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Integration

FIGHTER PILOT

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BYTE BACK

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Performance

Take-off Speed: 130-140 knots depending on flap position.

Stall Speed: 120-130 Knots.

*V*max: Full flap 352 Knts;
Any flap 472 Knts; No flap
802 Knts at sea level, 1439
Knts at 60,000 ft; Airborne
with undercarriage down 300
Knts; On ground 250 Knts.
Ceiling: 65,000 ft.

Max Climb Rate: Greater than 50,000 ft/min.

Other Data

Engines: 2 Pratt & Whitney F100-PW turbofans, 17,600lbf thrust each dry, 25,000lbf thrust each with reheat.

Dimensions: Wing Span
42ft 9in. Length 63ft 9in.

Weight: Intercept mode,



FIGHTER PILOT

Loading

Commodore 64 - Press SHIFT+RUN/STOP.

OPTIONS

To choose from menu press appropriate number key - Amstrad/C64/Spectrum. Use joystick or SELECT key to move symbol, press button or OPTION to make choice - Atari.

Landing Practice

Your aircraft is positioned at an altitude of 1,700ft, 6 miles from the runway. Use throttle, flaps and elevator controls to adjust your flight path. The Instrument Landing System (ILS) and Flight Computer may be used for guidance. Once landed reduce thrust to zero and apply brakes.

Flying Training

Take off by opening the throttle and pulling back on the joystick (or pressing the appropriate key) once take-off speed is achieved. Raise the undercarriage before reaching 300 Kts to avoid crashing. When on the ground use rudder to steer.

Air-to-Air Combat Practice

You are positioned 2 miles behind the enemy at the same altitude. Select Combat Mode and the Flight Computer to aid in tracking enemy. Fire when the enemy is in your sights.

Air-to-Air Combat

Defend your four airfields (BASE, TANGO, DELTA, ZULU) by flying intercept missions against enemy aircraft. Land at your airfields to refuel and re-arm.

Blind Landing

Simulates landing and take-off in fog. No ground features or

horizon are visible above 50ft. Use your instruments to navigate and land by.

Crosswinds and Turbulence

An additional level of realism. Recommended once you become a proficient pilot.

Pilot Rating

Affects skill level of enemy pilots.

CONTROLS

During flight your aircraft is manoeuvred using the elevator, ailerons and rudder. The ELEVATORS pitch the aircraft up and down. The AILERONS roll the aircraft right or left. The RUDDER changes heading and induces roll.

Engine THRUST is varied using the THROTTLE controls. This varies your pitch angle as well as your speed.

The FLAPS are used to give a slower runway approach speed and a reduced descent rate. They reduce the speed at which the aircraft will stall. Using the flaps at speeds above 472 Kts causes them to fail.

The BRAKES are only available when on the ground.

The GUNS are only available in COMBAT mode. The ammunition left is shown at the bottom right hand corner of the instrument panel. The lightning flashes above the ammo show the presence of enemy aircraft. The number of enemy aircraft destroyed is shown the right of these.

INSTRUMENTS

Artificial Horizon

Located in the centre of the panel.

Speed and Flaps

To the left of the Artificial Horizon is a panel showing your speed in knots and your flap angle from zero to full.

Vertical Speed Indicator (VSI) and Altitude

Your altitude is shown in feet. Your rate of climb or descent in feet per second.

Thrust

The engine thrust is shown by a vertical bar underneath the Artificial Horizon. The bar shows normal engine thrust from 0 to 100% followed by reheat which gives extra thrust at the expense of heavy fuel consumption.

Radar and Compass

The instrument to the left of the panel shows your aircraft heading at the top and the beacon range and heading at the bottom. Selecting a new beacon will cause the figures to change correspondingly. The flashing cross shows the bearing of the beacon relative to your aircraft. To fly towards the beacon turn your aircraft so that your heading matches the beacon bearing.

Combat Mode

Switching to Combat Mode activates your guns, displays your sights and locks your radar and flight computer onto the enemy. The radar display shows a lightning symbol in Combat Mode and shows the range and bearing of the enemy instead of the beacon. The Flight Computer shows the enemy's altitude.

ILS/Flight Computer

ILS - Used for obtaining the correct flight path for landing. Keep the flashing symbol in the centre to maintain the correct approach.

Flight Computer - Displays ground position relative to the beacon shown on your radar if the beacon is within 6 miles.

Fuel and Undercarriage

Fuel gauge should be watched to ascertain when to land for refuelling. Undercarriage status is shown by arrow and lights underneath fuel gauge.

MAP

Shows location of enemy aircraft, airfields, navigation beacons, and high ground.

SUMMARY OF CONTROLS

Note that joystick can be used for AILERONS & ELEVATORS in all cases. Fire button fires guns. Joystick is essential for Atari version. Use port 2 for C64, port 1 for Atari, choose joystick type from menu on Spectrum.

Function	C64
Stick Left Right (AILERONS)	5 6
Stick Forward Back (ELEVATORS)	8 7
RUDDER Left Right	Z X
THRUST + -	Q A
FLAPS Up Down	W S
UNDERCARRIAGE	U
BRAKES	J
Next Beacon	N
Map	M
ILS FLIGHT COMPUTER	F 7
Fire GUNS	SPACE BAR
Hold Release	H J
Retrun to Menu	RUN STOP + RESTORE