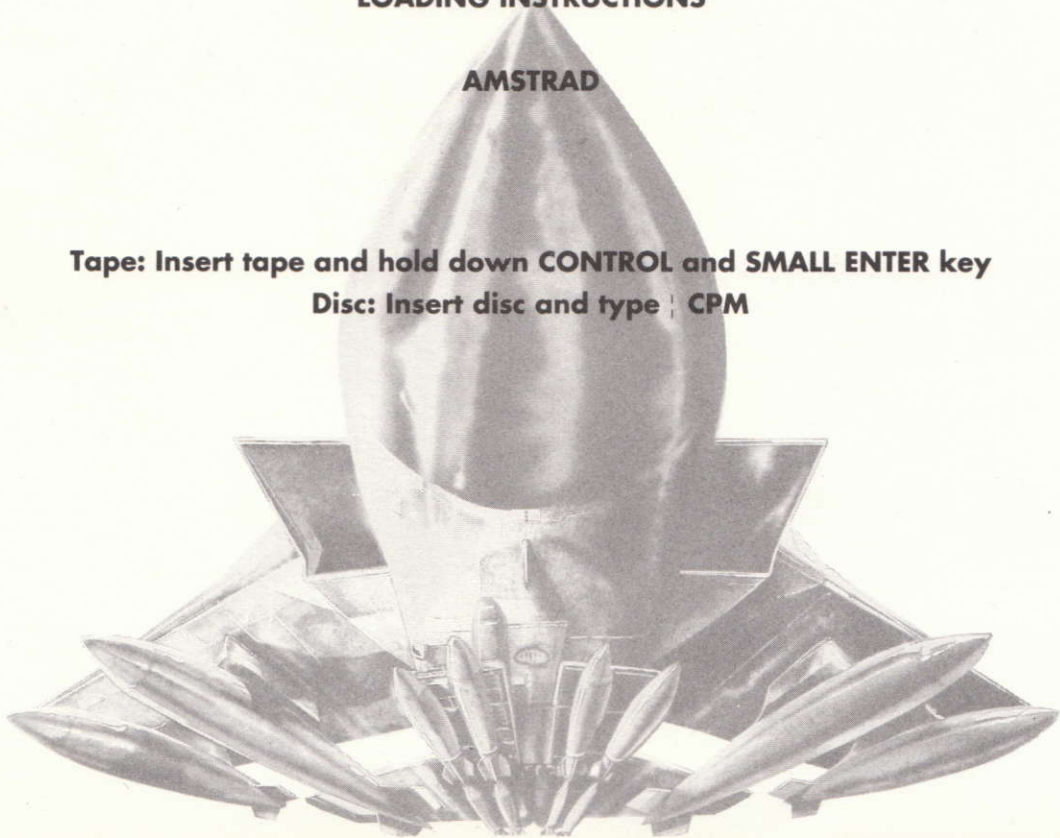


FIGHTER
BOMBER
QUICK REFERENCE GUIDE
LOADING INSTRUCTIONS

AMSTRAD

Tape: Insert tape and hold down CONTROL and SMALL ENTER key

Disc: Insert disc and type | CPM



FIGHTER BOMBER

Run "DISC

QUICK REFERENCE GUIDE AMSTRAD CPC CONTROL KEYS

FRONT END

Cursors - Control cursor (space to select)

FLIGHT CONTROLS

OPQA - Pitch and roll
< - > - Rudder
I - O - Thrust control
B - Air Brake
W - Wheel Brake

VIEW CONTROLS

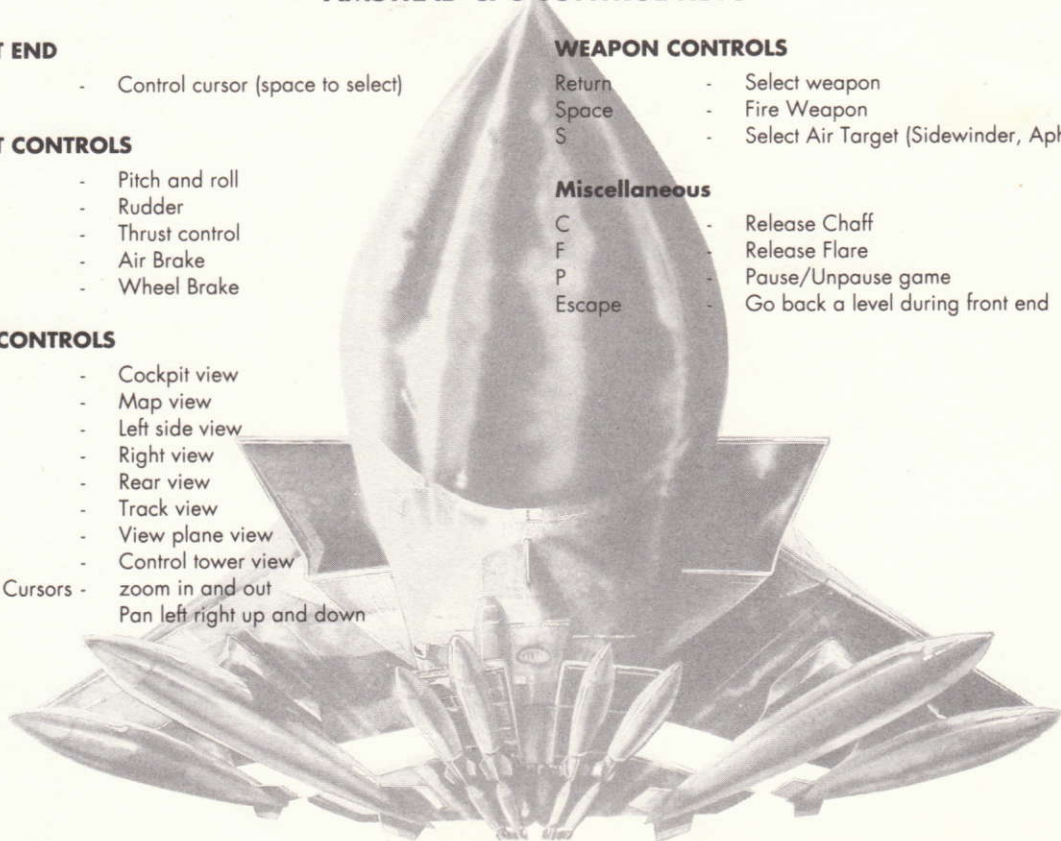
F1 - Cockpit view
F2 - Map view
F3 - Left side view
F4 - Right view
F5 - Rear view
F6 - Track view
F7 - View plane view
F8 - Control tower view
+ and - Cursors - zoom in and out
Pan left right up and down

WEAPON CONTROLS

Return - Select weapon
Space - Fire Weapon
S - Select Air Target (Sidewinder, Aphid)

Miscellaneous

C - Release Chaff
F - Release Flare
P - Pause/Unpause game
Escape - Go back a level during front end



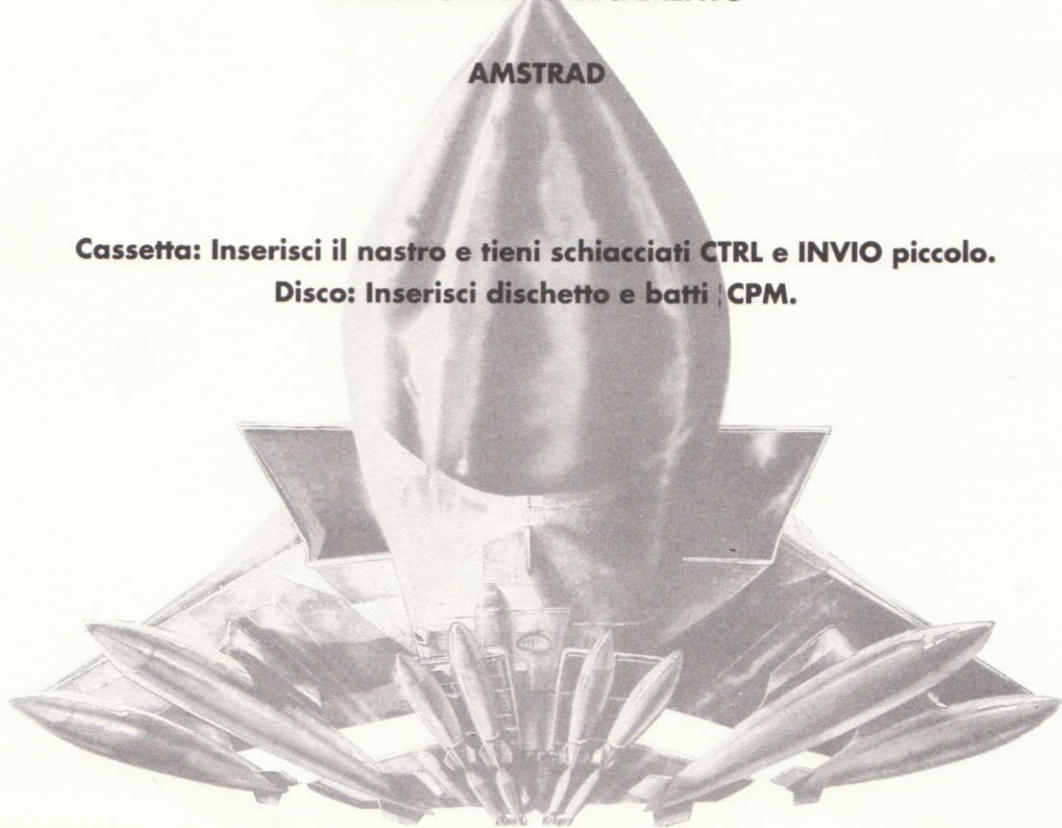
F I G H T E R BOMBER

QUICK REFERENCE GUIDE
ISTRUZIONI DI CARICAMENTO

AMSTRAD

Cassetta: Inserisci il nastro e tieni schiacciati CTRL e INVIO piccolo.

Disco: Inserisci dischetto e batti CPM.



BOMBER

QUICK REFERENCE GUIDE CONTROLLI AMSTRAD CPC

PRIMO PIANO

Cursori - Controllo cursore (Barra, per selezionare)

Controlli Volo

- OPQA - Puntare e ruotare
- < e > - Timoneria
- 1-0 - Controllo spinta
- B - Freni aria
- W - Freni ruote

CONTROLLI VISUALE

- F1 - Visuale abitacolo
- F2 - Visuale mappa
- F3 - Visuale lato sinistro
- F4 - Visuale lato destro
- F5 - Retrovisuale
- F6 - Visuale inseguimento
- F7 - Visuale aereo
- F8 - Visuale torre di controllo
- + e - Zoom avanti e indietro
- Cursori - Panoramica sinistra, destra, in alto, in basso

CONTROLLO ARMI

- Return - Seleziona arma
- Barra - Spara
- S - Seleziona bersaglio (Sidewinder, Aphid)

MISCELLANEA

- C - Sgancia lamine
- F - Sgancia bengala
- H - Pausa/Ripresa
- Esc - Scala un livello in primo piano

