



AMAZING ACTION! World Wars 1, 2 and 3! Tigermoths, Spitfires and F-14 Tomcats – Aircraft carriers, heat seeking missiles, hordes of bandits, full take off and landing – and all with 1 or 2 player simultaneous action!

INTERNATIONAL INSTRUCTIONS
 ISTRUZIONE
 ANLEITUNG



ACTUAL C64 SCREENSHOTS

TWO CAN PLAY



COMMODORE 64/128

Code Masters
ARCADe FLIGHT
 Simulator



1173

Arcade FLIGHT Simulator



NEW RELEASE



COMMODORE 64/128

OVERHEAD ARCADE ACTION!
 In ARCADE FLIGHT SIMULATOR you'll find yourself pitted against the cream of the airborne opposition thru three different combat scenarios. There's bi-planes over Germany in 1918, WW II fighters over Pearl Harbour in the 40's and Fast Jets over East Africa in the 90's. All require a different deployment of weapons technology and your dogfighting knowledge. You must win each battle by shooting down all the enemy planes. If you run out of ammo, land on a friendly runway and reload. Just like the real thing, the aircraft can dive, climb and bank. In the two player game you can choose your planes and war scenario. Destroy your opponent's aircraft in a frantic dogfight before he gets you!

OVERHEAD ARCADE ACTION

LOADING (C128 USERS SELECT C64 MODE)
 Type **LOAD** press **RETURN**

THREE HUGE COMBAT ZONES!



NEW RELEASE



SEVEN HUGE SKATEPARKS

PRO SKATEBOARD Simulator



SAS COMBAT Simulator



NEW RELEASE

CONTROLS

COMMODORE 64/128 Use joysticks or keys **Q,A,O,P,SPACE**

Press **1** or **2** to change that player's controls (keys/joystick/computer opponent etc.)

Press **SPACE** to start the game.

In a two player game, press **3** to select your plane/war.

In ARCADE FLIGHT SIMULATOR you'll find yourself pitted against the cream of the airborne opposition thru three world wars. There's bi-planes over Germany, Turbo-props over Pearl Harbour and Fast Jets over East Africa. All require a different deployment of weapons technology and different dogfighting tactics.

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT . . .

- 1 Take off from the airstrip, search the skies for the enemy bandits and show them all the quick way to the ground.
- 2 When the enemy has no aircraft left (watch the on screen ENEMY counter), land on your runway and pick up a bomb.
- 3 Take to the skies once more, locate the enemy base (luckily it has a **B** on the roof!) and drop your bomb on it. There is more than one base on World Wars 2 and 3.

HINTS

AMMO You can land on your airstrip anytime if you need more ammo. Be careful with your ammunition when you're engaged in combat – you only carry a limited amount and it can be 'embarrassing' to run out during a dogfight.

FUEL If you run out of fuel you'll just plummet to the ground. To refuel you must fly very low over a fuel station.

TAKE-OFF Taxi out onto your runway, point the machine in the right direction and use your CLIMB control to take off.

HEIGHT You must go up and down to avoid and chase the enemy planes but be careful not to hit any trees, buildings or even the ground – use your altimeter to watch your height.

GENERAL FLYING TIPS Pull your joystick BACK (DOWN) to climb, push it FORWARD (UP) to dive. LEFT and RIGHT will make the plane bank (turn) in that direction. FIRE will release a deadly hail of lead if you have any ammunition, or do nothing at all if you don't. If you have a bomb on board, press FIRE to drop it.

THE TWO PLAYER GAME

You get to choose which war – then you're both let loose with three planes each. The objective? Simple. Get him before he gets you . . .

DEUTSCH STEUERUNG

COMMODORE 64/128 Benutze Joysticks oder die Tasten **Q,A,O,P,LEERTASTE**. Drücke **1** oder **2**, um die Steuerung des jeweiligen Spielers zu wechseln (Tasten/Joystick/Computer als Gegner usw.)

Drücke **LEERTASTE**, um das Spiel zu beginnen.

Bei einem Spiel für zwei Spieler auf **3** drücken, um Dein Flugzeug/Dein Schlachtfeld auszuwählen.

Beim ARCADE FLUGSIMULATOR findest Du Dich der Elite der gegnerischen Luftstreitkräfte aus drei Weltkriegen gegenübergestellt.

Es gibt Doppeldecker über Deutschland, Turbo-Props über Pearl Harbour und Düsenjäger über Ostafrika. Jedesmal benötigst Du eine andere Verteilung der Waffentechnik und eine andere Taktik für den Zweikampf in der Luft.

DEINE MISSION, FALLS DU DICH ENTSCLOSSEN HAST, SIE ANZUNEHMEN...

1. Starte von der Startbahn aus, durchforsche den Himmel nach den feindlichen Banditen und zeige ihnen allen den schnellsten Weg zur Erde zurück.
2. Lande auf Deiner Landebahn und nimm eine Bombe an Bord, sobald der Feind kein Flugzeug mehr hat (achte auf den FEINDZÄHLER auf dem Schirm).
3. Schwing' Dich noch einmal in die Lüfte, lokalisier den feindlichen Stützpunkt (glücklicherweise hat er ein **B** auf dem Dach) und wirf die Bombe auf ihn. In den Weltkriegen 2 und 3 gibt es mehr als einen Stützpunkt.

HINWEISE

MUNITION Sobald Du mehr Munition benötigst, kannst Du auf Deiner Landebahn landen. Wenn Du in einen Kampf verwickelt bist, sei besser vorsichtig mit Deiner Munition – Du hast nur einen begrenzten geladen und es wäre recht 'peinlich', wenn Dir mitten in einem Luftkampf die Munition ausginge.

TREIBSTOFF Wenn Du keinen Treibstoff mehr hast, stürzt Du geradewegs auf die Erde. Zum Auftanken mußt Du sehr niedrig über eine Tankstelle fliegen.

START Rolle auf die Startbahn hinaus, zeige mit Deiner Maschine in die gewünschte Richtung und hebe mit Hilfe Deiner STEIGEN-Steuerung ab.

HÖHE Um den feindlichen Maschinen auszuweichen und sie zu verfolgen, mußt Du Dich auf – und abbewegen, aber achte darauf, daß Du nicht mit Bäumen, Gebäuden oder gar mit dem Boden kollidierst – benutze Höhenmesser zur Kontrolle Deiner Flughöhe.

ALLGEMEINE FLUGTIPS Zieh' Deinen Joystick ZURÜCK (RUNTER) zum Steigen, drück' ihn VORWÄRTS (RAUF) zum Sinken. LINKS und RECHTS lassen das Flugzeug in die jeweilige Richtung abdrehen (drehen). FEuern läßt einen tödlichen Kugelhagel frei, wenn Du Munition hast, oder aber es passiert gar nichts, wenn Du keine mehr hast. Falls Du eine Bombe an Bord hast, kannst Du sie fallen lassen, wenn Du auf FEuern drückst.

DAS SPIEL FÜR ZWEI SPIELER

Ihr könnt Euch aussuchen, in welchem Krieg Ihr kämpfen wollt – dann werdet Ihr beide mit je drei Flugzeugen losgeschickt. Das Ziel? Ganz einfach. Krieg' ihn, bevor er Dich kriegt...

ITALIANO COMANDI

COMMODORE 64/128: Si usino le leve o tasti **Q,A,O,P,SPAZIO**

Si batta **1** o **2** per cambiare i comandi del giocatore (tasti/leve/avversario). Battere **SPAZIO** per iniziare il gioco.

In una partita a due, si batta **3** per scegliere l'arena di combattimento.

Nel simulatore di volo per sale da giochi ti troverai schierato contro la crema della forza aerea avversaria attraverso tre guerre mondiali. Ci sono biplani sulla Germania, Turbo su Pear-Harbour e Jet sull'Africa Orientale. Tutti richiedono diversi spiegamenti di armi tecnologiche e diverse tattiche di combattimento.

LA TUA MISSIONE, SE DECIDI DI ACCETtarLA...

1. Decolla dalla pista cerca in volo banditi e mostra loro la via più veloce per la terra.
2. Quando il nemico non ha più aeroplani (controlla sullo schermo il misuratore NEMICO), atterra sulla tua pista e prendi una bomba.
3. Vola di nuovo, individua la base nemica (fortunatamente ha una **B** sul tetto!) e fai cadere la tua bomba. C'è più di una base su Guerre Mondiali 2 e 3.

CONSIGLI

MUNIZIONI Puoi atterrare sulla tua pista ogni volta che ti occorrono più munizioni. Fai attenzione alla tue munizioni quando se in combattimento – puoi trasportarne un numero limitato e può essere 'imbarazzante' rimanere senz

durante un combattimento

CARBURANTE Se resti senza carburante cadrai al suolo. Per rifornirti devi volare a bassa quota su una stazione di servizio.

DECOLLO Fai rullare i motori sulla tua pista, orienta l'apparecchio nella giusta direzione e usa il comando ASCESA per decollare.

ALTITUDINE Devi salire e scendere per evitare gli aerei nemici e per inseguirli ma attento a non colpire gli alberi, palazzi o finanche il suolo – usa l'altimetro per controllare l'altitudine.

INDICAZIONI GENERALI DI VOLO Tira la tua leva di comando INDIETRO per prendere quota, spingi AVANTI per scendere a tuffo. SINISTRA e DESTRA faranno andare l'aereo in quella direzione. FUOCO sgancerà una grandinata mortale di piombo se hai munizioni, non usarlo se non ne hai. Se hai una bomba a bordo, premi FUOCO per lanciarla.

PARTITA A DUE

Scegliete quale guerra combattere – poi siete liberi di combatterla con 3 aerei l'ascuno. L'obbiettivo? Semplice. Colpisilo prima che ti colpisca...



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Pro BMX Simulator

ARCADE FLIGHT SIMULATOR
*Designed by Dennis and Martin Webb
Developed by Amazing Games
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Directed for CodeMasters by
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Production by Mike Clark and Stew Regan
Illustration by Gavin MacLeod
Design and artwork by Nigel Fletcher*

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MADE IN ENGLAND

Published by CodeMasters Software Co. Ltd.,
PO Box 6, Southam, Leamington Spa, England CV33 0SH