

COMMAND SUMMARY CARD

F-16 Combat Pilot Kneepad

Read this Pilot Kneepad first! It contains important information about this version of F-16 Combat Pilot that you will need to know before you begin playing the game.

Getting Started will help you get up and flying quickly.

Changes in This Version explains differences between this version of the software and what is described in your manual; be sure to check this section first if you have questions about how a feature works.

Game Controls lists the specific keyboard and joystick commands you use to play the game.

GETTING STARTED

Do not play F-16 Combat Pilot from the original disk. Copy your disk and put the original away in a safe place. See your Commodore 64 manual for instructions on copying disks.

If you want to be able to save the record of your mission successes, and eventually reach Operation Conquest, you will also need a formatted disk to use as your Pilot's Log disk. Format a disk before you start F-16 Combat Pilot with the command line:

```
OPEN 1,8,15"n:log,EA"
```

See your Commodore 64 manual for additional instructions on formatting disks if you need more information.

To Start F-16 Combat Pilot

1. Make sure you have only one drive connected to the computer; this game was not designed to support multiple disk drives.
2. Plug your joystick into Port 2.
3. Switch on your computer and disk drive.

4. Insert your copy of the F-16 Combat Pilot disk into your drive with Side 1 up.
5. Type **LOAD "*" , 8, 1** and press **Return**.

Before you can begin active duty, you must enter your password. Find your password in the F-16 Combat Pilot manual. The request looks something like this:

PAGE 21 PARA 5 WORD 3

In this case, turn to page 21 of your manual, count down to the fifth paragraph, and find the third word. Type the word and press **Enter**. You're told if you typed the wrong password, and you get another try. After you type the correct password, you can access Mission Selection screen.

Note: If your password is supposed to be on page 38, look on the Credits and Acknowledgements page for your password.

The Mission Selection Screen

Once you've entered your password correctly, you move to the Mission Selection screen. At this point you can:

Select **QuickStart** to go straight to the action;

Enter your name in the **Pilot's Log**;

Select **Training** to turn on training mode before selecting a mission;

Select one of the five main missions.

If this is the first time you've booted the program, you probably want to choose **QuickStart** to get a look at combat. As you're flying, be sure to check the **Changes in This Version** section of this Pilot Keypad for clarification about changes to the flight controls.

If you want to choose a mission other than **QuickStart**, be sure to enter the **Pilot's Log** first.

Entering Your Pilot's Log

It's important to log your pilot name before you start a regular mission. When you complete a mission, the program saves a record of your performance to your Pilot's Log. Since you must complete each of the five missions successfully before you can enter Operation Conquest, it's important that you always log your pilot name. Here's how to log your pilot name.

- Move the cursor to Pilot's Log on the Mission Selection screen. Press the fire button. (The program will ask for your Pilot's Log disk. A sample format command appears on screen as a reminder that you should have formatted a disk. You can use this command at the READY prompt.)
- Insert your Pilot's Log disk and press the Spacebar. The list of pilot names on your Pilot's Log appears on the screen.
- Type in your name (up to 12 characters) and press Return. The program reads the disk for a matching name and if one exists the program loads that log. You are then prompted to insert the simulation disk.
- Insert the F-16 Program Disk and press Return.

When you finish entering your pilot's log, you are returned to the Mission Selection screen to choose a mission.

Note: Enter the pilot's log and enter your pilot name using the steps above each time you play F-16 Combat Pilot.

Choosing a Mission

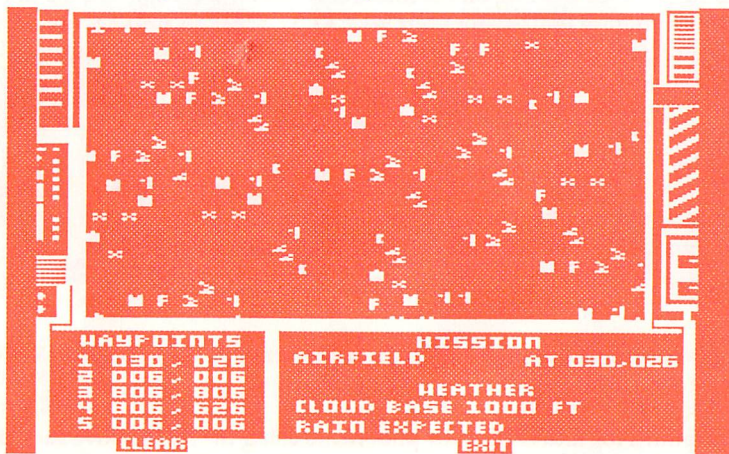
To choose a mission, move the cursor to the mission you want to undertake (the name of the mission appears at the top of the screen) and press the fire button. The program loads the mission information and moves you forward to the Preflight Briefing screen.

Using the Preflight Briefing Screen

The Preflight Briefing screen shows the current status of the combat zone. You use this display to learn your mission objective, check the weather, and program your waypoints. As you move the cursor across the screen, the current waypoint number shows the coordinates for the location of the cursor. When the cursor is over the coordinates

you want to program as a waypoint, press the fire button. Before you leave the Preflight Briefing, you should at a minimum program waypoints for your mission objective and a friendly airbase to land at once your mission is complete. You might also want to program other targets (such as Early Warning Radar stations) along your mission route and eliminate these targets as you fly over.

When you have finished programming your waypoints, move the cursor to Exit and press the fire button to proceed to the Weapons Selection screen.



- F** fuel depot
- C** command center
- E** EWR (early warning radar)
- A** airfield
- F** factory
- M** military base
- P** power station
- S** SAM sites

Weapon Loading

To add weapons to your aircraft at the weapons loading screen, point the cursor at the file tab for the weapon you want and press the fire button. (The weapon name will appear at the top of the screen next to Weapon Selected). Point the cursor at the hardpoint you want to load a weapon onto, and click the fire button. To unload weapons, select the Clean option.

To fuel your aircraft, move the cursor to the fuel pump on the right side of the hanger. Press the fire button to add fuel. Note: You cannot reduce your fuel level.

To load your M61A1 Vulcan 20mm cannon, move the cursor to the ammo bin to the left of the aircraft. Press the fire button to add rounds. Note: You cannot reduce the number of rounds you carry.

If you choose the Crew's Choice option, your aircraft will be loaded with weapons appropriate for your mission objective. If you have programmed other targets you want to destroy, you may have to load additional weapons.

Once your aircraft is loaded with weapons and fuel, click Exit to proceed to the runway.

You're on Your Own

From the runway, refer to the manual and the rest of this card for information on flying your plane, firing weapons, etc. Be sure you look through the Changes in This Version section which follows. Happy flying.

Landing Your Aircraft

Landing is a bit tricky, so we've listed some steps for you to follow.

- Select the landing mode on the MFD configuration (press key 3).
- Select the airport of your choice through the UFCP system. (Cycle through the settings with the m key until you see A0 in the display. Press the c key and check the position of nearby airports to find the best candidate.)
- Check the bearing and distance of the selected airport. You will want to fly either E or W until the bearing is either 180 or 0 degrees (all airports run N to S). To

determine which direction to fly, check the distance; if it gets larger fly in the opposite direction until the airport bearing is either 180 or 0.

- At about 20 miles distance slow down to below 300 knots and lower the landing gear. Confirm that your bearing is either 180 or 0. Your altitude should be about 1,200 feet.
- When you see the blue ILS bars appear in your center MFD, press the autoland key (@). You should see Autoland On in the CNI datalink. If you do not see ILS bars within 8 miles of the destination airport, check for ILS damage on your status MFD configuration (press key 4). Mechanical malfunctions can occur; you may have to land it on your own.
- Once you have touched the ground, shut down the throttle, push the nose forward and hit the Brakes. Bring your plane to a stop to end the mission.

CHANGES IN THIS VERSION

F-16 Combat Pilot was originally designed for the Commodore Amiga. In bringing the software to the Commodore 64, it was necessary to change some features of the game. The manual still reflects the Amiga version of the software. If you cannot find a feature that is mentioned in the manual, it is likely that the feature has been implemented differently in this version of the software, or was removed due to the limited space in the Commodore 64. In this section, we outline the primary changes to the software. Review this information now, and if you are not sure whether or not a feature is included in the software, please check here before you call for customer support.

Squadron Crew Room — There is no Squadron Crew Room in this version of the software, though some of the features of the crew room have been incorporated elsewhere.

Quick Start and Pilot's Log have been included in the Mission Selection screen that appears when you start the game.

Recall Game has been removed. To invoke the Recall game feature simply select Conquest, the pilots log has retained the current status of your conquest missions.

Pilot's Log — Has been incorporated into the Mission Selection screen. In this version, the log lists the pilot names, but does not list call signs, squadrons, flying hours, kill record, mission effectiveness, kill ratio, or pilot rating. However, the pilot's log is still an important aspect of the game; you can't select Operation Conquest until you've successfully completed the other five missions. You must complete the five other missions in a row without any intervening failures. Each time you complete a mission, make sure you've recorded your success in the Pilot's Log. (The program asks for the Pilot's Log disk at the end of each mission, whether successful or not.)

Mission Selection — The Mission Selection screen now includes options for the Pilot's Log and Quick Start.

Gladiator (two-player mode) is no longer an option.

Training Squadron has been trimmed to include only **Mission Training**.

There is no **Free Flight** or **Landing Practice** in this version. Also, when you land your aircraft, there is no **Ground Control Approach** option.

Preflight Briefing — The preflight briefing screen has been redesigned to provide the critical information directly on the screen without the use of the information and planning keys (mentioned on page 10 of the manual). In this version, the **Strategic Display** shows the location of all enemy and friendly bases. **Geographical features** are not shown on the Strategic Display. There is no **Met office**; weather conditions are shown in the lower right area of the screen. See the Preflight Briefing section later in this summary card for a full description of the features of this display.

Weapon Selection screen — To reach this screen, select Exit in the Preflight Briefing screen. The Weapon Selection screen is similar to the screen shown in the manual. The primary change is that you can no longer store and load your preferred **weapons mix** (mentioned on page 12). Also, some weapon choices have been eliminated. Your jet is automatically fitted with Lantirn, and two Sidewinder missiles at the **wingtips**. To **take off**, select Exit in the lower left corner of the screen; you will proceed directly to the runway. **Weapons Info** is not available at this screen; see the Weapon Management section on page 31 of your manual for information about the weapons. See the Weapon Load section later in this game summary for a description of how to select weapons and fuel.

Flight Instruments — Some minor changes were made to the flight instruments available in your F-16 cockpit. See the Cockpit View section of this summary card for a listing of the flight instruments. The following list indicates only changes to what is described in your manual:

There are four MFD configurations instead of the six mentioned in the manual.

The **Air-to-Air radar modes** do not support **Single Target Tracking** and **Air Combat Scan** in this version.

The **Digital Artificial Horizon** is not supported by the MFDs; use the Attitude Director Indicator on the cockpit for this information.

The **Weapon Status** section of the MFDs no longer gives a symbolic presentation of your weapons layout. Instead, information on number of rounds, etc. is given for the currently readied weapon. The Number of remaining chaff and flare cartridges is also shown.

The **Zoom Thermal Image** function is not supported by the MFDs.

The **Fuel Gauge** is now a pair of bars in the upper right corner of the cockpit display.

The **Data Entry panel** has been removed from this version.

The **Left Cockpit panel**, **Right Cockpit panel**, and **Rear View** are not supported in this version. The **Failure Status Panel** is now in the #4 MFD configuration.

The **Flight Path Ladder** and **g Force** or **Mach #** readout are not displayed on your HUD.

Debriefing — In Operation Conquest, your debriefing after each mission includes:

Allied Strength

Enemy Strength

Number of targets destroyed (cumulative) during conquest for that squadron

GAME CONTROLS

Note: Steering the F-16 from the keyboard is not available in this version. The joystick in port 2 is always your sidestick.

Flight Controls

joystick right	Roll right
joystick left	Roll left
joystick back	Pitch up
joystick forward	Pitch down
z	Rudder left
x	Rudder right
+	Increase throttle
-	Decrease throttle
U	Raise/Lower undercarriage
B	Apply airbrakes
B	Apply wheelbrakes
J and F together	Jettison fuel tanks
J and A together	Jettison all externals
Control-E	Eject

Displays

<	Select radar target
>	Designate radar target
H	HUD on/off
1	Set MFD dogfight configuration
2	Set MFD ground attack configuration
3	Set MFD landing configuration
4	Set MFD systems configuration

Weapons Selector

F1	Select weapon (forward)
F5	Drop chaff
F7	Drop flare
Spacebar	Fire weapons

Up Front Control Panel

M	Select mode
C	Select channel
@	Engage autoland
R	Reconnaissance pod on/off

Communications

T	Transmit callsign
---	-------------------

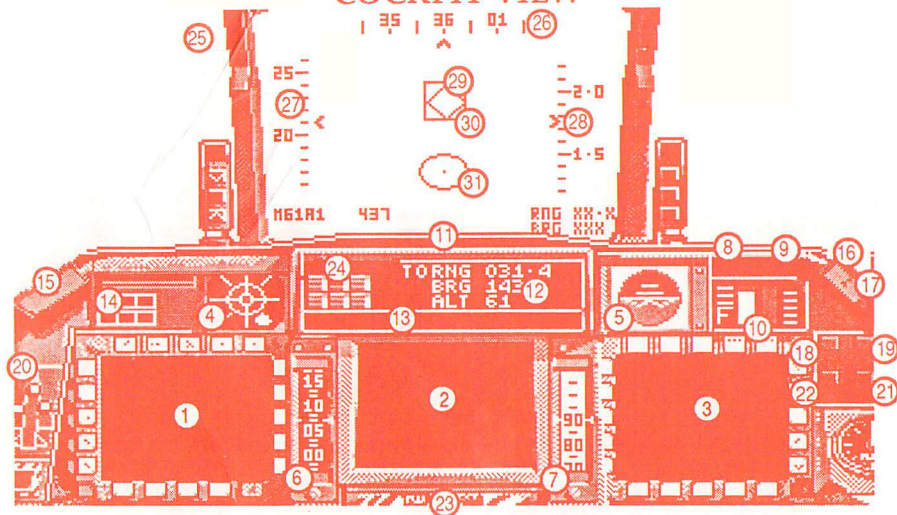
Menu Controls

Fire button	Select options/ buttons on the menu screens.
-------------	--

Other Keys

P	Pause/Continue
Run/Stop	Quit

COCKPIT VIEW



1. Left MFD
2. Center 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 (number turns red)
10. Fuel Gauge
11. Up Front Control Panel
12. UHF Communications
13. CNI Datalink
14. Threat Warning Panel
15. Master Caution Light
16. Engine Failure
17. Fire Warning
18. Fuel Low
19. External Tanks Empty
20. Undercarriage Lights (red when gear up)
21. Wheel Brakes
22. Air Brakes
23. Eject Handle
24. System Control Functions
25. Head Up Display
26. Heading Scale
27. Indicated Airspeed
28. Altitude
29. Lock-on Diamond
30. Target Designator
31. Ranging reticle

Airfield Combat Status

Fuel, spare parts, and weapons are available at all airfields.

Air-to-Air Target Selection

When your Multi-Function Displays are set to air-to-air radar in Track-While-Scan (TWS) mode, press > to lock your weapon on the selected target. The selected target is a square. Press < to remove your target lock and return to Track-While-Scan mode.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone +44 (753) 46465

In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

Limited Warranty

Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media— EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software— EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. **OR** send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions: EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Limitation on Damages

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL, OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is © 1988, 1989 Electronic Arts. All Rights Reserved.

F-16 COMBAT PILOT is a trademark of DIGITAL INTEGRATION LTD.
Commodore 64 is a registered trademark of Commodore Electronics Limited.