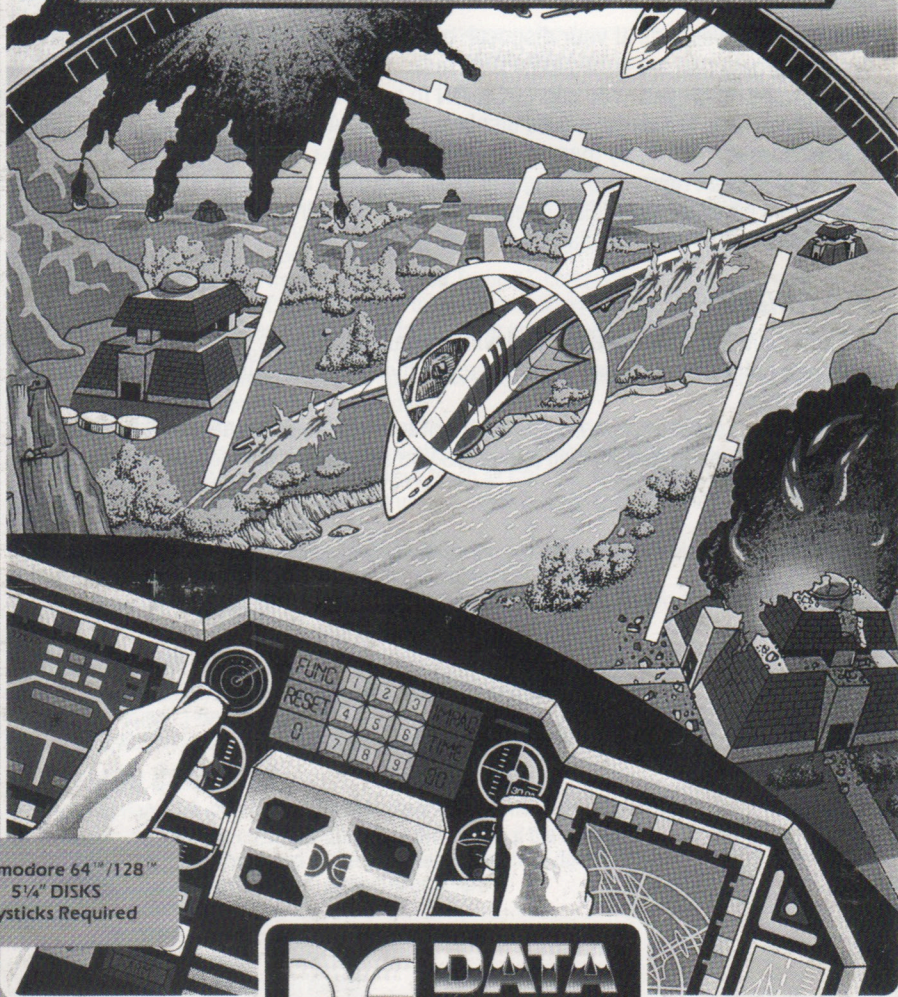


INSTRUCTION MANUAL

LOCK-ON™



Commodore 64™/128™
5¼" DISKS
Joysticks Required



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HOW TO PLAY LOCK-ON

OBJECTIVE

Your mission is to pilot your fighter plane through successively difficult stages, destroying as many enemy targets as possible. There are a total of 20 game stages. Some of the enemy targets will fire missiles at you. The red missiles follow a straight path. The blue missiles are heat seeking and can track your plane. Each time you are hit by a missile, you lose a plane. When you have lost all your planes, the game gives you the option of resuming the game at a previous stage level or quitting the program.

GAME PLAY

You have two weapons at your disposal: gunfire and LOCK-ON rockets. The gun will destroy targets that are aimed at by the crosshair. Some targets require more than one hit to be destroyed. You can LOCK-ON to some targets. The LOCK-ON sound will be heard and the target will be displayed in red. A LOCK-ON rocket can be fired at these targets to destroy them.

Your plane can hover. Hovering will allow you more time to destroy targets and is sometimes effective in evading enemy missiles. You can only hover constantly for a short period of time as the plane's engines will overheat.

PLAYING HINTS

- Extra planes are awarded for achieving certain scores.
- Bonus points are awarded for accuracy in flying into the tunnels at the end of each stage.
- Some stages will have more than one exit tunnel. These tunnels lead to different stages. The extra tunnels will appear as you achieve certain scores within each stage.

IBM* INSTRUCTIONS

SYSTEM REQUIREMENTS

For playing on an IBM PC/XT/AT or 100% compatible, LOCK-ON requires:

- 512K RAM or more.
- Single 5.25" or 3.5" floppy disk drive.
- Color Graphics Adapter (CGA) or Enhanced Graphics Adapter (EGA with 256K RAM).
- Monitor (RGB, or monochrome graphics).
- Joystick (optional, but strongly suggested).

GETTING STARTED

- Turn on your monitor.
- Turn on the computer.
- Insert the LOCK-ON disk in drive A and boot the machine.
- The program will ask you if you are using a CGA or EGA display. Press "c" for CGA and press "e" for EGA.
- The program will ask you if you want to see an auto running demonstration or to play the game. To see the demo press "a". To play the game press any other key.
- The title screen will now appear. The game will ask you to enter the performance of of your computer:
 - 0: Standard PC (4.77Mhz clock).
 - 1: "Turbo" PC (8.00Mhz or faster clock).
 - 2: AT PC (286 or 386 based machine).

Press the number corresponding to your machine. You may want to experiment with different machine performance levels to find the one that's best suited for your computer. The game plays smoother at the higher performance levels but requires more computer power.

- **"Turbo" PC mode:** Some users configure their Turbo XT-compatibles to boot up in slow (4.77Mhz) mode. The LOCK-ON program disables normal keyboard operation once the game begins to play. This makes it impossible for a user to use the keyboard to enable Turbo mode. There are two ways to get around this problem:
 - 1) Configure the computer to boot up in Turbo mode. Usually, this is accomplished by a jumper setting on the motherboard.
 - 2) Use the Turbo enable keystroke sequence during the initial booting process (when QuickDOS is loading, keyboard operation is still possible). This keystroke sequence is usually a combination of several keys, such as **Ctrl, Alt, and ** or **Ctrl, Alt, and +**.
- The program will then ask you if you are using a joystick or the keyboard only. Press "j" for joystick and "k" for keyboard only.
- If you are using a joystick, a brief joystick calibration operation follows: Move the joystick and press the joystick button as instructed by the computer.
- If you have selected the EGA display, you will now be instructed to insert the *EGA DATA DISK* into drive A.

JOYSTICK CONTROLS

- The stick maneuvers the plane and aims the gun crosshair.
- Joystick button 1 fires the gun.
- Joystick button 2 launches a LOCK-ON rocket at an enemy target.

KEYBOARD CONTROLS

The keypad numbers are used to aim the crosshair and maneuver the plane.

- | | |
|------------------|---|
| 5 | Brings the crosshair quickly to the center of the screen. |
| CONTROL | Doubles the speed of the crosshair (when held down). |
| SHIFT KEY | Depressed is hover, up is forward flight. |
| Q | Quit the game. |
| P | Pause game play. |
| S | Toggle sound on and off. |
| F | Launch a Lock-On rocket. |
| SPACE BAR | Fire gun. |

- In between stages and at the end of the game the program will ask you for input. Follow instructions displayed on the screen.

LIMITED WARRANTY

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