PROJECT STEALTH FIGHTER®

LOADING INSTRUCTIONS

DISK 1 - SIDE 1

Project Stealth Fighter includes two tapes. Tape A has sides 1 and 2, while B has sides 3 and 4. Load the game, load side 1 first, then side 2, and 2 minutes after the game prompts you to load side 3, 3 and for additional mission 7 to load the game gaming, ignore side 4 and load side 5 for the final mission. Tape A side 1 contains:

Project Stealth Fighter, Lockheed C-141, C-5A, C-5B or C-5M with a computer capable tape deck, joystick, and either a TV screen or computer monitor. To load and start the game, follow these instructions:

- Turn off your computer.
- Remove all cartridges and devices from your computer. This includes disconnecting any disk drives, printers, modems, and Super Serial Cards.
- Attach one joystick to port #2. DO NOT leave a joystick in port #1 (a. joystick there can interfere with loading).
- Plug the cassette tape deck into your computer.
- Insert the tape into your cassette deck.
- Rewind. It is an optional question this sequence. It is very attractive, but not necessary to the game.
- Turn on your computer. If you have a C128, hold down the Commodore (Ctrl) key as you turn on the computer.
- Load the program by holding down the SHIFT key and pressing the key marked RUN/ STOP. Then, as prompted on the screen, rewind the tape and press PLAY on the tape cassette deck. Your computer's program will now load the files in the cassette deck, rewind the tape, and press PLAY.
- Select "No Checksum." The first few times you play, we urge that you select the "No Checksum" option. This allows you to learn to fly without the agony of returning to tape deck when you crash.
- Have a spare tape handy. To save your pilot's record, you need a separate, blank tape. You can use any blank tape to save your pilot's record. You can use the same tapes for playing game disks. REWIND would be your tape's position.

Pentagon! "Play" on the Tape Cassette Deck

When instructed to press PLAY on your cassette deck, you normally leave the PLAY key down, even if the game isn't reading data. This is especially important when Sides 1 and 2 are on the same tape. Sometimes, however, the game will ask you to stop the tape and rewind it before loading a new side. In this case, you can begin flying if you can press STOP while airborne. However, you MUST press PLAY again when prompted (after flying ended). If you don't, the program will malfunction or crash. Therefore, remember to press PLAY when you hear the prompt.

SPECTRUM-48 128

Spectrum 128 users can convert the tape. If you have a 48k rewritten load LOADER" and press **RETURN/ENTER**. If you have a 128k machine just press **RETURN/ENTER**. Wait. Press PLAY on the tape deck and now follow on all screen prompts. The game will continue to load. Always remember to have a blank cassette ready to save your pilot's data.

Special note from the Wing Commander: When your program reaches the stage that the computer requires you to save your pilot's data, it will prompt you. This mission has had distractions running, and will so getting an upgraded debriefing.

Special Modes

The C64, C128 and 48k versions of F-19 are incorporated in the product you have now purchased.

2. The data for these two individual programs is recorded on the opposite side of the cassette. Unfortunately, the

the program does well load or run correctly, turn off your computer, leave it off for as least 10 seconds, then try again. Tapes sometimes load incorrectly.

Tape Cassette Deck Problems: Because tape decks are complex, make sure all other equipment is disconnected. Disk drives, printers, modems, etc. can prevent the game from loading or running properly. The next step is to try to treat the program on another machine. If it loads correctly on another machine, the problem is probably in your tape deck. Clean the tape heads, capstan and rollers if necessary. If you have trouble loading on other machines, as well as on your own, you may have a defective tape. Defects are often caused by careless handling. The data on these tapes is recorded in a special format. Tapes made on other machines will not load. Tape decks on television receivers and computer monitors. Never put a tape or other product of computer equipment on top of your TV or monitor. Do not hold a tape (or disk) against the screen.

Central Systems Controls: Arming & Firing

F1 key	(w)	Weapons Bay #1 Armed
F2 key	(w)	Weapons Bay #2 Armed
F3 key	(w)	Weapons Bay #3 Armed
F4 key	(w)	Weapons Bay #4 Armed
F5 key	(w)	Weapons Bay #5 Armed
F6 key	(w)	Bomb Cannon Armed
Return	(W key)	EMCON Weapons Shutoff

B&W GFX Status Lights

a	(r)	Radar Jammer On/Off
b	(r)	System Manager Lit
c		Radio message displayed
d		Radio Jammer Lit
e		Radar Jammer Lit
f		Radar Jammer On/Off

Simulation optimizations & other mission

esc/pause	Pause
Fire Button	Selection

OPERATING INSTRUCTIONS

Preflight Briefing

Before each mission, at the Preflight Briefing, move the controller to highlight your choice. Then press Selection to make your selection.

Aircraft Identification

Whether your own mission assignment, you must correctly identify an aircraft. Find the drawing which matches the screen illustration. Close or carefully the shape of the wings, fuselage, and tail to accurate identification. Study the drawing, then fly.

Region of the World

Your first mission is in the Persian Gulf, near Iran. Lenin Tremora is training simulator of Libya. Every day do not deep your aircraft. Everything into the ground may be normal when depending on what options you select.

Note: You can fly the Persian Gulf in each of the four major regions. The Persian Gulf is the most difficult. The North Cape is easy and finally Central Europe is difficult. Each region has a different weather.

Pilot Name

Enter your pilot's nickname (not! your situation or you can ask for a mission in a year time. Lenin's non-situations are less dangerous than conventional war deployments. A cold war mission is a conventional war mission in disguise. In limited zone conventional war mission is a cold war mission in disguise.

Type of Mission

Each regions you may select the general category of mission you desire (Defensive, Tactical or Strategic targets). Your commanding officer then makes a specific mission assignment, or "assigned" mission. Then, without consulting your superior officer, you may choose to fly a "self-assigned" mission. Target destruction measured

accounting specific enemy assigned.

In Libya Training, Defensive Precision sends you to the Gulf of Sirte, with no active aircraft or ground defenses. Tactical Precision sends you to the Gulf of Sirte, with no active aircraft, but with an area protected by unmanned Libyan fighters. In Direct Recessive, you are sent to Tripoli, an area with both SAM and aircraft defenses.

Assigned Quality

You can select the quality level of the enemy forces. Green have no tactical skill or sophistication. Regular forces are average in tactical skill. Veteran forces are sophisticated and dangerous. Elite forces are combat hardened veterans with skill and extreme aggressiveness. Elite forces are very tough enemy forces will tend to have better equipment. The state of war will also affect the equipment and tactics of the enemy.

Flight Performance

Your flight performance is a function of F-19 flight performance you desire: Hi Crashes, Easy Landings, Low Fuel Consumption, Hi Speed.

Flight performance affects the damage you suffer from enemy gun and missile hits. No Crashes means your aircraft will not crash if you fly too fast, too low, too steep, too slow, too far, too long. Easy Landings and Fuel Economy Landings mean that you will be totally realistic (slightly more effective than easy flight).

Mission Briefings

After selecting your options, you can:

Go on Leaves: Report at airbases and mastern with a new pilot.

Fly Mission Briefing: This retains the current pilot and region, but restarts the other selection options.

Mission Review: Gas detailed instructions about your mission.

Mission Start: Begin your mission. Your aircraft will be on the runway.

Quit: Return to the Main Menu. Use this option to change your pilot.

Armaments

A default armament for each task is suggested. However, you can change armament in any way. In a new weapon by selecting a new, then, moving the highlight pointer to select a new weapon. In addition you can also use the keyboard to select from a menu of 10 weapons.

CONTROLS

Keyboard Controls

The A.D. Keyboard is provided the pilot with all vertical flying and weapon targeting information in a graphic format. This is provided on a clear pane in the level of the windshield. The pilot can "look" at the keyboard without taking his eyes off the sky.

Weapons: The weapons are on the left side of your cockpit. To select the weapon you want, the appropriate weapon key. Weapons are fired by pressing the Space Bar. Weapons are fired in the order they are armed. Weapons are armed by pressing the Space Bar. Weapons are fired in the order they are armed. Weapons are armed by pressing the Space Bar. Weapons are fired in the order they are armed. Weapons are armed by pressing the Space Bar.

Heading: The horizontal scale across the top is your heading in degrees. The black mark on the horizontal scale indicates your heading. The digital readout is your heading.

Pitch: The pitch is a reference line in the center of your cockpit. Pitch is the angle between your nose pitch. The pitch is level when the top of the indicator touches the horizon. However, the pitch indicator is not a "horizon." It is a pitch indicator. Pitch is not a "horizon." If you are concerned, depending on your Stroke setting and altitude.

Pitch: This describes the vertical height of your aircraft in degrees. Positive pitch means nose up, negative pitch means nose down.

Bank Angle: This indicates how much around the aircraft's axis. Roll to the right is positive, roll left is negative.

Throttle Level: Shows the current throttle setting, pulsing or steady. Throttle setting is controlled by the Throttle Control. Throttle setting is also controlled by the Throttle Control. Throttle setting is controlled by the Throttle Control. Throttle setting is controlled by the Throttle Control.

Speed: Shows the current speed in knots. Speed is controlled by the Throttle Control. Speed is controlled by the Throttle Control. Speed is controlled by the Throttle Control.

Altitude: Shows the current altitude in feet. Altitude is controlled by the Throttle Control. Altitude is controlled by the Throttle Control. Altitude is controlled by the Throttle Control.

Cockpit Systems Controls: Flight and Navigation

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F4 key	(w)	Weapons Bay #4 Armed
F5 key	(w)	Weapons Bay #5 Armed
F6 key	(w)	Bomb Cannon Armed
Return	(W key)	EMCON Weapons Shutoff

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a	(r)	Radar Jammer On/Off
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EMV Bar Gauge Colours

Blue	Low EMV	(1-3 bars on)
Green	Medium EMV	(4-6 bars on)
Yellow	High EMV	(7-9 bars on)
Red	Maximum EMV	(10 bars on)

Central Systems Controls: Defensive

2	(2 key)	Stop Decoy
3	(3 key)	Stop Jammer
e	(r)	Radar Jammer On/Off
f	(r)	Radar Jammer On/Off
g		Display Status Status
h		Radio Jammer On/Off

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In addition, to the right of the GFX are several lights. Below this procedure.

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FLIGHT CONTROLS

Engines ON/OFF: Toggles your jet engines on or off.

Throttle Increase: Increases your jet thrust.

Throttle Decrease: Decreases your jet thrust.

Throttle Max: Sets throttle to maximum.

Left Left: Left out of cockpit left side.

Left Right: Left out of cockpit right side.

Left Forward: Left out of cockpit forward.

Left Backward: Left out of cockpit backward.

Toggle Extended/Retracted: Extending the Tape increases lift but slows the aircraft down, thus, reduces speed.

Landing Gear Up/Down: As a safety feature, the landing gear will not deploy at speeds of over 250 knots.

Flaps Up/Down: When turned on, the control stick is downcentered from flight control. Control is used to control the position of your landing gear and flaps on the adaptive mode.

Switch Wild Raw Hyperbolic: This switch toggles between weapons. The active gas flashes on the screen.

Straight Way: The weapon is fired straight ahead.

Tactical Way: This displays a close-up map of the local area on the Color CRT. The INS Tactical Way is a close-up map.

Field Ejection: Ejects you from your aircraft.

Accelerated Time: Holds long flights pass quickly. Automatically stops when an enemy is encountered, a mission completes, or your landing gear is down.

Pause: Freezes the game.

COMBAT CONTROLS

Change Threat Display mode: Toggles between VIO, 2D and a 1.2 mile range.

Switch Tracking Modes: Toggles between air and ground tracking. Note: If weapons are selected, this toggles between weapons.

ID Target: Name of currently displayed on the Weapons Display.

Switch Target: Toggles through all ground and air targets but does not change the tracking mode.

Weapons Display: Displays the weapon currently selected.

Weapons Bay #1, #2, #3 or #4: Armed: Opens weapons bay doors and activates the appropriate weapon. Weapons are automatically switches to accommodate the weapon selected with the Space Bar.

Cannon Armed: Activates guns and gunsight.

Pitch Level/Bank Wing: Resetting Pitch Level/Bank Wing: