

## Introduction

Thank you for downloading **Fatal Encounter** Episode II! Before playing **Fatal Encounter** Episode II, be sure you have all the minimal requirements met. First of all, you need a 68020 or better, though a 68040 or better is recommended. Also, you need **HyperCard** version 2.3 or greater, and **Fatal Encounter** Episode I. Lastly, you'll need all the music files that came with **Fatal Encounter** Episode I, in the *Music* folder. Once you have all those requirements met, you are ready to play **Fatal Encounter** Episode II!

## Installation

To install **Fatal Encounter** Episode II, first unstuff the archive you downloaded. Then, drag the file named *Fatal Encounter Episode II* to the same folder as **Fatal Encounter** Episode I. Once this is done, double-click *Fatal Encounter Episode II* and you are ready to begin.

## Operation

Everything in Episode II is the same as in Episode I, except you'll be faced with some harder missions—but you have some better ships. Below we will go through descriptions of the new ship and the new missions.

### Mission 1

This is the first mission you do. Opposite to what the background plot might suggest, this is a defensive mission. You are just entering Pygøerian territory when four or so advanced Gamma-3 starfighters notice you, and consequentially, attack. You have to protect the fleet of GAREA ships from the Pygøerians.

### Mission 2—Winning Variation

Because you and your fleet jumped in towards the edge of the Pygøerian galaxy, the only starbases you can find are weak, distant, and isolated ones. You decide you might as well take out one of them to gain some “popularity.” Go on the offensive and destroy the outpost. All it takes are 5 shots. Watch out for the endless enemy CAP.

### Mission 2—Losing Variation

Now the Pygøerians know of your fleet's presence, so they are sending out a lot of ships to counteract your movements. Defend the fleet once more from the marauding troops of Pygøerian Gamma-3 fighters.

### Mission 3

You and your fleet decide it is time to take a large step forward. You discover that the planet PYG-7235, sector 014.6, the homeworld to a Pygøerian complex which maintains their complicated and intricate government system. Your job is to destroy that building. It takes 45 hits, but then again, you have nuclear weapons on your side...

---

## Advanced Ship

This new ship is stronger, faster, and more powerful than its predecessors. However, it is a bit on the expensive side, so the GAREA navy only uses it for specialized missions that involve heavy bombing. It is armed with 2 MG/66 Multi-Targeting Cloaked Nuclear Bombs, for pinpoint accuracy and stealth flight paths. When dropped, they automatically home in on the computer's primary target, cloak themselves, and use anti-grav shields to drop towards the target with enough accuracy to zero in on a doorknob from one A/U away!

It is stronger, too. It can survive approximately five hits before the self-destruct is initiated to prevent warp drive overload. Don't be fooled—the self-destruct sequence is for the safety of the universe. If the warp drive were to overload, it would create gigantic rifts in the delicate fabric of the space-time continuum.

Drop bombs by hitting the “B” key. Each hit from an enemy ship damages a different part of your ship. The first to go is the bombs, so watch it!

Fatal Encounter Episode II is copyright ©1996 Lightning Bolt Software. All rights reserved. Version 1.0. Episode II.