

"F-16 COMBAT PILOT" CONTROLS

	ST / AMIGA	IBM PC	C64		ST / AMIGA	IBM PC	C64
CONTROLS				WEAPONS			
Roll right.....	6 (right) *	6 (right) *	right *	Weapons select.....	Tab	Tab	F1
Roll left.....	4 (left) *	4 (left) *	left *	Chaff.....	C	C	F5
Pitch up.....	2 (back) *	2 (back) *	back *	Flares.....	F	F	F7
Pitch down.....	8 (fwd) *	8 (fwd) *	fwd *	Pickle target.....	Space *	Space *	not used
Rudder left.....	1 (left) **	Insert	Z	Fire weapons.....	Space *	Space *	Fire button
Rudder right.....	3 (right) **	Delete	X				
Centre controls.....	mouse left key	5	not used	OTHER KEYS			
Increase throttle.....	+ (fwd) **	+	+	Pause / Continue	P	P	P
Decrease throttle	-(back) **	-	-	Quit	Cntrl Esc	Cntrl Esc	RunStop
Throttle slam open ..	+ and Shift	+ and Shift	not used				
Throttle slam shut ...	- and Shift	- and Shift	not used	UFCP			
Undercarriage.....	U (fire) **	U	U	Mode select.....	F5	F5	M
Airbrakes.....	backspace	backspace	B	Channel select	F6	F6	C
Wheelbrakes.....	B	B	B	Autopilot.....	F7	F7	@
Jettison fuel tanks ...	J and F	J and F	J and F	Recce pod on/off....	F8	F8	R
Jettison all.....	J and A	J and A	J and A				
Eject.....	Cntrl E	Cntrl E	Cntrl E	COMMS			
	* joystick 1	* joystick	* joystick	Transmit callsign.....	T	T	T
	** joystick 2	or mouse	only	Request GCA.....	G	G	unavailable
DISPLAYS				COCKPIT VIEW			
Left MFD.....	F1	F1	not used	Forward.....	Cursor keys	Home	Fwd only
Centre MFD.....	F2	F2	not used	Left.....		End	
Right MFD.....	F3	F3	not used	Right.....		PgDn	
Target select.....	F9	F9	<	Rear.....		PgUp	
Target designate.....	F10	F10	>		& Shift to	& Shift to	
Pitch bars on/off	K	K	not used		hold view	hold view	
HUD on/off.....	H	H	H	MENUS			
Landing mode.....	W	W	3	Select	Mouse left	Home	On screen
Dogfight mode.....	D	D	1	Cancel.....	Mouse right	PgUp	
Ground attack.....	E	E	2				
Systems mode.....	not used	not used	4				

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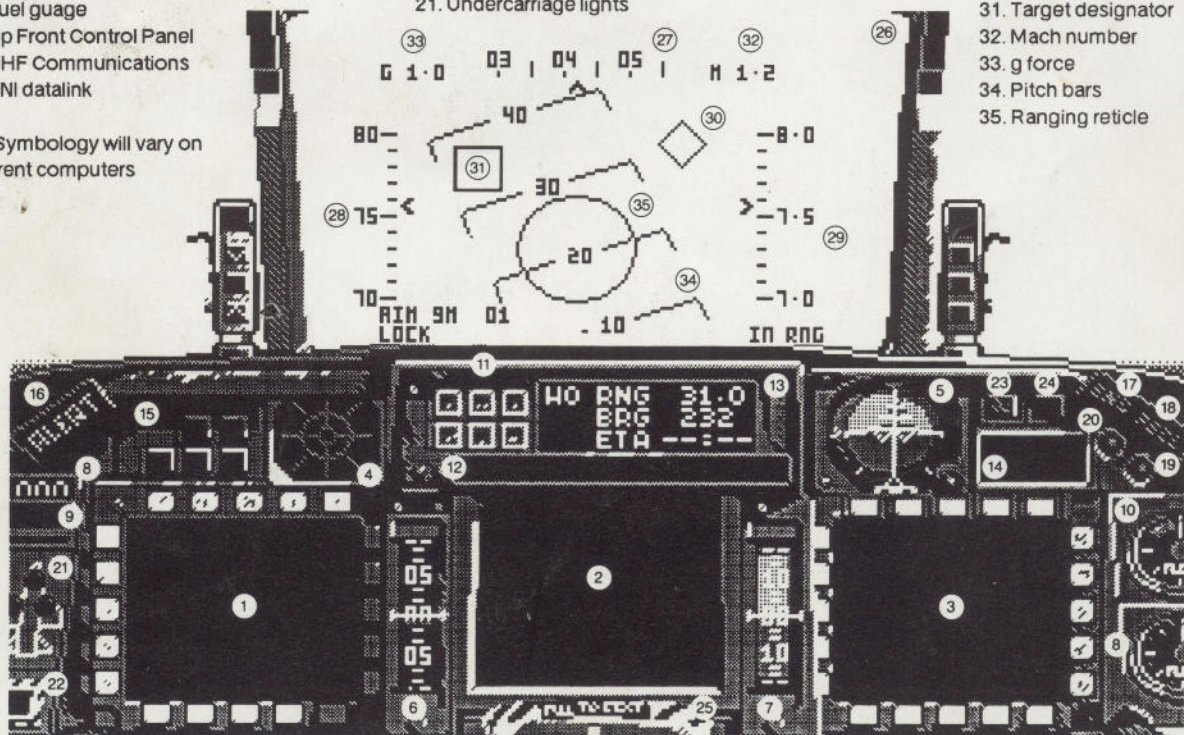
COCKPIT FORWARD VIEW

1. Left MFD
2. Centre MFD
3. Right MFD
4. Radar warning receiver
5. Attitude director indicator
6. Angle of attack indicator
7. Vertical speed indicator
8. Engine rpm indicator
9. Reheat indicator
10. Fuel gauge
11. Up Front Control Panel
12. UHF Communications
13. CNI datalink

n.b. Symbology will vary on different computers

14. Data entry panel
15. Threat warning panel
16. Master caution light
17. Engine failure light
18. Fire warning light
19. Fuel low warning light
20. External tanks empty light
21. Undercarriage lights

22. Jettison light
23. Wheel brakes light
24. Air brakes light
25. Eject handle
26. Head Up Display
27. Heading scale
28. Indicated airspeed
29. Altitude
30. Lock-on diamond
31. Target designator
32. Mach number
33. g force
34. Pitch bars
35. Ranging reticle



F-16 COMBAT PILOT LOADING INSTRUCTIONS

AMIGA

1. Turn off computer
2. Insert disc into drive DF0
3. Turn on computer
4. Follow screen prompts

ATARI ST/STE

1. Turn off computer
2. Insert disc into drive A
3. Turn on computer
4. Follow screen prompts

SECURITY PROCEDURE

Prior to take-off, you will be prompted to enter a word from the Flight Manual. A message will appear on your UHF Communications display (no. 12 on the diagram of the instrument panel overleaf) specifying page, paragraph and word number:

Example: PG 82 PARA 4 WRD 8
page 82, paragraph 4, word 8

COMMODORE 64 / 128

Cassette: Hold down **SHIFT** and **RUN/STOP** keys, press **PLAY** on cassette recorder

Disc: Type **LOAD***,8,1** and press **RETURN**

Connect joystick to port 2

Use joystick to select options.

IBM CGA, EGA or HERCULES

From floppy disc:

A> **F16** (return)

From hard disc root directory:

C> **CD F16** (return)

C> **F16** (return)

n.b. Disc 1 must be left in floppy drive.

To install on hard disc:

Type **INSTALL C:** (return)

Follow screen prompts

Function keys F1, F2 etc may be used for menu selections.

Open the manual at page 82, count down to the fourth paragraph and along to the eighth word and you will find **wing**. Respond by typing in **wing**, followed by the **return** key. You will then be clear to press the + key to start the engine.

Note: This is only an example. The word required will be different each time you take off. The frequency and presentation of this procedure will vary between computers.

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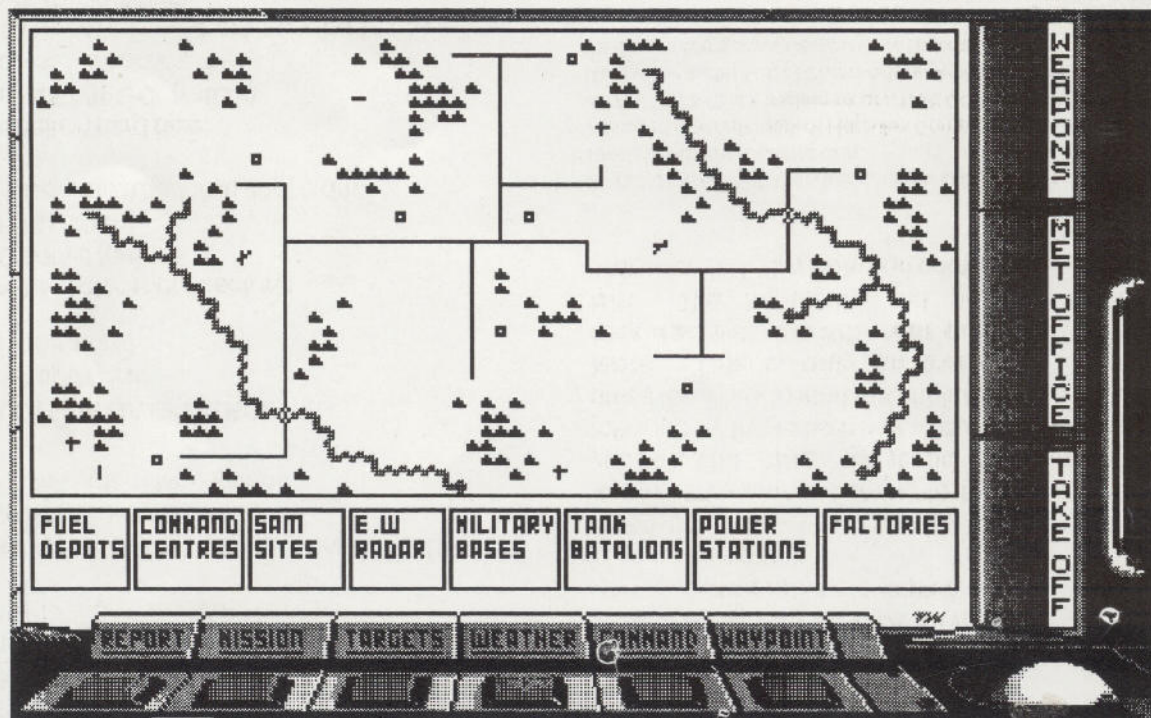
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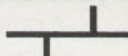
TACTICAL FIGHTER TRAINING SQUADRON - COMBAT ZONE



Airfields



Highways



Towns



Hills



Rivers



ATARI ST, AMIGA & IBM only

AIRFIELD STATUS:

GREEN: All spares & weapons available

AMBER: Limited spares & weapons available

RED: Essential spares & weapons available

Fuel is available at all airfields