

**010f2c10-2**

**COLLABORATORS**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 8, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 010f2c10-2

### 1.1 "

BANSHEE FLIGHT MANUAL

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Virus Warning

Loading Instructions

Loading Tips

Overview

Recipe For A Blast - The Story

Chocks Away!

OPTIONS

Fly By The Seat Of Your Pants

CONTROLS

SCREEN DISPLAY

PICK UPS

THE LEVELS

COMBAT CLUES

CREDITS

### 1.2 "

This product is guaranteed by Core Design Ltd. to be virus free. Core Design Ltd. accept no responsibility for damage caused to this product through virus infection. To avoid the risk of infecting this product with a virus, please follow these simple procedures:

1. Before loading the disks, make sure that they are write-protected. This prevents any virus writing itself to them.
2. Always switch your machine off for at least 30 seconds before loading the game. Failure to do so may result in virus contamination of the master disks.
3. Never put the disks through a virus killer as this will destroy the information on them.

### 1.3 "

This Game requires an Amiga 1200 with at least 2Meg of RAM.

1. Turn off your computer.
2. Plug a joystick into port 2.
3. Turn on the computer.

MG: They dont mention about putting disk 1 into the drive  
but I'd advise this if you want it to werk! ;)

### 1.4 "

Should the screen title not appear within 45 seconds of turning on your machine, there may be a problem with your computer system. Check your computer connections and that the above instructions have been correctly carried out. If you are sure your computer is functioning correctly (i.e. other software loads successfully) and are still unable to load, then you may have a faulty disk.

Core Design Ltd. will replace free of charge any disks that have manufacturing or duplication defects. When returning damaged products, please return DISKS ONLY directly to Core Design Ltd. for immediate replacement.

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## 1.5 "

When the megalomaniacal alien dictator of the incredibly evil Styx Empire decides to Take over the world, only one man has the guts and the inventive genius to stand in his way: Sven Svardensvart - inventor, ace pilot, square-jawed hero and all-round good guy.

## 1.6 "

The place is Earth. The year, 1999, but the Earth of a different timeline, where the last two World Wars were never fought and aviation technology hasn't advanced beyond the power-propped plane. There are no microwave ovens and TV is still in black and white. (MG: It sounds like Wales!?) There are no Superpowers. Humankind lives peacefully- until... Blardax Maldrear, uglier than a Phreenian Foot-toad and the exquisitely evil alien emperor of the Styx Empire, has an exquisitely evil idea.. Wouldn't it be great (he thinks), if the exquisitely evil Styx Empire covered every last millimetre of good old planet Earth?

The invasion begins - and only one man stands in the way of Blardax's relentless lust for world domination - his name: Sven Svardensvart...

Sven escapes to the last free place on Earth and swiftly builds and incredible flying machine, bristling with guns, rockets and other deadly weapons. He calls this plane the 'Banshee' - and thus begins his one man rebellion against the exquisitely evil technological might of the Styxian invaders.

## 1.7 "

Banshee begins with a brief Introductory Sequence, followed by the Core Design logo. Next, the Banshee logo will appear followed by the Banshee Main Menu Title screen. If you wait a moment, you will see a short demonstration of the game which you may want to watch to get an idea of what to expect. If you decide to skip this screen and go to the Main Menu, press the Fire button at any time.

The Main Menu gives you the choice of starting a New Game or going to the Options screen to change the game settings. Use the Joystick to move up or down the list and press the Fire button to make your selection.

## 1.8 "

This is the screen where you can change the basic set-up of the game.

PLAYER 1 USES: Select to choose control method for player 1. You have  
~~~~~ the choice of Mouse, 1-Button Joystick or 2-Button Joystick.

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NOTE: player 1's controller is plugged into port 2.

PLAYER 2 USES: Select to choose control method for player 1. You have  
~~~~~ the choice of Mouse, 1-Button Joystick or 2-Button Joystick.

Keep players on screen (ON/OFF): This will allow you - in 2-player mode only  
- to choose whether or not you want to allow the Banshee planes to move  
off-screen when both planes are moving away from each other, horizontally.

DIFFICULTY LEVEL:  
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There are three difficulty levels in Banshee - Easy, Normal & Hard. With  
Easy selected, it will only be possible to play the first 2 levels and you  
wont be able to enter your name in the High Score List. With Normal or  
Hard selected, you can play all 4 levels.

SPLIT POWER UPS (ON/OFF):  
~~~~~

Only select for a 2-player game. In the 2-player version of Banshee, the  
Pick Up icons will usually appear in pairs. There are two ways in which  
you can collect them. Select ON and the icons appear in two colours, you  
will only be able to collect the Pick Up which corresponds to your player  
colour. Select OFF and the icons appear in one colour, they can then be  
collected by either player - allowing you to seriously annoy your friend  
by grabbing both Pick Ups before him/her.

## 1.9 "

You, as the player, take control of the heroic Sven Svardensvart as he flies  
his Banshee fighter-plane against the might of the exquisitely evil alien  
invaders. At any time during combat, a second player can join in by simply  
pressing the fire button (if a joystick is fitted) or the left mouse button  
(if using a mouse). Player 2 will then immediately take control of a  
second Banshee fighter and assist Sven in his attack on the incredibly  
malevolent and not-at-all-nice Styx Empire.

## 1.10 "

MOUSE: Left mouse button Loop-the-Loop. Right button fire.

1 BUTTON JOYSTICK: Press button to Fire.

Player 1 - Space Bar Loop-the-Loop

Player 2 - Numerical Keypad Loop-the-Loop

2 BUTTON JOYSTICK: Left button Loop-the-Loop. Right button Fire.

KEYBOARD CONTROLS: P - Pause. Escape - End Game

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## 1.11 "

See the file SCREEN.IFF included in this archive.

## 1.12 "

See the file PICKUPS.IFF included in this archive.

## 1.13 "

Level 1: Atlantikan Ocean

Objective: Fly to the harbour-town of Mova Schusha on the Eastern coast of the utterly evil Styx Empire and utterly, utterly destroy it.

Level 2: Styx City

Objective: Eliminate the incredibly scary and humungously powerful Styx City Guardian.

Level 3: Artic Wastes and Aridona Desert

Objective: Destroy the Defence Bunker at the Northern edge of the Aridona Desert, containing the rotten-to-the-core Styxian High Command, and steal the technology required to imbue your Banshee with a spaceflight capability.

Level 4: Planet Veenix - Styx Forward Command Base

Objective: Destroy the Base and thus obliterate the filthy alien stain of the disgusting Styx Empire from the Earth forever!

## 1.14 "

Airborne enemies are seriously damaged by your loop-the-loops.

Get a full Build-up and you won't lose any of your Pick-ups when your plane goes up in flames.

## 1.15 "



Programmed by: Søren Hannibal  
 Production Designer & Graphic Artist: Jacob Andersen  
 Music and Sound Effects: Martin Iveson  
 Music Player by: Jarno Paananen  
 Storyboard by: Jacob Anderson  
 & Guy Miller  
 Product Support: Bob Churchill, Troy Horton,  
 Guy Miller, Jamie Morton,  
 Darren Price, Adrian Smith &  
 David Ward  
 Produced by: Jeremy Smith  
 A CORE PRODUCTION (C) CORE DESIGN LTD., 1994

## 1.16 "

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|  /  /____|____/____\__1____|____/_\  :
«1____/---( A Touch Of Perfection )---1____|»
  
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-PRESENTS-

Banshee

- Flight Manual -

Original Suppliers: Mad Gunman & Mad Monkey  
 Docs Slave Typed By: Mad Gunman  
 Smart Piccys By: Mad Gunman