

# Dive Bomber™

## Command Card

### for Commodore 64®/128™ computers

Read the Dive Bomber instruction manual for loading and general game-play instructions. Read this command card for keyboard controls and variations from the manual for the Commodore 64/128 version of the game.

## The Controls

- Press **L** once to drop a torpedo.
- Press **Q** to exit a practice session.
- Press **Restore** to return to the title screen.

## Taking Off and Landing

Set the wings to the Y (yes for locked) position during take-off and flight.

To land, your airspeed should be less than 250 mph and altitude between 100 and 300 feet. The nose of the plane must be level to land.

## Pilot's Screen

**Altimeter** The longer needle indicates altitude in hundreds of feet. The shorter needle indicates altitude in increments of 1000 feet.

**Artillery Rounds Remaining** This indicator is below the Vertical Speed gauge. (It is the green row of bullets.)

**Brake** The brake lever does not appear on the control panel. Press **K** to release the brake prior to take-off.

**Screen Selection Box** This selection box shows four numbers in the upper-left corner of the control panel.

**Torpedo** Press **L** once to drop a torpedo on the *Bismarck* when it is on screen.

**Note:** When you drop a torpedo, your altitude should be less than 1500 feet and your airspeed should be less than 250 mph.

## Engineer's Screen

**Cable (or Arrestor)** This is the hook that dangles from the rear of your plane and catches the landing cables on the *Ark Royal's* runway. Be sure it is up during take-off and flight, and down when landing.

**Camera** This option is not available.

**Fuel Tanks** The three numbered quadrants represent your three fuel tanks. To choose a fuel tank, move the cursor to the line above the tank. Highlight a tank by holding down the fire button and moving the joystick handle right or left. Select the highlighted tank by releasing the fire button. Main tank 2 is the default tank.

**Tail (or Tail Wheel)** For landing, switch this lever to the down position. Otherwise, keep it up during flight.

## Tail Gunner's Screen

**Screen Selection Box** This selection box is in the upper middle of the screen.

**Artillery Rounds Remaining** This indicator is below the Screen Selection Box.