

FLYER FOX™

TYMAC
COMMODORE 64™

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IT TALKS!

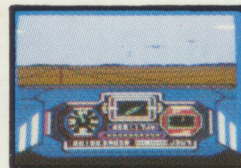
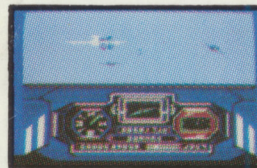
Tymac Talkies — No Extra Hardware!

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COMMODORE 64™

FLYER FOX™
From TYMAC

FLYER FOX

GAME PLAY



Actual Screen Shots

The training was grueling, the competition stiff. But you proved yourself a pilot without equal, ready to command the world's most advanced defensive weapon: Flyer Fox.

Sitting in the cockpit of your sleek jetfighter, you escort a commercial jumbojet through the once-safe international skies. Suddenly your scope lights up and the reason for your presence streaks by. A Mig fighter has ruthlessly opened fire on the helpless airliner. It breaks off and you give chase. You track him on your scope. You veer left. You fire. You veer right. The ground zooms past. He tries to evade, but you doggedly follow, knowing that you must not allow him to complete his mission of destruction. Suddenly you receive a mayday from the airliner — another Mig is attacking. Afterburners, blazing, you streak back to the rescue, in defence of freedom of the skies!

Flyer Fox, a one-player, 3D simulation, is part of Tymac's Game Gems series. Fast arcade action combined with dazzling, high resolution graphics and software generated speech puts you right in the game with an impact you never thought possible!

PRODUCED FOR TYMAC BY GAME GEMS System Requirements

For use on the Commodore 64 microcomputer.
Joystick in CONTROL PORT 2.

Designed by Gregory Carbonaro
Programmed by Charles Teufert

Graphics and speech by Gregory Carbonaro
Animation by Ronald C. Pintus and Arthur J. Aspromatis
Documentation by James J. Miller

FLYER FOX

INSTRUCTIONS

TO LOAD

TYPE: SHIFT RUN/STOP KEYS
Stop Tape when program loaded.

START UP INSTRUCTIONS

After a few moments the FLYER FOX screen will appear. You are now ready to begin your mission.

To start press the fire button on your joystick. The aircraft will automatically climb to a position behind the airliner. At that time you will receive your fuel for the mission and can take our control.

CONTROLS

Joystick control — you must use your joystick to control the movement of your aircraft and the firing of your heat seeking missiles:

- * to descend — push stick forward
- * to climb — pull stick back
- * to bank left — push stick left
- * to bank right — push stick right
- * to fire — press fire button

INSTRUMENTATION

Your aircraft is equipped with a number of devices to assist you:

1. Artificial horizon — indicates your aircraft's attitude relative to the ground to tell you if you are:
 - * climbing — aircraft located above the centre markers
 - * descending — aircraft located below the centre markers
 - * turning left — left wing down
 - * turning right — right wing down
2. Altimeter — indicates your absolute distance from the ground. Helpful in locating the airliner.
3. Compass — indicates your actual direction and assists you in relocating the airliner after engaging enemy fighters.
4. Radar scope — to locate enemy aircraft:
 - * your aircraft is the centre blip
 - * blips above the centre are aircraft ahead of you
 - * blips below centre are aircraft behind you

To locate the enemy aircraft you must line these blips up in front of your aircraft.

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5. Relative altitude indicator — tells you your relative position to incoming fighters:
 - * White squares above plane on scope — you are below the enemy
 - * White squares below plane on scope — you are above the enemy
 - * White squares even with plane on scope — you are level with the enemy
6. Status line — provides you with information regarding the condition of the airliner.
7. Fuel gauge — monitors your fuel supply. You will be resupplied with fuel at the end of each level of play. If you run out before destroying all the enemy planes, you lose.
8. Locking cross hairs — in the centre of the windshield of the aircraft is a small cross which is used to target enemy aircraft. These must be centred on the aircraft in order to have your missiles hit. The cross hairs will enlarge and a beep will sound when you are on target. Once you press the fire button with the cross hairs on the target, your missiles will be locked on and will hit the target even if it leaves your field of vision.

STOPPING THE ACTION

You may stop the play action at any time by using the Function Keys:

- (F1) — Restart the game from the beginning
- (F3) — Temporarily stop the game where it is
- Any movement of joystick (after press (F3) — resumes play

RADIO TRANSMISSIONS

You will occasionally receive radio transmissions which provide you with additional helpful information. These transmissions, both through words and beeps, will tell you when enemy planes are approaching, the condition of the airliner, when your fuel is getting low etc.

LEVELS OF PLAY

You will be notified of changes in level of play in three ways:

- * A radio message will tell you of developments on the airliner
- * New blips will appear on your radar scope
- * Enemy aircraft will change colour

SCORING

Each enemy fighter shot down 100 points
Fuel remaining Bonus points

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