

F-1 TORNADO



F1 TORNADO PROTECTION GRID

Using the grid matrix below, enter the shape of the symbol identified by the reference specified in the program.

Two correct entries are required to enable game playing.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	●	□	●	☆	▲	☆	C	▲	C	▲	●	▲	●	□	▲	☆
1	C	☆	●	C	☆	▲	☆	▲	●	C	▲	C	☆	□	C	●
2	▲	□	C	●	C	☆	C	▲	□	●	□	C	☆	●	☆	□
3	□	●	☆	▲	●	C	▲	☆	□	C	●	▲	▲	C	☆	▲
4	□	●	▲	▲	C	□	●	▲	□	☆	●	□	C	□	●	▲
5	●	☆	□	C	☆	□	☆	●	☆	▲	□	▲	C	●	☆	☆
6	▲	●	C	C	▲	C	●	▲	●	●	□	C	☆	C	●	●
7	□	□	□	●	□	☆	□	☆	C	☆	●	□	☆	C	□	C
8	●	●	▲	C	C	☆	C	▲	●	▲	□	☆	C	▲	▲	□
9	C	▲	□	C	●	☆	□	▲	☆	▲	□	●	☆	□	●	☆
10	□	●	●	□	☆	□	▲	□	▲	□	▲	C	□	□	▲	C
11	▲	☆	C	▲	●	□	▲	●	☆	C	C	●	●	▲	●	□
12	C	□	▲	☆	☆	□	▲	□	C	□	☆	▲	C	☆	□	▲
13	●	C	▲	●	▲	●	☆	☆	☆	▲	C	☆	●	▲	▲	☆
14	□	●	●	C	□	☆	▲	□	☆	□	□	●	□	●	▲	●
15	□	▲	□	□	▲	●	●	□	C	▲	C	▲	C	□	●	□

F1 TORNADO INSTRUCTIONS

ATARI ST LOADING INSTRUCTIONS

Switch on the computer and place the **F1 TORNADO** disk in the drive. The game then loads automatically.

AMIGA LOADING INSTRUCTIONS

Switch on the computer. When the "**Workbench**" prompt appears, insert the **F1 TORNADO** disk in the drive, and the game then loads automatically.

OPERATIONAL BRIEF

The F1 Tornado flies from the allies Aircraft Carrier based on the edge of the Gulf battle zone. Your mission is to seek out and destroy all enemy installations, frigates, aircrafts, tanks and gun emplacements.

As well as oil-cooled Machine Fire, the F1 Tornado is also armed with Target Allocating Missiles capable of destroying sea level enemy installations.

All Weapon Systems are controlled via the Head Up Computer Display.

Prepare for battle....you only have three chances to complete your mission....Best of Luck....

OPTIONS

The F1 Tornado is controlled via a **JOYSTICK** connected to the relevant port on the 16-Bit machine.

The playing area is shown at the top of the screen, with the following pieces of information shown on the control panel from left to right at the bottom of the screen:

SCORE -	gives details of current mission hit rate
PLANE ICONS -	shows the number of aircraft remaining for the present mission-
DAMAGE METER -	direct hits inflict damage on the F1 Tornado. Maximum damage results in loss of aircraft
AIR SPEED INDICATOR -	shows present speed of aircraft
RADAR SCREEN -	incoming enemy are logged on radar before they appear in flight path. The Head Up computer uses this information to identify possible hostile activities and targets
HEIGHT -	gives height of F1 Tornado above sea level
FUEL -	fuel remaining in main tanks is displayed for pilot information

FIGHTING PROCEDURE

The main square cross hatches identifies the possible targets within present range. The Head Up Computer automatically locates enemy aircraft and locks on target, which is indicated by a square appearing on the screen beside the selected aircraft. Pressing **FIRE** initiates the Machine Guns to destroy the selected target.

Ground installations and helicopters are selected automatically by the computer for Target Allocating Missile attack. A Head Up Computer "**Lock On**" is indicated by a circle appearing on

the target. Pressing and holding down the **FIRE** button initiates a Missile launch. As Target Allocating Missiles have their own engine propulsion units, fuel is lost when a Missile is despatched.

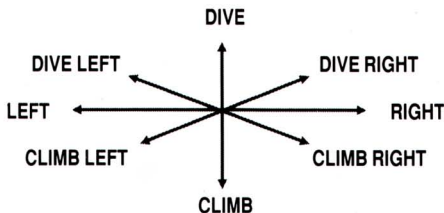
During normal mission activities, icons appear which are collected by flying through the symbol as it passes through the F1's airspace.

X - repairs damage to the F1 Tornado

F - re-fuels the aircraft's tanks

Extra thrust can be developed from the engines by pressing the Space Bar. This extra thrust is extremely costly in terms of fuel and should only be used sparingly.

JOYSTICK CONTROLS



FIRE BUTTON - MACHINE GUN BURST

HELD DOWN FIRE BUTTON - MISSILE LAUNCH

"P" - Pause/Un-Pause

Program: Quex Development
Additional Graphics: Neil Hislop
Music: Stuart Taylor
FX: David Taylor
Made in UK

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