

The fight is coming to an end and it doesn't look good for our side. High command have recalled you, the great combat ace, to fly a lone mission against overwhelming odds, to win this desperate battle and ultimately, save mankind. We're all depending on you, so best of luck...

FLYING THE SHARK

Flying Shark is a one player game. To start the game after loading, press the fire button.

The joystick controls up, down, left and right movement as well as firing bullets.

The space-bar is used to release smart bombs.

LEVELS OF PLAY

There are five levels to Flying Shark. When you reach the end of a level, the new level will be loaded in from disc.

SCORING AND BONUSES

1000 bonus points for destroying entire Gold squadrons.

Destroying entire Red squadrons will release an [S] symbol. Pick up the symbol to gain extra fire-power.

Destroying entire Silver squadrons will release a [1UP] symbol. Pick up the symbol to gain an extra life.

Pick up any [B] symbols to gain extra smart bombs.

LOADING INSTRUCTIONS

Switch on your Amiga and insert the disc when you are asked for the workbench disc

To start the game, press FIRE on the joystick.

NB: Before starting the game, you can select Easy or Hard modes by pushing the joystick left for easy or right for hard.
