

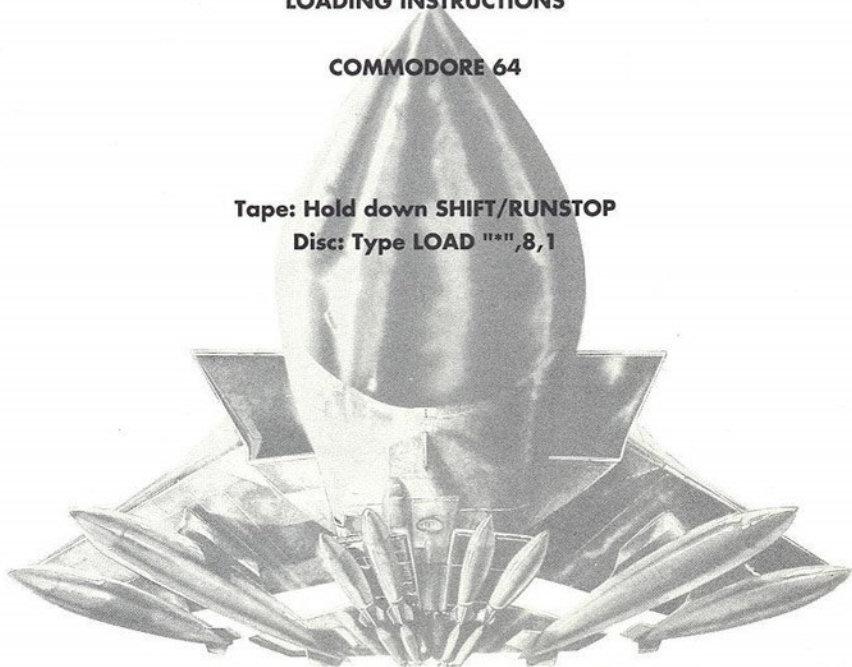
FIGHTER BOMBER

QUICK REFERENCE GUIDE
LOADING INSTRUCTIONS

COMMODORE 64

Tape: Hold down SHIFT/RUNSTOP

Disc: Type LOAD "*" ,8,1



F I G H T E R BOMBER

QUICK REFERENCE GUIDE COMMODORE 64 CONTROL KEYS

GAME CONTROLS

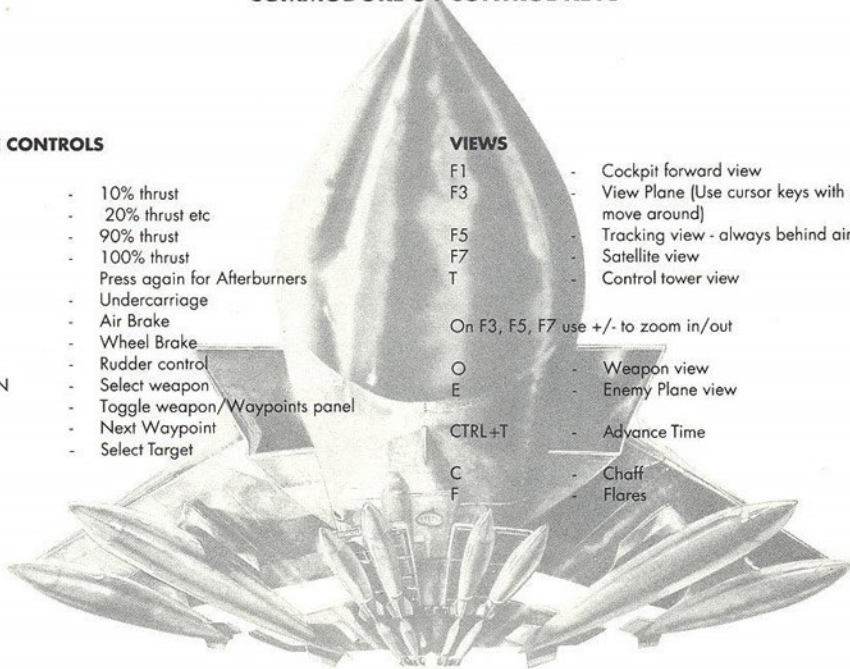
- 1 - 10% thrust
- 2 - 20% thrust etc
- 9 - 90% thrust
- 0 - 100% thrust
Press again for Afterburners
- G - Undercarriage
- B - Air Brake
- W - Wheel Brake
- < - > - Rudder control
- RETURN - Select weapon
- F2 - Toggle weapon/Waypoints panel
- N - Next Waypoint
- S - Select Target

VIEWS

- F1 - Cockpit forward view
- F3 - View Plane (Use cursor keys with shift to move around)
- F5 - Tracking view - always behind aircraft
- F7 - Satellite view
- T - Control tower view

On F3, F5, F7 use +/- to zoom in/out

- O - Weapon view
- E - Enemy Plane view
- CTRL+T - Advance Time
- C - Chaff
- F - Flares



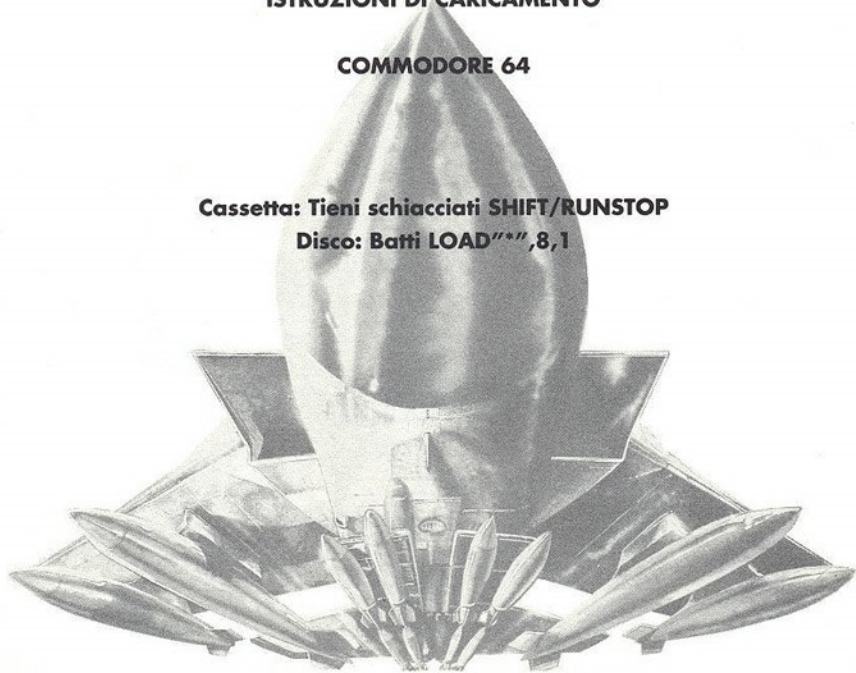
FIGHTER BOMBER

QUICK REFERENCE GUIDE
ISTRUZIONI DI CARICAMENTO

COMMODORE 64

Cassetta: Tieni schiacciati SHIFT/RUNSTOP

Disco: Batti LOAD""",8,1



F I G H T E R BOMBER

QUICK REFERENCE GUIDE CONTROLLI COMMODORE 64

CONTROLLI

- 1 - 10% di spinta
- 2 - 20% di spinta...ecc.
- 9 - 90% di spinta
- 0 - 100% di spinta
(premi di nuovo per i Postbruciatori)

- G - Carrello
- B - Freni aria
- W - Freni ruote
- <, > - Timoneria
- Return - Seleziona Arma
- F2 - Scambia arma/Punti accesso
- N - Punto accesso susseguente
- S - Seleziona bersaglio

VISUALI

- F1 - Visuale abitacolo
- F3 - Visuale aereo (per girare, usa tasti cursore con Shift)
- F5 - Visuale inseguimento - sempre vista posteriore
- F7 - Visuale satellite
- T - Controllo torre vista

Su F3,F5,F7, usa +/- per zoomare

- O - Visuale armi
- E - Visuale aereo nemico

- CTRL+T - Anticipa il tempo

- C - Lamine
- F - Bengala

