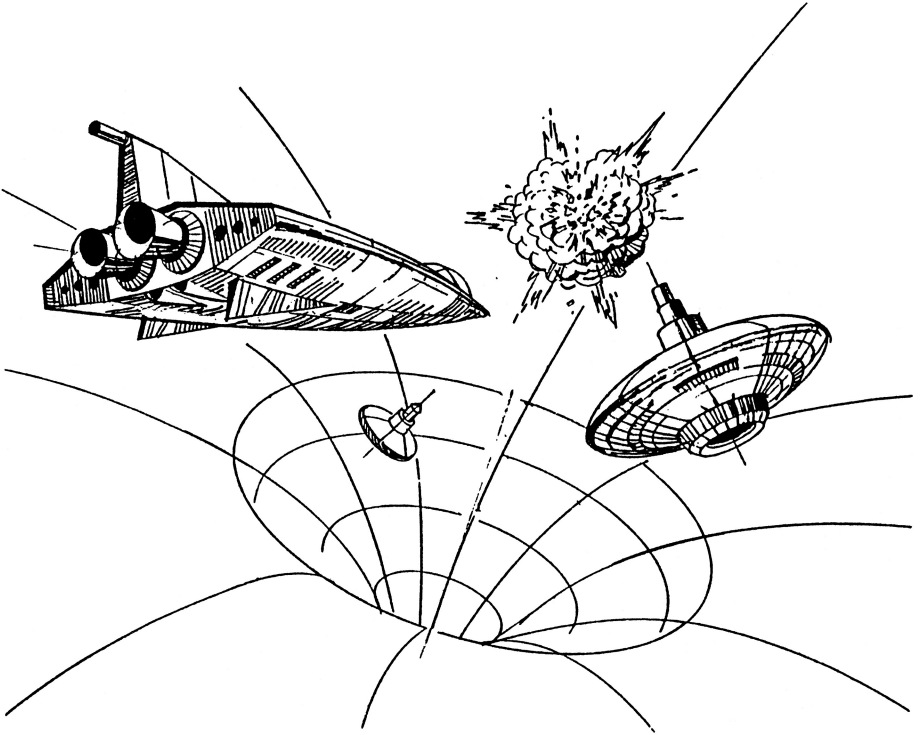


Black Hole



MINIMUM REQUIREMENTS

- TI-99/4A Home Computer
- Joysticks Required

BLACK HOLE

INTRODUCTION - Captain Drake, acting under orders from the Security Counsel has entered the dreaded Black Hole Sector A with his two space ships. His mission - blast through the Emperor's infamous Black Hole fleet, with superior fire power and present an ultimatum to the Emperor.

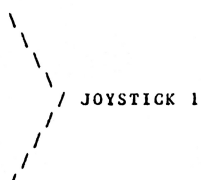
SETUP:

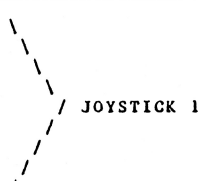
- 1) Insert the module into the slot on the console. Turn the computer ON, and wait for the master title screen to appear.
- 2a) TI/MYARC Disk Controllers - Press any key to make the master selection list appear. Press the key corresponding to the number beside BLACK HOLE.
- 2b) CorComp Disk Controller - Press the space bar twice to make the master selection list appear. Press the key corresponding to the number beside BLACK HOLE.

Note: To remove the module, power OFF the the computer. Then remove the module from the slot.

Once loaded, the game will display the title screen. Start the game by pressing any key. Make sure the ALPHA LOCK is OFF.

GAME PLAY - Either joystick 1 or joystick 2 may be used to control ship 1 or ship 2 which must prevent the BLACK HOLE Fleet from overrunning civilization.

OPTION 1	
Direction (1 Player - Left Ship)	(1 Player - Left Ship)
Up Down Left Right Left & Up Right & Up Left & Down Right & Down Fire	 JOYSTICK 2

OPTION 2/3	
Direction (2 Player - Left Ship)	(Player 2 - Right Ship)
Up Down Left Right Left & Up Right & Up Left & Down Right & Down Fire	 JOYSTICK 2

Black Hole was written by Ed Lee and Steve Lampke (Cactus Eaters Inc.)

SPECIAL KEYS

- P - Puts protection on both ships. Protection is removed from each ship that fires next.
- FCTN 3 4 3 - (PROCEED) Cheat mode, enables practice. To choose level 1-10, press keys 1-9 for levels 1-9. Select level 10 by pressing the ENTER key.
- FCTN 8 - (REDO) Restarts the game with same player option and level.

GAME PROGRESSION - The number of ships in a given Assault is increased from level to level. Assaults are composed of basically two types of Black Hole ships. Each Black Hole ship fires in the left and right direction. The device fired is a mini Neutron Saucer that detonates upon impact, unless protection is on your ships. In this case the mini Neutron Saucers will not detonate until you cause that particular ship to fire for the first time, or the first time after a protection pause.. Both Black Hole ships fire in either horizontal direction. If the neutron Saucers or the Black Hole ships collide with your ships and your ships are not protected, then they are destroyed.

Your two ship types consist of a Norse Head Class Battle Cruiser which fires from it's horn-like missile towers in the upward direction. the second type is the Bowditch Leg Class Dreadnought which fires in the direction of travel. both ships fly in any direction.

You have five ships of the Norse Head Class Battle Cruisers and five of the Bowditch Leg Class Dreadnaughts. One of each are on the screen with up to four shown at the bottom of the screen, in reserve.

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FEEDBACK

Customer comments are VERY important to us. Please let us know how you consider the product.

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HOME COMPUTER

TEXAS INSTRUMENTS



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