

**RESTRICTED**



**COMBAT MANUAL**

**ELITE UNIT TACTICAL INFORMATION**

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# BACKGROUND

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## ★ JANUARY 1997 ★

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In Washington, a new President takes the oath of office. In his inaugural speech he states forcefully that solving America's drug problem is his top priority. He vows to push Congress into declaring formal war on the drug lords of South America by the end of the year.

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## ★ FEBRUARY 1998 ★

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Congress continually refuses to declare war on non-government organizations. The President, as Commander in Chief, decides to send troops into South America as a police action to protect American citizens. The State Department approves the purchase of a new state-of-the-art jet fighter, the F14-LCB COSMOS, specifically for this mission. Used as a tactical weapon, this powerful and versatile aircraft could effectively destroy the major drug installations and transport modes in South America. That is, if flown by the right pilot.

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## ★ APRIL 1999 ★

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The President authorizes Operation Snow Strike. Within a few days, an initial squadron of F14-LCB COSMOS jets arrives off the west coast of South America on the carrier USS *Epyx*. The domain of the drug lords has been mapped by reconnaissance satellites, and the mission profiles are completed. It's time for the first solo attack run. . .

# THE F14-LCB COSMOS

## **NATO designation**

F14-LCB COSMOS

## **Nickname**

Rapier

## **Country of origin**

United States of America

## **Type**

Twin-engine, two-seat, land or carrier based multi-role supersonic fighter plane.

## **Primary function**

Attack and destroy multiple targets, both surface and airborne, in all weather conditions, during light and dark hours.

## **Power plant**

2 Pratt & Whitney TF30-R-418A two-shaft afterburning turbofans.

## **Thrust**

32,000 pounds each engine with afterburner.

## **Performance**

Speed: 1,346 mph (Mach 2.04)

Climb: over 30,000 ft/min at normal gross weight

Ceiling: above 65,000 feet

Combat radius: 857 miles

## **Dimensions**

Length: 62 feet 8 inches

Height: 16 feet

Wing area: 565 square feet

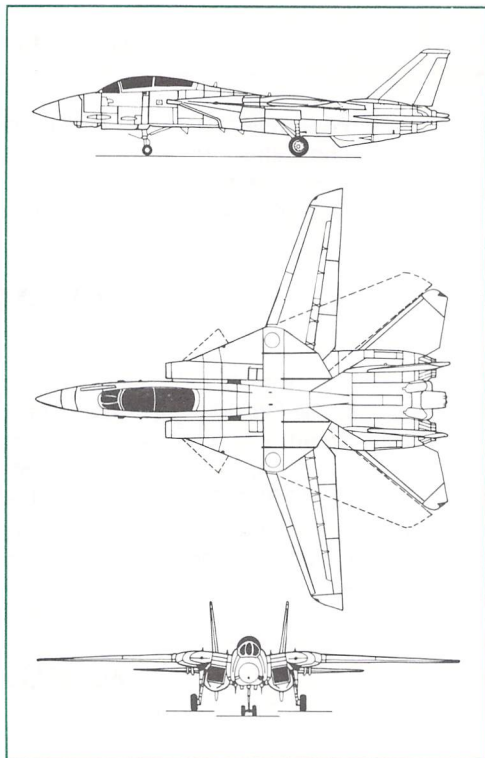
Wing span: 38 feet 2 inches (68° sweep)

64 feet 1 1/2 inches (20° sweep)

## **Weight**

Unarmed: 22,104 pounds

Armed: 30,539 pounds



## **Armament**

- One 20mm M61-A1 Vulcan multi-barrel cannon with 60 rounds
- 12 MOS (Missile Optics System) Harpy air-to-air missiles
- 6 MOS Fury air-to-surface (ATS) missiles
- 9 metallic foil chaff canisters
- 9 magnesium flares

## **Crew**

Two (pilot and copilot)

## **History**

First flight: 21 December 1997

Initial takeoff from U.S. Navy carrier: 27 October 1998

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## ★ FEATURES ★

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The F14-LCB COSMOS jet fighter is designed for both land and carrier based (LCB) operations. Its unusual Ceramic Outer Structure and Missile Optics System rate it the official designation "COSMOS." Unofficially, both pilots and ground personnel proudly refer to it as the "Rapier."

The Rapier's advanced airframe includes two canted vertical rudders, one atop each engine, giving directional control under the asymmetric load conditions of missile-firing. Variable sweep wings meet the conflicting needs of high-sky dog-fighting and low-level attacks on surface targets. An on-board computer automatically controls the wing sweep, which ranges from a 20-degree extension for slow, stable flight to a 60-degree closure for maximum speed and maneuverability.

The fighter's skin is a very light weight, highly resilient ceramic material, originally developed for Space Shuttle tiles. Tailplane and wing sections contain honeycomb construction for weight reduction and are covered with a thin boron/epoxy composite. The result is a high thrust-to-weight ratio. This, mated with advanced air and ground brake systems, enables the Rapier to take off and land on very short runways and carriers without relying on catapults or catch wires.

The F14-LCB is equipped with the most advanced Missile Optics weapons system (MOS) available. Its missiles (both air-to-air Harpies and air-to-surface Furies) visually analyze a target, then seek it through visual recognition until strike and detonation. Self-adjusting frequencies of light compensate for weather conditions and sunlight. MOS missiles are not affected by heat or electronic interference and are accurate at all ranges.

# LOADING THE GAME

## ★ IBM PC AND COMPATIBLES ★

1. Set up your system. If you have a joystick to use for gameplay, plug it in now.
2. Boot up your system.
3. Insert the *Snow Strike* disk into drive A. (If your system boots from a hard drive, type **A:** now and press **Enter**.)
4. At the prompt, type **strike**. Use this command alone for gameplay in EGA or Tandy graphics mode. To set other gameplay features, add the following suffixes to the command:

| Suffix    | Result                                  |
|-----------|-----------------------------------------|
| <b>c</b>  | CGA graphics mode                       |
| <b>j</b>  | joystick control                        |
| <b>s0</b> | game sounds off                         |
| <b>s1</b> | jet sound off, all other game sounds on |

For example, to play in CGA mode with a joystick and game sounds off, type **strike c j s0**. Be sure to insert a space between suffixes.

5. When the command is what you want, press **Enter**.
6. When the *Snow Strike* title screen appears, press **Spacebar** or the fire button. A cycle of preflight selection screens begins. Follow the instructions on screen to cycle through. Highlight your choices by pressing the **Arrow** keys or moving the joystick handle. Press **Spacebar** or the fire button to select them.
7. During play, press **s** for a three-way toggle between full game sound, jet sound off, and no game sound. If you asked for joystick control in step 4, press **j** to toggle between joystick and keyboard control during play.

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## ★ COPYING TO A HARD DISK ★

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1. Boot up your system.
2. At the prompt, type **C:** and press **Enter**. Then type **cd \** and press **Enter**.
3. Insert the *Snow Strike* disk into drive A.
4. Type **mkdir strike** and press **Enter** to create a directory named STRIKE.
5. Type **cd strike** and press **Enter** to get into the new directory.
6. Type **copy a:\*.\*** and press **Enter** to copy the disk into the new directory.
7. Follow Loading Instructions 4 through 7 to finish loading and begin gameplay.
8. For future gameplay, boot up your system, type **C:**, and press **Enter**. Then type **cd \strike** and press **Enter**. Follow Loading Instructions 4 through 7 to finish loading and begin gameplay.

**Note:** While playing *Snow Strike* from a hard disk, you must keep the original *Snow Strike* floppy disk in drive A.

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## ★ COMMODORE 64 ★

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1. Set up your system and plug a joystick into control port 2.

**Note:** *Snow Strike* can also be played on the Commodore 128.

2. Make sure the disk drive is empty. Turn on the monitor and disk drive, then turn on the computer.
3. Insert the *Snow Strike* disk into the drive with side 1 up. Type **LOAD ""\*,8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **Cx** key and press **Run/Stop**.)
4. When the *Snow Strike* title screen appears, press the fire button. A cycle of preflight selection screens begins. Follow the instructions on screen to cycle through. Highlight your choices using the joystick handle and press the fire button to select them.

**Note:** To interrupt a mission and return to the first preflight screen, hold down **Control** and press **Run/Stop**.

# PREFLIGHT PREP

## ★ PILOT I.D. ★

| Action                      | IBM                                       | C64                   |
|-----------------------------|-------------------------------------------|-----------------------|
| Highlight an item.          | Use <b>Arrow</b> keys or joystick handle. | Move joystick handle. |
| Select a highlighted item.  | Press <b>Spacebar</b> or fire button.     | Press fire button.    |
| Back up to previous screen. | Press <b>Esc.</b>                         | Not available.        |

At the Master Control Console, press the fire button, **Enter**, or **Return** to begin the security access procedure that identifies you as a pilot.

**Enter Pilot's Name** Select this option to register yourself as a new pilot. On the next screen, type your name, press **Enter** or **Return**, type your code name, and press **Enter** or **Return** again. Security access is granted unless you used the name and code name of a pilot already on the roster who was killed in action (KIA).

**Select From Roster** Select this option to fly as an experienced pilot. A roster appears listing the battle records of pilots whose names were previously saved to disk. Select Scan repeatedly to view all records. When the name and record of the pilot you want is on view, highlight Select and press **Spacebar** or the fire button. Security access is granted unless you selected a pilot listed as KIA. (Select Back while viewing the roster to return to the previous menu.)

**Shred All Records** Select this option and then select Yes to erase all pilots from the roster.

## ★ MISSION SELECTION ★

You can fly up to ten separate missions. For ops (operations) control, the missions are divided into two sets: carrier based and land based. Carrier based missions are flown over water; land based missions take place over terra firma and require drug field identification.

Select Carrier Based or Land Based to see the list of five missions for that set. In the list, select either Free Flight (for training) or one of the other four combat missions. (In the beginning, select Free Flight so you can learn how to fly and survive.)

### **Carrier-Based Missions**

1. Free Flight
2. Sink Enemy Aircraft Carrier
3. Destroy Drug Transport Ships
4. Terminate Enemy Oil Supply
5. Stop Drug Convoy Ships

### **Land-Based Missions**

6. Free Flight
7. Destroy Drug Laboratory
8. Bomb Cocaine Refinery
9. Demolish Drug Warehouse
10. Terminate Drug Transport

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## ★ **SKILL AND WEATHER** ★

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In the following screens, select your skill level and weather conditions. Inexperienced pilots should choose Beginner. This level gives you the advantage of fewer enemy attacks and combat emergencies. The levels progress in difficulty. Expert is the most dangerous level, subjecting you to constant enemy attack and life-threatening situations.

Clear weather is ideal for training missions. Stormy weather blows you around at low altitudes, but it also offers cloud cover for getting close in to a target to I.D. it. Choose your weather conditions according to your skill level and the needs of your mission.

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## ★ **VOLUNTEERING A COPILOT** ★

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Six copilots are awaiting orders. All of them are exceptional flyers with interestingly different responses to you and the flight situation. You assign one of them to assist you on the mission.

To review a copilot's record, highlight his name in the roster and select Review. Look at his photo, then press **Spacebar** or the fire button to see his file. To assign him to your mission, select Choose. To review another file, select Menu. (If you're familiar with the men, you can highlight a copilot's name in the roster and immediately select Choose to fly with that aviator.)

If you're an experienced pilot, you'll have the opportunity to review your medals. Select Yes to do that, then press the fire button or **Spacebar** to begin your mission.

# FLYING

| Action             | IBM | C64 |
|--------------------|-----|-----|
| Pause/resume game. | P   | P   |

Every mission begins with takeoff, either from a runway or carrier flight deck. Start with a Free Flight mission so you can learn how to fly the Rapier and survive life-threatening situations.

On the control deck, lights next to the switches tell you whether or not the switch is functional. In general, when a light is lit, its switch is in optimum operating condition. When a light goes dim, the switch is faulty and may require toggling several times to work (or it may be completely dead).

Damage to the plane will dim a number of lights and result in overall reduced operating capacity (such as the inability to open the throttle fully).

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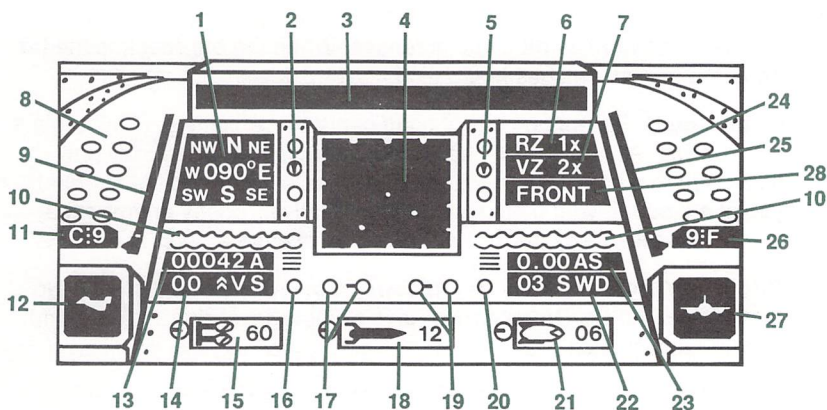
## ★ THE CONTROL DECK ★

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As an ace pilot, you spend most of your time at the Rapier's control deck. Its instruments are described below and in the next few pages.

- 1 Heading** Your current heading (compass direction) is highlighted and displayed in degrees. Zero degrees is due north; 90 degrees is due east.
- 2 Radar Mode Switch** Activates ground or air radar, depending on its position. Switch automatically flips from ground to air radar when enemy planes enter its field. Press **R** to lock onto ground radar; press **R** again to resume automatic control. On the IBM, press **F8** to turn radar completely off. Doing this makes it more difficult for the enemy to track you.
- 3 Copilot Message** Reads out remarks and recommendations from your copilot.
- 4 Radar Screen** Displays ground or air radar blips, depending on Radar Mode Switch position. When radar is off (IBM version), no blips appear. Your plane is always in the center of the screen.
- 5 Landing Gear** Indicates position of landing gear: green is down; red is up. Press **G** to change position of gear. Raise landing gear immediately after takeoff; lower it before landing.
- 6 Radar Zoom** Indicates radar magnification as multiplication factor. 1x is a radar sweep of 400 sq. mi., 2x is 200 sq. mi., 4x is 100 sq. mi., 8x is 50 sq. mi. On the IBM, hold down **Shift** and press the **+** or **-** key on the numeric keypad to increase or decrease the magnification. On the Tandy 1000, hold down **Shift** and press **Insert +** or **Delete -**. On the C64, press the **+** or **-** key.

## The Control Deck



- |                             |                                                       |
|-----------------------------|-------------------------------------------------------|
| 1 Heading                   | 15 Cannon Rounds Count                                |
| 2 Radar Mode Switch         | 16 Stall Warning Light                                |
| 3 Copilot Message           | 17 Ground Brakes                                      |
| 4 Radar Screen              | 18 Air-to-Air Missile Count                           |
| 5 Landing Gear              | 19 Air Brakes                                         |
| 6 Radar Zoom                | 20 On Ground Indicator                                |
| 7 Visual Zoom               | 21 Air-to-Surface Missile Count                       |
| 8 Oxygen Gauge              | 22 Wind Gauge                                         |
| 9 Oxygen Consumption Meter  | 23 Air Speed Indicator                                |
| 10 Damage Indicator         | 24 Fuel Gauge                                         |
| 11 Chaff Count              | 25 Throttle Setting                                   |
| 12 Pitch Indicator          | 26 Flare Count                                        |
| 13 Altimeter                | 27 Bank Indicator                                     |
| 14 Vertical Speed Indicator | 28 View Indicator (C64)<br>Radar Mode Indicator (IBM) |

- 7 Visual Zoom** Indicates visual magnification as a multiplication factor, similar to magnification through binoculars. 1x is as seen by the naked eye. On the IBM, press the + or - key on the numeric keypad to increase or decrease the magnification. On the Tandy 1000, press **Insert +** or **Delete -**. On the Commodore, press the @ or \* key.
- 8 Oxygen Gauge** Shows amount of oxygen remaining. All lights on represent full tanks; lights dim as oxygen level drops. Both you and the plane use on-board oxygen: you and your copilot to breathe, and the Rapier to burn fuel. The jet consumes more oxygen as altitude increases. If you run low on oxygen, decrease altitude quickly. If you run out of oxygen, land immediately at a friendly base for refit.

- 9 **Oxygen Consumption Meter** Shows rate of oxygen consumption. Rate increases with altitude and fuel consumption; decreases when you lose altitude or brake.
- 10 **Damage Indicator** Shows level of damage to your craft. The bar moves to the right as damage increases. When the bar reaches the far right, the aircraft catches fire.
- 11 **Chaff Count** Shows number of chaff canisters remaining. (You begin a mission with 9 canisters.) Chaff canisters are full of metallic foil particles. When a canister is released, the particles spin and float behind you in a cloud. If your timing is right, the chaff will decoy enemy radar-guided missiles away from you. Press **C** to release a burst of chaff.
- 12 **Pitch Indicator** Shows pitch (up/down from level) orientation of your craft. Press the **Up/Down Arrow** keys or move joystick handle up and down to adjust pitch.
- 13 **Altimeter** Indicates your altitude in feet above sea level.
- 14 **Vertical Speed Indicator** Indicates your vertical speed in feet per second. Press **1** through **0** to adjust speed (**1** is slowest, **5** is medium, **0** is fastest).
- 15 **Cannon Rounds Count** Shows number of cannon rounds remaining. (You begin a mission with 60 rounds.) Press **F1** to arm cannon; press **Spacebar** (IBM only) or fire button to fire.
- 16 **Stall Warning Light** Light dims to alert you when plane stalls (loses lift). In a stall, the air stops flowing smoothly over the wings. Incompatible pitch and bank orientations (especially in tight turns) often result in stalls. To recover, first level your wings, then level your nose. Stalls cost you altitude, so a stall at low altitude can be fatal.
- 17 **Ground Brakes** Indicates status of landing gear ground brakes: green is set; red is released. Press **B** (IBM) or **Spacebar** (C64) to change status. Always set the ground brakes when the plane is on the ground. Release them at all other times.
- 18 **Harpy Air-to-Air Missile Count** Shows number of Harpy missiles remaining. (You begin a mission with 12.) Press **F2** (IBM) or **F3** (C64) to ready a missile. Press **Spacebar** (IBM only) or fire button to fire.
- 19 **Air Brakes** Indicates status of air brakes: green is on; red is off. Press **A** (IBM) or **B** (C64) to change status. Use air brakes for quick turns during dogfights and when coming in fast for a landing.
- 20 **On Ground Indicator** When the light is on, you're on the ground.
- 21 **Fury Air-to-Surface (ATS) Missile Count** Shows number of Fury missiles remaining. (You begin a mission with 6.) Press **F3** (IBM) or **F5** (C64) to ready a missile. Press **Spacebar** (IBM only) or the fire button to fire.

- 22 Wind Gauge** Shows wind direction and speed in miles per hour.
- 23 Air Speed Indicator** Shows your air speed in Mach numbers. Mach 1 is 660 mph, the speed of sound at 35,000 feet.
- 24 Fuel Gauge** Shows amount of fuel remaining. All lights on represents full tanks; lights dim as fuel level drops. Fuel consumption increases with speed. At high altitudes, fuel consumption decreases due to a decrease in air drag.
- 25 Throttle Setting** Indicates engine speed. Set throttle by pressing 1 through 0 (1 is shut down, 2 through 5 are medium speeds, 6 through 9 are high speeds, and 0 is full power). The slider on the right indicates the throttle setting. At full power, the slider is at the top.
- 26 Flare Count** Shows number of flares remaining. (You begin a mission with 9 flares.) Flares are small magnesium heat decoys. When released, their magnesium burns hotter than jet exhaust and can lure away enemy heat-seeking missiles. Press **F** to release a flare. Flares burn for about 3 seconds, so time their release to the last possible moment.
- 27 Bank Indicator** Shows bank (left/right from level) orientation of your craft. Press the **Left/Right Arrow** keys or move joystick handle left or right to adjust bank.
- 28 View Indicator** (C64 only) Indicates whether you're looking forward or back through the cockpit window. Press **£** to change view.
- Radar Mode Indicator** (IBM only) Shows the setting of your Radar Mode Switch (air, ground, or off).

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## ★ TAKEOFF ★

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| Actions                          | IBM                 | C64                 |
|----------------------------------|---------------------|---------------------|
| Toggle ground brakes on and off. | <b>B</b>            | <b>Spacebar</b>     |
| Set throttle.                    | <b>1 through 0.</b> | <b>1 through 0.</b> |
| Toggle landing gear up and down. | <b>G</b>            | <b>G</b>            |

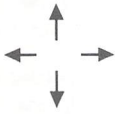
To begin takeoff, release your ground brakes and open the throttle to full power. (0 is full power. 1 is shut down, 2 through 5 are slow to medium power, 6 through 9 are medium to high power.)

When the plane begins its run, pull back on the joystick handle, then release it. This puts your nose up for the ascent. When you build up enough speed, you take off. Retract the landing gear and reduce air speed by powering down on the throttle. Now you're flying free.

## ★ AIRBORNE ★

| <b>Actions</b>                | <b>IBM</b>                  | <b>C64</b>                  |
|-------------------------------|-----------------------------|-----------------------------|
| Set throttle.                 | <b>1</b> through <b>0</b> . | <b>1</b> through <b>0</b> . |
| Toggle air brakes on and off. | <b>A</b>                    | <b>B</b>                    |
| Save current Free Flight.     | <b>F6</b>                   | <b>S</b>                    |
| Load saved Free Flight.       | <b>Shift F6</b>             | <b>Shift S</b>              |

Once airborne, maneuver the Rapiet to get a feel for its responsiveness. Control your pitch and bank by tapping the keys or joystick handle, then releasing. (Pitch is your orientation up or down from level; bank is your orientation left or right from level.)

| <b>Moves</b>           |                        | <b>Numeric Keypad</b> | <b>Joystick</b>                                                                   |
|------------------------|------------------------|-----------------------|-----------------------------------------------------------------------------------|
| Descend.               |                        |                       |                                                                                   |
| Descend while banking. | Descend while banking. | 8                     |  |
| Bank left.             | Bank right.            | 7      9              |                                                                                   |
|                        |                        | 4      6              |                                                                                   |
| Ascend while banking.  | Ascend while banking.  | 1      3              |                                                                                   |
|                        |                        | 2                     |                                                                                   |
| Ascend.                |                        |                       |                                                                                   |

Watch your pitch and bank indicators to check your orientation. (On the C64, the pitch indicator always shows your craft right side up even when you're upside down. This is because the indicator assesses your pitch relative to ground. Look out your cockpit window for visual clues or check your bank indicator to see if you're inverted.)

Test various throttle settings while maneuvering. Engage air brakes for increased drag during turns.

At any time during free flight you can save your current situation to RAM (internal memory). You can then retrieve a saved situation to practice it again and again. It's a good idea to practice takeoffs, landings, air attacks, escape and decoy maneuvers, and ground identification runs before you meet these situations for real.

## ★ SURVEILLANCE ★

| <b>Actions</b>                                               | <b>IBM</b>                      | <b>C64</b>     |
|--------------------------------------------------------------|---------------------------------|----------------|
| Toggle view forward and backward.                            | <b>V</b>                        | <b>£</b>       |
| Toggle nose/tail camera view.                                | <b>N</b>                        | Not available. |
| Increase visual magnification.                               | <b>+</b> (numeric keypad)       | <b>@</b>       |
| Decrease visual magnification.                               | <b>-</b> (numeric keypad)       | <b>*</b>       |
| Increase radar magnification.                                | <b>Shift +</b> (numeric keypad) | <b>+</b>       |
| Decrease radar magnification.                                | <b>Shift -</b> (numeric keypad) | <b>-</b>       |
| Turn off radar.                                              | <b>F8</b>                       | Not available. |
| Lock on surface radar. Press again to release.               | <b>R</b>                        | <b>R</b>       |
| Toggle enemy aircraft in and out of area (Free Flight only). | <b>O</b>                        | <b>O</b>       |

You can look either forward or behind you through the cockpit window. On the IBM, you can also look through the nose or tail camera by pressing **N**. Use the control keys to magnify the view by 2, 4, or 8. Magnification level (2x, 4x, or 8x) appears in the visual zoom on your control deck.

Your surface radar sweeps an area of approximately 400 square miles, and displays what it finds on your control deck radar screen. The Rapier is always in the center of the radar screen. Allied bases are green; enemy targets are red. Use the control keys to magnify the view by 2, 4, or 8 to scan areas of 200, 100, or 50 square miles. Magnification level appears in the radar zoom on your control deck.

**Note:** When enemy planes approach, surface radar automatically switches to air radar and the radar zoom disappears. If you are about to bomb a surface target and you want to ignore the enemy aircraft, press **R**. Press **R** again to return to automatic radar control. You can also press **O** to stop enemy planes from appearing (Free Flight missions only).

## ★ ENGAGE! ★

| <b>Actions</b>                                               | <b>IBM</b>                         | <b>C64</b>   |
|--------------------------------------------------------------|------------------------------------|--------------|
| Arm cannon.                                                  | <b>F1</b>                          | <b>F1</b>    |
| Ready Harpy air-to-air missile.                              | <b>F2</b>                          | <b>F3</b>    |
| Ready Fury air-to-surface missile.                           | <b>F3</b>                          | <b>F5</b>    |
| Fire.                                                        | <b>Spacebar</b><br>or fire button. | Fire button. |
| Disarm all weapons.                                          | <b>F4</b>                          | <b>F7</b>    |
| Release chaff.                                               | <b>C</b>                           | <b>C</b>     |
| Release flare.                                               | <b>F</b>                           | <b>F</b>     |
| Toggle air brakes on and off.                                | <b>A</b>                           | <b>B</b>     |
| Toggle enemy aircraft in and out of area (Free Flight only). | <b>O</b>                           | <b>O</b>     |

Enemy aircraft will approach and fire on you during training. You'll hear tones warning you of this. The more times a tone repeats, the faster your attacker is. Learn to identify attackers by their tones so you won't have to wait for visual I.D. to set up your defense. For decoy evasion, use chaff for attackers with long tones, flares for attackers with shorter tones.

| <b>Tones</b> | <b>Attackers</b>                                   |
|--------------|----------------------------------------------------|
| Eight        | MiG-31 Foxhound, armed with radar-guided missiles. |
| Six          | MiG-29 Fulcrum, armed with radar-guided missiles.  |
| Four         | Su-27 Flanker, armed with heat-seeking missiles.   |
| Two          | MiG-27 Flogger, armed with heat-seeking missiles.  |

When you're under air attack, your surface radar will automatically switch to air radar. Check your radar screen for the position of enemy craft (purple on IBM, red on C64) or missiles (yellow on IBM, blue on C64). Then maneuver until you can see the enemy through the cockpit window. (Be sure your visual zoom is set to 1x.)

Ready an air-to-air missile. A diamond-shaped HUD (head-up display) appears in your view. When the enemy craft is in firing range, a crosshair is superimposed on it. Maneuver to place the crosshair in the diamond. When you succeed, the diamond changes color and you hear a tone indicating that your missile is locked on the target. Fire!

**Note:** You can only lock on to a target when your visual zoom is set to 1x. The crosshair will not appear at any other setting.

If the enemy fires a missile at you, a tone sounds and the missile shows up on your radar. Arm your cannon, center the missile in the diamond sight (you won't get a lock-on tone), and press the fire button. You can also shoot down enemy aircraft with the cannon (which gives you a lock-on tone).

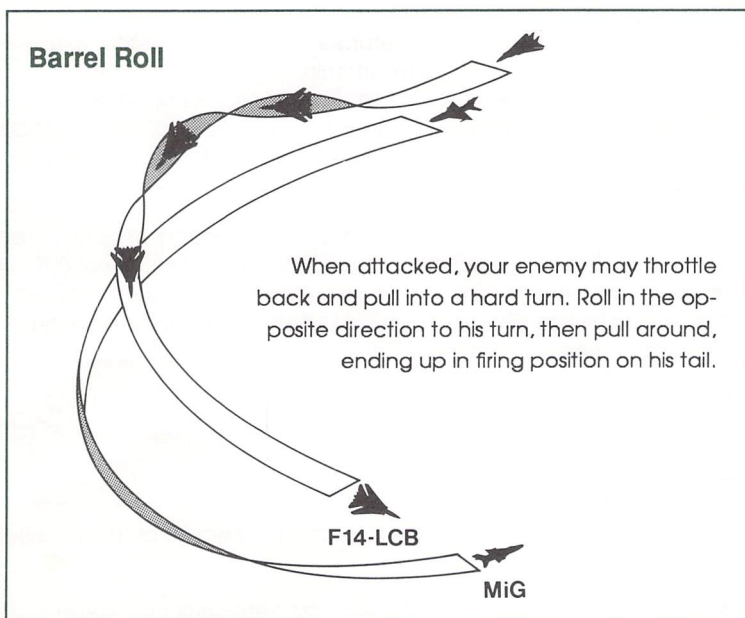
To fire on a surface target, ready an air-to-surface missile and follow the same procedure as for other targets. You can see a surface target from a long distance, so be patient. Don't fire until you see the crosshair and hear the tone or you'll miss for sure.

---

## ★ DOG-FIGHTING ★

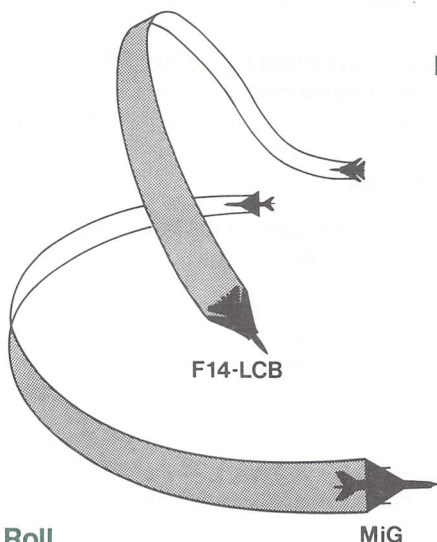
---

Blast enemy planes when they first approach you, before they fire at you or just after. If it looks like a dogfight, get on the enemy's tail. Guns and missile guidance systems face forward on fighter aircraft, so when you're on your enemy's tail he's at your mercy. If you can't get into firing position right away, keep the enemy plane ahead of you and look for your opportunity.



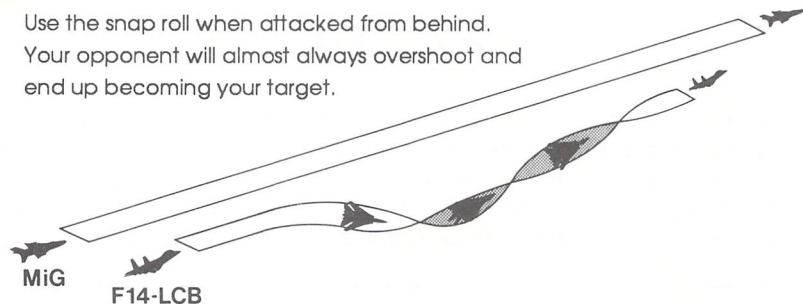
## High-Speed Yo Yo

At high speeds it's easy to overshoot a hard-turning opponent. Instead of turning, pull up, roll, and make a diving turn into firing position.



## Snap Roll

Use the snap roll when attacked from behind. Your opponent will almost always overshoot and end up becoming your target.



Try to maintain a higher speed and altitude than your opponent. If you're slower, you can only dodge attacks. Be sure you're at 3,000 feet or above for combat to avoid crashing during quick losses of altitude. Use your air brakes for quick, tight turns.

If you cannot turn fast enough to shoot down an enemy missile, try evasive maneuvers. If you're chased by a heat-seeking missile, release a flare just before the missile hits. Then turn and roll away fast. If your timing is right, the missile will be decoyed by the flare's heat signature (burning magnesium is hotter than jet exhaust).

If the enemy fires radar-guided missiles, release chaff at the last possible moment, then roll up and out of the way. The cloud of spinning metallic foil pieces fills the missile's radar and it can't find you.

You'll hear a tone whenever you release a decoy. You may have to release several decoys before the incoming missile runs out of fuel or collides with the decoy.

**Stay Alert!** Enemy ground forces will also fire heat-seeking missiles.

## ★ LANDING ★

| <b>Actions</b>                      | <b>IBM</b>          | <b>C64</b>            |
|-------------------------------------|---------------------|-----------------------|
| Toggle copilot assist.              | <b>L</b>            | Not available.        |
| Set throttle.                       | <b>1 through 0.</b> | <b>1 through 0.</b>   |
| Toggle landing gear up and down.    | <b>G</b>            | <b>G</b>              |
| Toggle air brakes on and off.       | <b>A</b>            | <b>B</b>              |
| Toggle ground brakes on and off.    | <b>B</b>            | <b>Spacebar</b>       |
| Refuel and refit after landing.     | <b>F7</b>           | <b>Clr/Home</b>       |
| View Pilot's Records after landing. | <b>Shift F7</b>     | <b>Shift Clr/Home</b> |

You'll find approach directions for an airfield or carrier in the Control Room under Global Status (see **Flying a Mission** on the next page). Follow the directions to fly to the landing site. You can land safely only in a designated landing zone.

To land, maneuver until you're approaching the landing site directly and your heading is the same as one of the approach corridors. Set yourself up for a long, low approach, with your throttle between **4** and **6** and your altitude at 500 feet. Landing in high winds will be difficult so keep an eye on your pitch and bank indicators to maintain a controlled attitude. Stay alert for incoming enemy jets or missiles.

When you can see the dotted line on the runway, reduce throttle to **3** or **4**, descend to 100 feet, and lower your landing gear. Aim directly for the near end of the runway as you continue to descend. At about 30 feet, apply your air brakes. Braking increases your chances of stalling at low throttle settings, so stay alert. Just before touchdown, raise the nose a bit to ease your rate of descent. When you touch down, close the throttle (press **1**) and apply the air brakes and ground brakes.

After landing, use the control keys to refuel, repair, and reset your aircraft on the runway, and to reload it with a full complement of weapons. Then, if you haven't yet completed your mission, take off again into battle.

If you've completed your mission and landed on the same airstrip or carrier deck that you took off from, you can use the control keys to log in the completion of your mission and see the Pilot's Records.

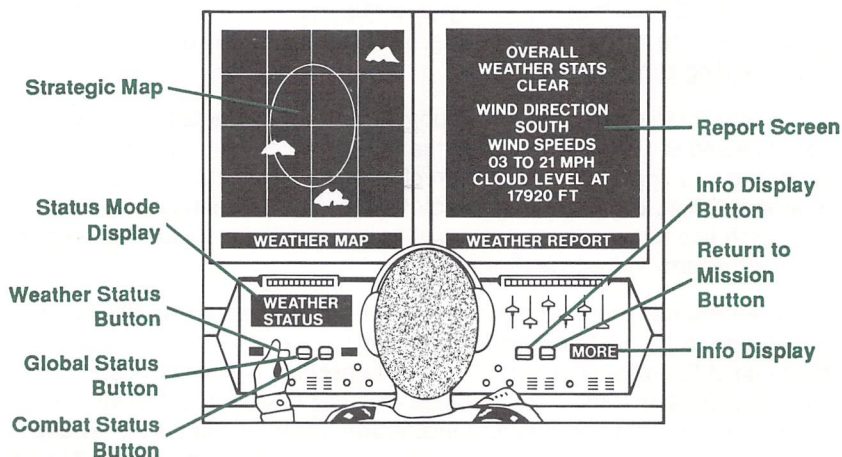
# FLYING A MISSION

| Actions               | IBM                     | C64                  |
|-----------------------|-------------------------|----------------------|
| Contact Control Room. | F10                     | A                    |
| Move FDO's hand.      | Left/Right Arrow keys   | Use joystick handle. |
| Get information.      | Spacebar or fire button | Press fire button.   |

From the preflight selection screens, choose any mission other than Free Flight. In both carrier and land based missions your objectives are to down enemy aircraft and destroy enemy surface targets. In land based missions you must also find and identify drug fields. Before takeoff, contact the Control Room for a briefing on the current strategic situation.

**Note:** Your mission pauses while you're in the Control Room.

## The Control Room



In the Control Room, move the Flight Deck Officer's hand over the buttons on the control panel. The buttons on the FDO's left display these reports (identified in the Status Mode Display):

**Weather Status** describes the weather in all sectors.

**Global Status** shows placement of both Allied bases and enemy targets in all sectors, gives landing directions and other strategic info.

**Combat Status** details your performance so far in the mission.

Move the FDO's hand over the Weather Status button and press **Spacebar** (IBM only) or the fire button. The Strategic Map shows the weather for the entire region.

Position the FDO's right hand over the button closest to him on the right. The Info Display will read "More." Press **Spacebar** or the fire button to get detailed information on the Report Screen about any sectors that have less than ideal weather. Sectors are numbered from left to right, top to bottom, from 0 to 15. The cloud in the sector of interest flashes as an additional cue. Press **Spacebar** or the fire button repeatedly to get information on all bad weather sectors, and then once again to get information on all clear sectors.

Move the FDO's hand over the Global Status button and press **Spacebar** or the fire button. On the Report Screen, you'll get the following information about your plane.

**Jet Damage** in percent, where 0% is optimum condition.

**Elapsed Time** since the mission began at takeoff.

**Drug Fields Suspected** by HQ.

**Drug Fields Identified** by you during your mission.

Use the FDO's right hand and the More button to see the complete Global Status report. Allied bases are described in terms of how to land on them. Altitude tells how high the runway is, and the approach vectors are the directions you should approach from in order to land. Enemy targets are named along with the number of air-to-surface missile hits it takes to destroy them. Items in the sector of interest flash as additional cues.

Move the FDO's hand to the Combat Status button and press **Spacebar** or the fire button to receive a combat report:

**Enemy Jets** tells how many enemy planes have attacked you and how many you've destroyed.

**ATS Missiles** gives the number of air-to-surface missiles you've fired and how many have been a direct hit.

**Surface Targets** tells the number of surface targets present in the area and the number you've destroyed.

Use the FDO's right hand and the More button to see the complete Combat Status report. For each enemy squadron in the area you'll see the squadron number, the number of aircraft in the squadron, and the total number of enemy aircraft in the area (all squadrons). The squadron in the sector of interest flashes.

When you're done with your briefing, move the FDO's hand to the far right (the Info Display reads "Done") and press **Spacebar** or the fire button. You'll return to your cockpit.

---

## ★ YOUR ORDERS ★

---

| Action                 | IBM | C64 |
|------------------------|-----|-----|
| Identify a drug field. | I   | I   |

Use your Control Room and your Surface Radar to find enemy surface targets. Fly out to them and destroy them with your ATS missiles. You will be intercepted by enemy aircraft on the way, so be prepared to dogfight.

For all missions, your orders are to destroy the designated targets ASAP. Labs, refineries, and warehouses all contain drugs in some state of processing. Transports and convoys are moving drugs to points of sale. Enemy carriers hold aircraft and troops. Oil rigs produce raw materials to feed the war effort. Any target could also hide a strategic enemy HQ or radar listening post. Your all-out search-and-destroy effort is vital to the success of Snow Strike.

While on land based missions, you also have to find and identify drug fields for HQ. Drug fields look like large rectangles of dark brown or black ground. To I.D. one, fly over it at under 100 feet. When directly over it, press I to begin the I.D. process. Maintain an altitude of less than 100 feet until the field is 100 per cent identified. Your copilot will tell you when I.D. is complete.

Identified drug fields show up in the Control Room on the Global Status map, where you can get descriptions of them.

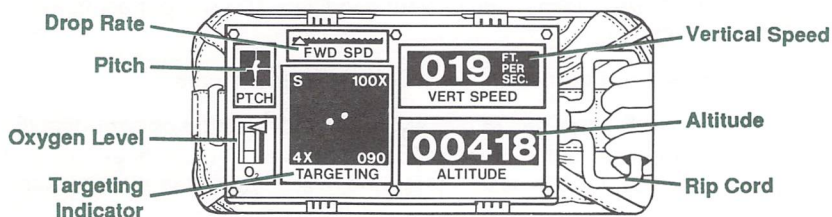
Your mission is completed only when you have destroyed all enemy surface targets in the area and, for land based missions, I.D.'d all drug fields. Finally, you must return to your base by landing your Rapier on the same runway or carrier deck from which you started the mission.

## ★ EJECT! ★

| <b>Actions</b>                      | <b>IBM</b>                      | <b>C64</b>                       |
|-------------------------------------|---------------------------------|----------------------------------|
| Eject.                              | <b>Shift E</b>                  | <b>Shift E</b>                   |
| Increase radar magnification.       | <b>Shift +</b> (numeric keypad) | <b>+</b>                         |
| Decrease radar magnification.       | <b>Shift -</b> (numeric keypad) | <b>-</b>                         |
| Turn during free fall.              | <b>Left/Right Arrow</b> keys    | Move joystick handle right/left. |
| Adjust body pitch during free fall. | <b>Up/Down Arrow</b> keys       | Move joystick handle up/down.    |
| Pull rip cord.                      | <b>Spacebar</b> or fire button. | Fire button                      |

If your plane catches fire or you run out of fuel or oxygen while in flight, attempt to save yourself by ejecting. On your chest is an instrument packet with information about your descent.

### Instrument Packet



You can only survive the elements for a short time, so make efforts to land quickly. To descend fast, wait as long as possible to pull the rip cord.

Your second priority is to land where you'll be rescued the quickest. Watch your targeting indicator, which works like the surface radar in your cockpit. The circle in the center is the targeting circle, or the point you are directly above. The dot in the circle shows the direction you're facing. A dot (yellow on IBM, gray on C64) shows the point where you ejected. Green dots are Allied bases; red dots are enemy targets.

Aim for an Allied base. If none is nearby, attempt to land at the point directly below your ejection point. This is the point of your last radio contact with HQ and the point where the search and rescue team will begin looking. So, this is also the point where you'll be found the soonest.

During free fall, turn until you're facing your target drop zone. Monitor the pitch of your body by watching the Pitch display. Leaning forward results in increased drop rate, shown on your instrument packet. Leaning back reduces your rate of falling. When the profile in the Pitch display is yellow, drag is at maximum and free fall descent is at minimum. If the profile is red, you're accelerating forward. If the profile is green, you have no forward acceleration.

Check your condition by looking at the Oxygen gauge. If the arrow reaches the bottom, you suffocate. Free fall as long as you dare, to get down as quickly as possible. Then, pull the rip cord.

After your canopy opens, your speed is arrested and you begin controlling your parachute flaps in the same way you controlled your body during free fall. Keep your target landing point in the center of the targeting circle. Readings in your Targeting Indicator will help you hit your target:

The **upper left corner** shows the direction the wind is coming from. Facing into the wind helps you stay on target. Adjust your forward speed to compensate for the head wind. The direction letter flashes red when you are hit with a gust of wind.

The **lower left corner** shows the magnification factor of your Targeting Indicator. It can be set to 1x, 2x, or 4x.

The **upper right corner** shows your condition. 100% is perfect health; 0% is death.

The **lower right corner** shows your heading in degrees.

A tone sounds when you're directly below your ejection point or directly over a friendly base. Set your magnification at 4x so you can fine-tune your trajectory. As you near the water or ground, watch your drop rate. If it's too high (16 ft/sec or more), you won't survive the hard landing.

After you land, HQ gives you a report on your rescue and recovery. Rescue time depends on your distance from the landing target when you touch ground. Your recovery times depends on how hard you landed. Press **Spacebar** (IBM only) or the fire button to continue. You are taken directly to a new Rapier on the nearest runway so you can complete your mission.

## PILOT RECORDS

If you are viewing your pilot records involuntarily because you were killed in action, you will first be taken to your funeral services. If you want to leave early, press **Spacebar** (IBM only) or the fire button.

Your pilot record keeps track of your current and overall mission accomplishments. It gives the following information:

**Pilot** Your name.

**Rank** Your rank.

**Elapsed Time** How long it took you to complete the mission, including rescue and recovery but not including time in the Control Room.

**Average Time** The average time it takes to complete the mission.

**Mission High Score** The high score to date for this mission.

**Mission Multiplier** A multiplier that increases the scores in the other categories, based on higher skill levels and more strenuous weather conditions.

**Mission Success** Points awarded when you complete the mission successfully.

**Time Efficiency** Points awarded when you complete the mission successfully in less than the average time.

**Fighter Points** Points awarded based on the number of enemy aircraft you destroyed compared to the number you encountered.

**Target Points** Points awarded based on the number of surface targets you destroyed and drug fields you identified compared to the total number of targets and drug fields.

**Strike Accuracy** Points awarded based on the number of ATS missiles you fired compared to the number of targets hit.

**Pilot Safety** Points awarded based on the number of F14-LCBs you lost by ejecting. The fewer jets you lost, the more points you earn. Points are earned only if you successfully completed the mission.

**Total** Total points awarded.

An X appearing next to a point score means you've been awarded a medal based on your performance in that area. X's also appear next to new promotions and high scores.

**Note:** In Free Flight missions, only fighter points and target points are awarded.

Promotions are based on total scores. Here's what it takes:

| <b>Rank</b>       | <b>Points Needed</b> |
|-------------------|----------------------|
| General           | 18,000 and up        |
| Lt. General       | 16,000 to 17,999     |
| Major General     | 14,000 to 15,999     |
| Brigadier General | 12,000 to 13,999     |
| Colonel           | 10,000 to 11,999     |
| Lt. Colonel       | 8,000 to 9,999       |
| Major             | 6,000 to 7,999       |
| Captain           | 4,000 to 5,999       |
| Lieutenant        | 2,000 to 3,999       |
| 2nd Lieutenant    | 0 to 1,999           |

After looking at your pilot record, press **Spacebar** or the fire button to see your medals and ribbons, awarded as follows:

| <b>Award</b>                | <b>Basis for Award</b>                                                                |
|-----------------------------|---------------------------------------------------------------------------------------|
| Striped Ribbon              | Mission multiplier of 3 or 4.                                                         |
| Solid Ribbon                | Mission multiplier of 1 or 2.                                                         |
| Distinguished Service Medal | Every 750 mission success points.                                                     |
| Distinguished Flying Cross  | Every 250 time efficiency points                                                      |
| Air Commendation Medal      | Every 350 fighter points.                                                             |
| Medal of Honor              | Every 350 target points                                                               |
| Legion of Merit             | Every 250 strike accuracy points.                                                     |
| Purple Heart                | Killed in action, or losing 2 jets but completing the mission while flying the third. |

## STRATEGY

Your mission objective is always priority. The enemy knows this, and his priority is to distract you — permanently. Don't chase the enemy — make him chase you. Then pick your dogfight opportunity, when you can down your enemy without straying off your mission course.

The weather can be either your friend or your enemy. When flying with the wind at your back, stay in the heavier winds to increase your speed. When flying into the wind, climb to higher altitudes where the wind speed is less. Use the Control Room weather reports as well as your wind indicator to make knowledgeable evaluations.

Fly at higher altitudes where there's less air drag to increase your speed and maneuverability. Doing this can save time on long flights.

Keep an eye on fuel, oxygen, weapons, decoy, and damage levels. You must make timely decisions about landing for refuel and refit in order to remain alive and complete your mission.

Stay alert when identifying drug fields. You must fly at under 100 feet for I.D., and it doesn't take much loss of concentration to find yourself impacting the ground.

When forced to eject, do so quickly. The longer you stay in the burning, tumbling jet, the more you'll be injured and the longer it will take you to recover. Eject high — above 2500 feet. Below that altitude your parachute won't have time to balloon and you probably won't survive the fall.

Put your landing gear up immediately on takeoff. Flying with your gear down adds wind resistance and slows you down.

While you're landing, the enemy may pursue you all the way to the ground. Keep some chaff and flares available for this situation, since an enemy hit at landing altitude is catastrophic.

# SATELLITE MAPS

## Carrier Based Missions



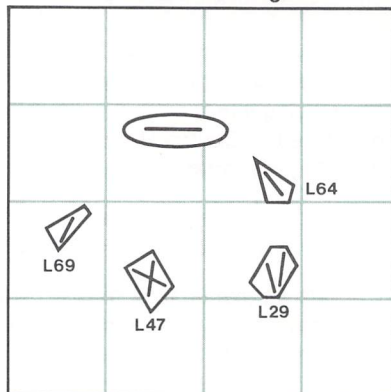
Landmass



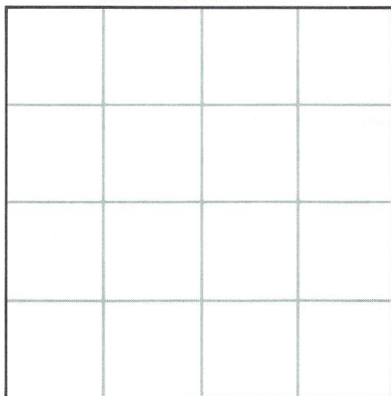
Aircraft Carrier



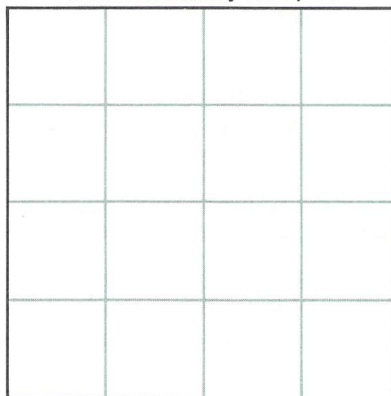
### Mission 1: Free Flight



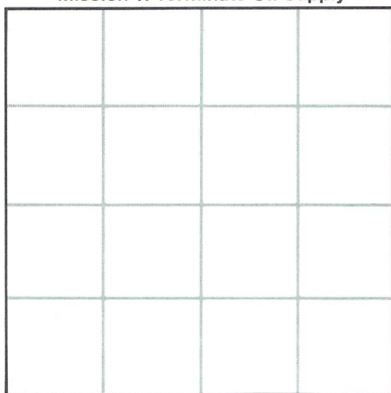
### Mission 2: Sink Carrier



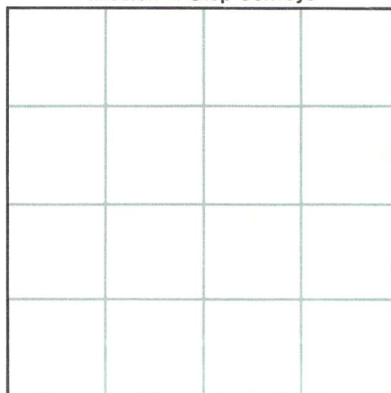
### Mission 3: Destroy Transport



### Mission 4: Terminate Oil Supply



### Mission 5: Stop Convoys



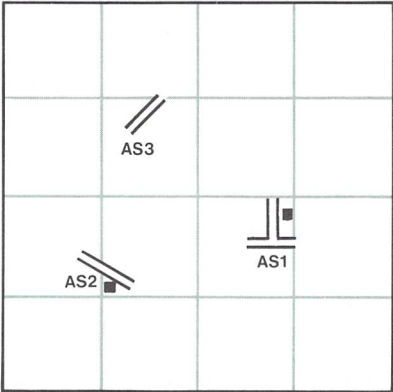
Mission locations have been mapped by satellite and appear on the Strategic Map in the Control Room. Use these grids to complete your personal sectional maps, using the Control Room info and your own visual reconnaissance while flying.

Land-Based Missions

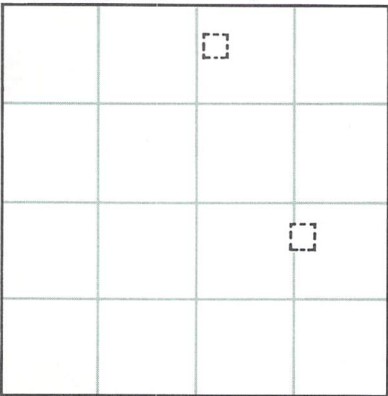
-  Airstrip with Runways
-  Suspected Drug Field



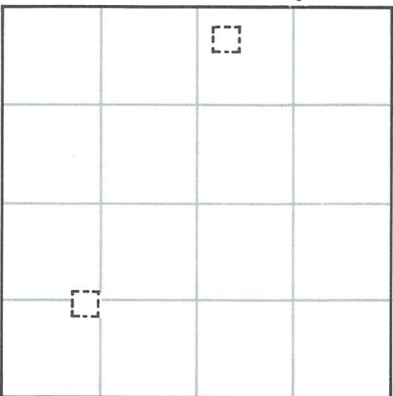
Mission 6: Free Flight



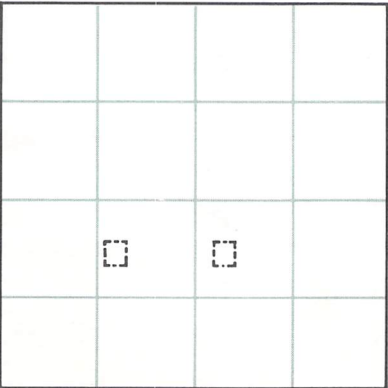
Mission 7: Destroy Lab



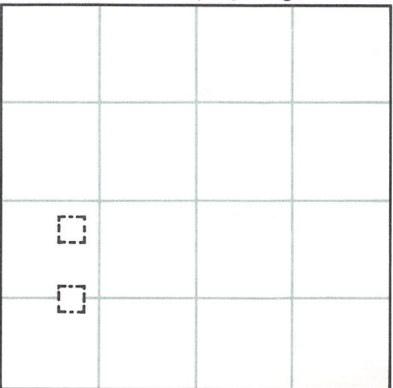
Mission 8: Bomb Refinery



Mission 9: Demolish Warehouse



Mission 10: Destroy Freighter



# GAME CONTROLS

| <b>Actions</b>                                 | <b>IBM</b>                      | <b>C64</b>            |
|------------------------------------------------|---------------------------------|-----------------------|
| <b>Takeoff and Landing</b>                     |                                 |                       |
| Toggle ground brakes on and off.               | <b>B</b>                        | <b>Spacebar</b>       |
| Set throttle.                                  | <b>1 through 0</b>              | <b>1 through 0</b>    |
| Toggle copilot assist.                         | <b>L</b>                        | Not available.        |
| Toggle landing gear up and down.               | <b>G</b>                        | <b>G</b>              |
| Toggle air brakes on and off.                  | <b>A</b>                        | <b>B</b>              |
| Refuel and refit after landing.                | <b>F7</b>                       | <b>Clr/Home</b>       |
| View Pilot's Records after landing.            | <b>Shift F7</b>                 | <b>Shift Clr/Home</b> |
| <b>Combat</b>                                  |                                 |                       |
| Toggle view forward and backward.              | <b>V</b>                        | <b>£</b>              |
| Toggle nose/tail camera view.                  | <b>N</b>                        | Not available.        |
| Increase visual magnification.                 | <b>+ (numeric keypad)</b>       | <b>@</b>              |
| Decrease visual magnification.                 | <b>- (numeric keypad)</b>       | <b>*</b>              |
| Increase radar magnification.                  | <b>Shift + (numeric keypad)</b> | <b>+</b>              |
| Decrease radar magnification.                  | <b>Shift - (numeric keypad)</b> | <b>-</b>              |
| Lock on surface radar. Press again to release. | <b>R</b>                        | <b>R</b>              |
| Turn off radar.                                | <b>F8</b>                       | Not available.        |
| Arm cannon.                                    | <b>F1</b>                       | <b>F1</b>             |
| Ready Harpy air-to-air missile.                | <b>F2</b>                       | <b>F3</b>             |
| Ready Fury air-to-surface missile.             | <b>F3</b>                       | <b>F5</b>             |

**Actions****IBM****C64**

|                                                                    |                                    |              |
|--------------------------------------------------------------------|------------------------------------|--------------|
| Fire.                                                              | <b>Spacebar</b><br>or fire button. | Fire button. |
| Disarm all weapons.                                                | <b>F4</b>                          | <b>F7</b>    |
| Release chaff.                                                     | <b>C</b>                           | <b>C</b>     |
| Release flare.                                                     | <b>F</b>                           | <b>F</b>     |
| Toggle air brakes<br>on and off.                                   | <b>A</b>                           | <b>B</b>     |
| Identify a drug field.                                             | <b>I</b>                           | <b>I</b>     |
| Contact Control Room.                                              | <b>F10</b>                         | <b>A</b>     |
| Toggle enemy aircraft<br>in and out of area<br>(Free Flight only.) | <b>O</b>                           | <b>O</b>     |

**Eject!**

|                                        |                                    |                                     |
|----------------------------------------|------------------------------------|-------------------------------------|
| Eject.                                 | <b>Shift E</b>                     | <b>Shift E</b>                      |
| Increase radar<br>magnification        | <b>Shift +</b> (numeric<br>keypad) | <b>+</b>                            |
| Decrease radar<br>magnification.       | <b>Shift -</b> (numeric<br>keypad) | <b>-</b>                            |
| Turn during free fall.                 | <b>Left/Right Arrow</b><br>keys    | Move joystick<br>handle right/left. |
| Adjust body pitch<br>during free fall. | <b>Up/Down Arrow</b><br>keys       | Move joystick<br>handle up/down.    |
| Pull rip cord.                         | <b>Spacebar</b><br>or fire button. | Fire button.                        |

**General Gameplay**

|                              |                 |                |
|------------------------------|-----------------|----------------|
| Pause/resume game.           | <b>P</b>        | <b>P</b>       |
| Save current<br>Free Flight. | <b>F6</b>       | <b>S</b>       |
| Load saved<br>Free Flight.   | <b>Shift F6</b> | <b>Shift S</b> |

## Credits

*Snow Strike* game design by Larry Hodgson and R. Scott Morrison.

Commodore 64 program by Larry Hodgson and Robert Fuentes Jr.

Computer graphics by R. Scott Morrison.

Sound design by Kyle Johnson.

IBM program by Jim Weisz and Phil Garofalo.

Testing by John Darrah, Doug Hall, and Jim Zielinski.

Manual by Carol Ann Brimeyer and Eric Lindstrom with illustrations by Carlos Hueso.

Special thanks to Chris Bankston, Hugh Bowen, Jill De Maria, Scott "Bob" Duckett, Ronald J. Fortier, and David M. Sage, American.

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