FLYING SHARK

FOR THE VECTREX. 1 PLAYER. VECTREX CONTROLLER.

FREEWARE. Flying Shark for the Vectrex is a free fan conversion of a 1987 arcade game. Selling it, or selling cartridges with it, is not allowed.

THE MISSION

You fly the Flying Shark, a lone biplane. Take off from your runway and fight through five stages of enemy fighters, tanks, gun turrets and warships. Clear a stage, land on the runway, cash in your spare bombs, and take off again.

THE TWO CARTRIDGES

Flying Shark comes in two parts. Each part is a cartridge image of its own.

Cartridge (file name)	Stages
Part 1 (fshark_part1)	1, 2 and 3
Part 2 (fshark_part2)	4 and 5

The title screen shows PART 1 or PART 2. Each part starts a new game with a score of 0. After the last stage of a part, END OF PART 1 or END OF PART 2 appears, then the title.

GETTING STARTED

1. Copy a cartridge image to your flash cartridge. **Each part is a 64K image.** Your flash cartridge must support 64K images with PB6 bank switching (VecMulti, VecFever and similar). A cartridge limited to 32K will not run it.
2. Insert the cartridge and switch on. The title page and the PLEASE PUSH page take turns.
3. Press any button to start. Your plane takes off at once.

CONTROLS

Control	Action
Joystick	Moves your plane in any direction. See ANALOG CONTROL.
Button 1	Fire. Each press fires at once. Hold it down for steady fire; tap it for faster fire.
Button 2	Bomb. See BOMBS.
Buttons 3, 4	Not used during play.
Any button	Starts a game. Takes a continue.

ANALOG CONTROL

Flying Shark uses the analog joystick of the Vectrex controller: a small push moves the plane slowly, a full push at full speed. Full speed is the arcade's. A tiny push near the centre does nothing. There is no calibration: you may touch the stick while switching on.

THE SCREEN

Your score is at the top left. Its last digit is always 0. Your spare planes show at the bottom left and your bombs at the bottom right. They appear for about three seconds when each plane starts and whenever they change. There is no high-score table.

THE ENEMY

FIGHTERS come from all sides. Some dive at you, some chase you, some swoop past.

FORMATIONS of fighters fly in together. Shoot down a whole formation for a prize. Plain formations leave an S. A formation with a **double bar across the wings** is worth 1000 points. A rare formation with a **ring on the nose** leaves a 1UP.

TANKS AND GUN TURRETS on the ground aim their shots at you.

BIG TARGETS: boats, armoured vehicles, warships and bombers take many hits.

An enemy bullet or an enemy aircraft that touches you costs a plane. Your plane flies over everything on the ground.

POWER-UPS

Fly into an item to collect it. Each one is worth 150 points.

Item	Effect
S in a box	Stronger guns: more shots, and faster. Up to 5 times.
B in a hexagon	One more bomb. Up to 10.
1UP	One more plane.

The S and the 1UP drift and bounce off the sides of the screen. The B stays where it fell and scrolls away with the ground. Some enemies leave a B.

BOMBS

Press button 2 to use one bomb: your plane drops a salvo of **three** bombs. They fly ahead and burst a moment later. The blasts hit every enemy inside them and **wipe out enemy bullets**. A new salvo waits until the last one is over. Each new plane and each new stage starts with 3 bombs.

LANDING AND THE BONUS COUNT

When you clear a stage, your plane lands on a runway. Every bomb you have left is counted off: **3000 points each**. The bonus then runs into your score and the next stage begins, straight from the runway. Your score, spare planes and guns carry over, and you get 3 fresh bombs.

STAGES AND PLANES

- You start with 3 planes: the one you fly and 2 spares.

- After a lost plane you start again a little before the place where you were hit. **The new plane has normal guns and 3 bombs.**
- You gain a plane at 50,000 points, at 200,000, then every 150,000 more (350,000, 500,000 and so on). A 1UP also gives one.
- The game is over when your last plane is lost.

CONTINUE

After GAME OVER comes CONTINUE PLAY and a count from 10 down to 0. Press any button before it runs out to play on:

- you start again on the same stage, a little before the place where you were hit;
- you have 3 planes, 3 bombs and normal guns;
- **your score goes back to 0**, and the extra planes count again from 50,000.

There is no limit to continues. If the count runs out, the title returns.

SCORING

Target	Points
Fighter	**200**
Gun turret	**200**
Ground emplacement	**100**
Tank	**180-400**
Boat or armoured vehicle	**300**
Large ground target, destroyed	**850-1,250**
Big ship, bomber or boss	**1,500-30,000**
Formation with wing bars	**1,000**
Item collected	**150**
Bomb left at the landing	**3,000**
Each hit on a big target	**20-70**

HINTS

- Tap button 1 for faster fire. Holding it fires more slowly.
- A bomb clears the enemy bullets around you. Use one when the screen fills up.
- A lost plane takes your bombs back to 3. Above 3, spend them before you are hit.
- Bombs you keep are worth 3000 each at the landing.
- Shoot every fighter in a formation to win its prize.

THIS VERSION

- The game logic is the arcade program's, converted to the Vectrex. The enemies, their attacks and the scoring are the arcade's.
- The music and sound effects are the arcade's, remade for the Vectrex sound chip.
- Left out: the arcade's high-score table and its two-player game.

CREDITS

Flying Shark arcade game: **Toaplan**, 1987. Published by **Taito**. Known in Japan as **Hishou Zame**.

Vectrex version, 2026: **Sad Enby Games**.

This is an unofficial fan conversion. It is freeware: you may copy and share it free of charge, but you may not sell it.