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ADVANCED TACTICAL FIGHTER - ATF
LOADING
Spectrum - LOAD ""
Amstrad CPC - CTRL + ENTER
Commodore 64 - SHIFT + RUN/STOP
AMSTRAD version only - a code number will appear on screen at the start of the game. Look this number up in the table and type in the corresponding code.
OBJECTIVE
Use the ATF Stealth Fighter against the enemy forces to ensure ultimate victory.
MENU
Use up/down and fire to select CONTROL method (Spectrum version only),
PILOT RATING (difficulty level), and SOUND on/off.
Select START GAME to proceed.
THE WAR SITUATION REPORT
Generated at the start of game and after every mission. Use them to help decide your next mission. The report consists of 4 sections:-
1) GAINS AND LOSSES
2) INTELLIGENCE REPORT
3) STATUS - Displays bar graphs of the balance of power as follows:-
BASES - shows number of airbases controlled by each side.
LAND FORCES & SEA FORCES - shows number of operational units, their strength and morale.
COMMUNICATIONS - Poor communications will restrict the amount of information on which to base your strategy.
INDUSTRY - Current state of factories which build military hardware.
REARMING & REFUELLING
Move UP/DOWN to select item, LEFT/RIGHT to change it. You must choose equipment carefully as you cannot exceed the maximum payload shown below the bar graphs.

WEAPONS
Three types of weapon are available:-
1) Cannon fire magazines - rapid fire weapon used for destroying enemy interceptors.
2) ASRAAM missiles - Visually guided missiles. Once fired use left/right to guide it.
3) MAVERICK missiles - Computer guided air to ground missiles which when launched head for the objective displayed on onboard flight computer.
Cannons are operated by pressing fire. N selects ASRAAM/MAVERICK missiles.
M fires missile. Target damage is displayed in the Flight Message Window.
MAIN VISUAL DISPLAY
After rearming and refuelling the main display will switch to the computer enhanced all weather visual. The view is generated from a point above and behind the ATF.
Terrain relief lines are superimposed onto the screen for low level flying. These lines can be turned off using TERRAIN TYPE key.
INSTRUMENT PANEL LAYOUT
Head Up Display (HUD)
THR: Engine thrust.
SPD: Aircraft speed.
GND: Ground Height.
ALT: Aircraft altitude.
Ground Height and Altitude are relative to sea level. If these lines meet you have hit the ground!! The centre of the HUD shows which missile system is active (M)averick or (A)SRAAM. The Maverick symbol becomes solid when the missile locks onto its target.
Above the centre symbol is your HEADING. Below the symbol is your BEARING
and RANGE to the currently selected target. To intercept the target turn until heading and bearing are equal.

FUEL: Fuel level.
SAM: Surface to Air Missile warning.
AL: Automatic Landing mode.
TF: Terrain Following mode.
UC: Undercarriage Status (up or down).
ONBOARD FLIGHT COMPUTER
Five different information screens selected by pressing C.
1) World map - shows your position and the position of the currently selected objective.
2) Database - Shows all allied forces and all enemy forces located during your missions. Press D to switch between allied and enemy forces. Targets are shown as red for enemy and green for allied. Select from BASES/ GROUND FORCES/SEA FORCES/COMMUNICATIONS/ FACTORIES using E. Each object has bearing and range information. Use (F)orward and (R)everse to step through database. Use G to lock onto nearest target. The HUD will display the currently selected targets range and bearing. Press the 'database lock-on' key to select the target displayed in the in-flight message window.
3) Weapon Status - displays the remaining cannon fire, ASRAAM's and Mavericks.
4) ATF Status - Displays the efficiency of various functions as percentages.
SHORT RANGE SCANNER
Located above the Flight Computer window. Displays ground objects as steady dots and air objects as flashing.
THE WORLD
A new world is generated for each game. Each world consists of a group of desert islands, scrubland and polar regions. Each terrain type is shown a different colour. The map exhibits wrap-around so flying off one edge will cause you to appear at the opposite edge.
FLYING ADVANCED TACTICAL STEALTH FIGHTER
To take off increase THRUST to maximum. As THRUST approaches 100% take off using UP. Do not reduce

power too much whilst in flight or aircraft will stall. Raise/ lower undercarriage using U. To engage/disengage terrain following equipment press T. Restrict your speed to 50% whilst terrain following mode is active to avoid crashing into hillsides. If the SAM warning light flashes press J to activate jamming equipment. When AUTOMATIC LANDING indicator flashes you are within range of an allied airbase. Press L to engage automatic landing sequence. Press L again to abort sequence.
MISSION END
After landing an updated war report will be produced, this should be used to decide your next mission. After deciding on your next mission, rearm and refuel before take-off.
KEYS
Joystick can be used to bank left/right dive, climb and fire.

Control	C64	AMSTRAD
Bank Left/Right	Cursor L/R or Z/X	Cursor L/R
Climb/Dive	Cursor D/U or //;	Cursor D/U
Fire	SPACE	SPACE
Increase Thrust	Q	Q
Decrease Thrust	A	A
Undercarriage	U	U
Automatic Landing	L	L
Terrain Following	T	T
Terrain Lines	F1	SHIFT
Jammer	J	J

Select Computer Screen	C	C
Allied/Enemy Database	D	D
Forward/Reverse Step	F/R	F/R
Nearest Target	G	G
Database Lock-On	RETURN	RETURN
Missile Launch	M	M
Missile Type	N	N
Control	SPECTRUM	
Bank Left/Right	Cursor L/R or 5/8	
Climb/Dive	Cursor D/U or 6/7	
Fire	SPACE or 0	
Increase Thrust	Q	
Decrease Thrust	A	
Undercarriage	U	
Automatic Landing	L	
Terrain Following	T	
Terrain Lines	SYM SHIFT	
Jammer	J	
Select Computer Screen	C	
Allied/Enemy Database	D	
Forward/Reverse Step	F/R	
Nearest Target	G	
Database Lock-On	ENTER	
Missile Launch	M	
Missile Type	N	