



## Key Guide for the Commodore Amiga

### *Flight Controls*

	JOYSTICK	KEYBOARD
Pitch Down	Joystick Forward	↑
Pitch Up	Joystick Back	↓
Roll Left	Joystick Left	←
Roll Right	Joystick Right	→
Dive Right	Forward/Right	-
Dive Left	Forward/Left	-
Climb Right	Back/Right	-
Climb Left	Back/Left	-

### *Throttle*

Maximum Power	Shift =
Increase Throttle	=
Decrease Throttle	-
No Power	Shift -

### *Weapons Controls*

Select Weapon	Spacebar
Fire Weapon	Return
Fire Cannon	fire button Bksp

### *Defenses*

Drop Flare	1
Drop Chaff	2
JR Jammer On/Off	3
ECM On/Off	4
Drop Decoy	5

### *Equipment Controls*

Gear Up/Down	6
Auto Pilot On/Off	7
Bay Doors Open/Close	8
Flaps In/Out	9
Brakes On/Off	0
Eject	Shift F10

### *Display Controls*

Change HUD Mode	F2
HUD De-Clutter	V
Maps/Tactical	F3
Display Weapons	F5
FLIR View On/Off	F6
ILS Landing System On/Off	F9
Display Mission Orders	F10

### *Tracking Camera Controls (Right MFD) -*

Camera View Forwards	/
Camera View Rear	>
Camera View Right	<
Camera View Left	M
Designate New Target	N
Select Target	B

### *INS (Internal Navigation System)*

Select Waypoint	F7
Change Waypoint	F8
Reset Waypoint	Shift F8
Last Waypoint	Shift ↑
Next Waypoint	Shift ↓
Move Waypoint Up	Alt ↑
Move Waypoint Down	Alt ↓
Move Waypoint Left	Alt ←
Move Waypoint Right	Alt →

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*From-the-Cockpit Viewing*

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Cockpit View	[F1]
View Ahead	[Shift] [/]
View Rear	[Shift] [>]
View Left	[Shift] [<]
View Right	[Shift] [M]

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*Out-of-Plane*

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Slot View	[Shift] [F1]
Chaseplane View	[Shift] [F2]
Side View	[Shift] [F3]
Missile View	[Shift] [F4]
Tactical View	[Shift] [F5]
Inverse Tactical View	[Shift] [F6]
Action View	[Shift] [F7]

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*View Control Keys*

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Zoom In View	[Z]
Zoom Out View	[X]

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*Other Controls*

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Accelerate Time	[Shift] [Z]
Normal Time	[Shift] [X]
Pause On/Off	[Alt] [P]
Quit to DOS	[Alt] [Q]
Resupply (training)	[Alt] [R]
End Mission	[Alt] [E]
Volume Adjust	[Alt] [V]

Sound level 4 will have all sounds on, as you change the sound levels various sounds are switched off. There will be no sound FX if you play the game on sound level 0.

Detail Adjust [Alt] [D]

Different amounts of detail will cause the game to run faster or slower. Level 3 is the highest detail level. This is only really recommended for Amiga 1200's and other fast Amigas.

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*Special Controls*

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**Go to Training** [Alt] [T]

Tapping this key converts your current mission into a training mission. This means that hence forth enemy weapons do no damage and that Resupply ([Alt] [R]) is now available. Once a mission is converted to training it cannot be converted back to a real mission. Note that you will score nothing for a training mission.

**Teleport** [Alt] [I], [J], [K] and [L]

These keys only function when in training. Tapping the key, "teleports" your aircraft in that direction. The distance you are "teleported" varies with the current Zoom/Unzoom scale of the satellite map.

**Day/Night** [Alt] [N]

This key functions only in training. Tapping it will switch the current time of day from night to day, or day to night. Once this key is used, time ceases to pass, so that it will be permanently day or night for the duration of the mission.

**Resupply** [Alt] [R]

This key only functions in training. Tapping it will re-fill your fuel tanks and weapon bays, it will also repair any damaged systems.