

SOLO FLIGHT

For the Commodore 64®

INTRODUCTION

SOLO FLIGHT is an exciting real-time flight simulator which allows you to experience the challenge of piloting your own light plane. In this simulation you must master takeoffs, landings, navigation, instrument flying, emergency procedures, turbulence, and adverse weather conditions. An accurate 3-D view and a complete set of flight instrumentation are available to assist you in flying your aircraft. To test your skills, play the Mail Pilot game — where you race the clock, mechanical failures, and deteriorating weather to complete your delivery schedule in your vintage monoplane.

LOADING THE GAME FOR COMMODORE 64® COMPUTERS

Connect the joystick to the computer. Plug the joystick into the connector closest to the rear of the machine. Turn on the disk drive or cassette drive first, then turn on the computer. Insert the game diskette or cassette in the drive with the label facing up, type: LOAD "", 8 (return) or LOAD (return) if cassette version. When the READY prompt appears, type: RUN (return). The introductory screen will then appear while the rest of the program loads into memory, and after about one minute the title screen will appear.

OPTIONS

Use the F1 key to select practice FLYING or the MAIL PILOT game. The F1 key also selects which of three states you wish to fly in. (Kansas, Washington, or Colorado.) Use the F3 key to choose the difficulty level. During Flying practice you may select CLEAR weather (for touch and go practice in the local area), LANDING practice (places the aircraft on short final for landing), WINDY conditions, or IFR (Instrument Flight Rules — low clouds). When playing the Mail Run game you may select from the STUDENT Pilot, PRIVATE Pilot, SENIOR Pilot, or COMMAND Pilot difficulty levels. Press F7 to continue.