Y-WING II

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Welcome to another quality game from Evryware. Y-WING II is brought to you by Dave and Barry Murry and is a sequel to Y-WING FIGHTER.

BACKGROUND

As the altimeter spins wildly out of control, you have the light-headed, sinking feeling of being in an elevator whose cable just broke. The airframe shudders as your Y-Wing fighter hits the water's surface and you sink into the depths of the Stygian Sea. As your eyes adjust to the dark, you think back to what brought you here. After defeating the foe known only as the "enemy" on EW-1, you were returning to earth when a distress signal was received from the earth outpost on Tazgard. You bravely responded to the call.

The lush planet, Tazgard, is inhabited by a peaceful tribe of goatherds that settled on the shores of the Stygian Sea. The problems started some months ago when the goatherds noticed that goats began disappearing during the night. Then one night a herdsman caught a slimy creature dragging a screaming maiden toward the sea. The remains of the creature were taken to the authorities who determined it to be one of Stormslayer's evil scouts. The next morning, the goatherds radioed for help.

The sea-giant Stormslayer is determined to enslave or destroy all life on the planet. He lives in his chamber in the center of Tazgard's murky underworld, while his creatures patrol the many undersea channels leading to him. It is 3000 miles from the shores of the Stygian Sea to Stormslayer's chambers. As you travel, you descend deep into the bowels of Tazgard. Sometimes the seas open above you and sometimes you are in tight undersea channels with terrain on all sides. You can be sure that Stormslayer knows you're coming and will throw everything he's got at you.

You're piloting the Y-Wing fighter, a versatile fighting machine that is as effective below the surface of the water as it is in deepest space. It is armed with front and rear phasers and bombs that arc up or down. Although your Y-Wing fighter is the most sophisticated fighting machine this side of a Skullerian death ship, its engines will be damaged if it collides with one of the many creatures of the deep. If you glide safely to flat terrain, your engines are repaired and you can take off again. Your ship's hull can withstand two hits with most sea creatures, but the third hit sends you to that home in the sky for old fighter pilots.

Stormslayer ordered his surface ships to electrify the surface of the water so don't expect any help from the rear. This also prevents you from escaping the watery domain of Stormslayer without slaying him. You have a bit of electrical trickery up your sleeve, too. After leaving EW-1 you paused for a pit stop on Yargon. Here mechanics pounded out the dents from your recent battle and you picked up a supply of bombs. You also had them install the new JS-419 high performance Matter-Zapper. When activated, the JS-419 sends out a powerful electrical charge that is capable of destroying just about anything within thirty miles that is smaller than a Tazgardian cavern spider! Once used, the Matter-Zapper could take as long as 200 miles before it is fully recharged.

Control the speed and altitude of your Y-WING FIGHTER by using the keypad as shown at right. To shoot, 'A' launches the rear phaser and 'S' launches the forward phaser. 'W' or 'E' launches an "up" bomb and 'Z' or 'X' drops a "down" bomb. To trigger your JS-419 Matter-Zapper, press either the space bar or 'O' on the keypad.

7 UP & LEFT	8 UP	9 UP & RIGHT
4 LEFT	5 HOVER	6 RIGHT
1 DOWN & LEFT	2 DOWN	3 DOWN & RIGHT

KEYPAD

TO PLAY

Y-WING II first shows a list of up to 20 names, their high scores and the mile where each person last landed.   If your name is on the list, you are asked if you want to start close to your previous landing site.   If you choose not to, you begin at the beginning. If you press 'R', your recorded position is reset to 0.

The game begins just after you've entered the Stygian sea.   The bottom of the screen shows the distance traveled, the Matter-Zapper indicator and the distance to Stormslayer's keep. The Matter-Zapper indicator will light up when it is ready to be used.   By voluntarily landing your fighter, your progress is recorded and the next time you start, you have the option of beginning near this position instead of having to start at the beginning.

If your Y-Wing fighter becomes damaged during your quest for Stormslayer, you may survive by gliding to a safe landing. Try to land on the most level spot within reach. While damaged, your fighter does not respond to the climb, descend, or weapon controls but your direction can be controlled with the "4", "5", and "6" keys on the kepyad. If you make a safe landing, your fighter will be repaired and you can take off to continue your quest.   Your fighter can only be damaged two times. The third time, it disentegrates and all is lost. The game ends when you crash into the underwater terrain, meet some unhappy fate, or conquer Stormslayer. You are then asked if you want to try again. A 'N' for no ends your quest and a 'Y' for yes leads you back to the Stygian sea.

HINTS

Land often to record your progress but choose your landing sites with care, Stormslayer's creatures can still get you! You can only land on a flat spot and must be going straight down ("2" key).

Use your Matter-Zapper only when you have to. Once fired, it may take up to 200 miles to recharge.

Stormslayer has a force shield that protects him from all but the most daring and clever Y-Wing fighter pilot. You can defeat him!

TO GET STARTED

DO NOT use the distribution disk to play Y-WING II since you may destroy the other files on this disk. First copy, onecopy or pip all of the YWING2 files to one of your disks. If you are using CP/M, you should "log in" to the drive that contains the YWING2 files. For example, if all of the files are on disk C:, enter the command "C:". You can now start by typing "YWING2".

CONCLUSION

Y-WING II is sold for use on your computer only. If you enjoy it, please don't copy it for your friends. We try to produce high quality software at low cost. This means we have to sell hundreds of copies just to break even. Everytime someone gives a copy away, they bring us closer to raising our prices, or worse. Thank you.

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