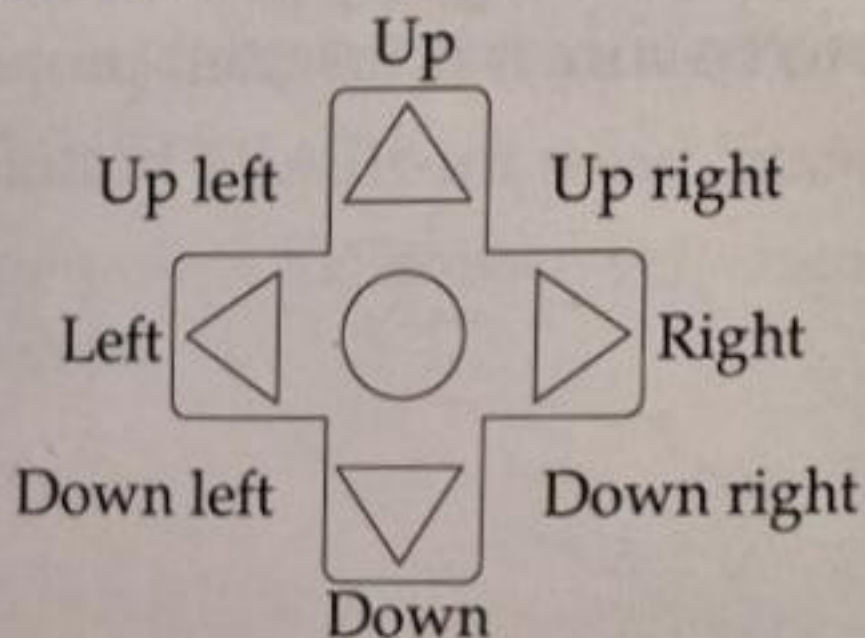
- 2 Insert the StarHawk Game Pak into the GameBoy™ by following the instructions in your user's manual.
- 3 Turn the power switch ON. If nothing appears on-screen, re-check your Game Pak to be sure it is inserted properly.
- 4 After the title screen appears, press the START button to begin a new game.

PLAYER CONTROLS

Use the Control Pad to steer your ship in eight directions, and the remaining buttons to select and fire weapons.



Control Pad



A Button

- Fire weapon
- Move cursor forward in Hi Score Screen

B Button

- Fire weapon
- Move cursor backward in Hi Score Screen

START Button

- Pause/unpause game
- Begin game from Main Menu or Options screen

SELECT Button

- Enter Options screen from Main Menu
- Select items in Options screen

PLAYING STARHAWK

The Main Menu

Enter the Game Options Menu or begin the game from the Main Menu. The Main Menu automatically appears after the title screens are displayed. When prompted, press **SELECT** to enter the Game Options screen, or **START** to begin the game.

Game Options

Determine difficulty level, choose the number of lives, and resume a game from the Game Options screen.

- Difficulty level: Two levels of difficulty are available: Easy and Hard. To select one:
 - 1 Press **SELECT** until the highlight box is over **Difficulty**.
 - 2 Press **▼/▲** on the Control Pad to move the on-screen arrow next to **Easy** or **Hard**.

- 3 Press **SELECT** to continue, or **START** to return to the Main Menu.
- **Lives:** You can have either 3, 4, or 5 lives in *StarHawk*. To chose:
 - 1 Press **SELECT** until the highlight box is over **Lives**.
 - 2 Press ◀/▶ on the Control Pad until the desired number of lives (3, 4, or 5) is displayed.
 - 3 Press **SELECT** to continue, or **START** to return to the Main Menu.
 - **Passcode:** Resume a game by entering the correct passcode. Here's how:
 - 1 Remember to jot down the six-letter passcode displayed at the end of the last round you played.
 - 2 Press **SELECT** until the highlight box is over **Passcode**.

Passcode (continued)

- 3 Press the **A Button** to enter an "A," or the **B Button** to enter a "B." You cannot back up and re-enter a letter. If you make a mistake, you must complete the passcode, then enter the entire passcode again.

Note: "A" and "B" are the only letters assigned in a passcode. See **Saving a Battle** for more information.

- 4 When the correct passcode is entered, you'll return to the Main Menu. Press **START** to continue the game after the last round you've completed.
- 5 If you enter a passcode the program doesn't recognize, you can either re-enter the passcode, press **SELECT** to continue, or **START** to return to the Main Menu.

The Game Screen



Play Area

Score

Lives Remaining

The Main Game screen is broken into the following three areas:

- **Play Area:** Where all the action takes place
- **Score:** Your score for the current game
- **Lives Remaining:** Number of lives you have left before "Continues" come into play (see **Continues**)

Ships and Weapons

Five other ships are available in addition to the StarHawk scout vessel, each represented by a different token. In order to change ships, you must collect the token of that ship (see Tokens and Continues). You'll start off each mission in the NitroHawk ship until you collect the token of another. Every ship has its own unique weapon. The six types of ships and their weapons are:

SHIP	WEAPON
NitroHawk	Normal Bullets
RoloHawk	Bouncer Bullets
StarHawk	Shells
BlastHawk	Blasters
LoneHawk	Scud missiles
HyperHawk	Lasers

The Bosses

At the end of each of the five levels (worlds), you'll confront the big boss of that level. And we mean big! Each boss is composed of up to seven sections, all of which must be destroyed before the boss is eliminated. Good luck!

Scoring

Points in StarHawk are awarded for the following:

POINTS	ACTION
10	Hit any enemy
125	Destroy a wall-mounted enemy
175	Destroy a flying enemy
200	Collect a power-up token
250	Destroy each section of a boss
5,000	Completely destroy a boss

Tokens and Continues

Here is a list of the tokens found in the game and their functions:



Change into the NitroHawk ship.



Change into the RoloHawk ship.



Change into the StarHawk ship.



Change into the BlastHawk ship.



Change into the LoneHawk ship.

Tokens and Continues (continued)



Change into the HyperHawk ship.



Power up. Temporarily increases the destructive power and velocity of weapons.



Protective shield. Temporarily protects selected ship from enemy fire.

Continues

A "Continue" allows you to proceed after all lives have been lost. You'll resume the game at the beginning of the last level you were on before losing your last life. You start each game with five Continues, but can gain a Continue for every 40,000 points earned.

After you lose all of your lives, the message "Continue? Yes" will appear. Press **START** to continue the game at the beginning of the last level you were on. If you wish to quit, press ◀ on the Control Pad to display "No" (or ▶ to re-display "Yes") and press **START**. You'll be returned to the opening title screen.

Extra Lives and Saving a Battle

You'll gain an extra life for every 20,000 points earned. You can have a maximum of nine lives.

Saving a Battle

After completing a level, you will be given a six letter passcode. This passcode will allow you to continue at the beginning of the level where you last left off. Be sure to write down the passcode if you plan on quitting before finishing the next level. (See **Passcode** for instructions on how to resume play).

Hi Score Screen

If you're good enough to earn one of the top 10 scores of all-time, you'll be prompted to enter three initials when the Hi Score screen appears. To do so:

- 1 The first character will automatically be highlighted. Press ◀/▶ on the Control Pad to scroll through the alphabet.
- 2 When the letter you want is displayed, press the **A Button** to move to the next character (or press the **B Button** to back up a character).
- 3 Press ◀/▶ on the Control Pad until the second letter you want is displayed.
- 4 Repeat the above for the third letter.
- 5 Press **START** when finished.

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**Accolade Europe Ltd.
Bowling House, Point Pleasant, Wandsworth SW18 1PE**

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