

Dear Friend,

I learned to fly at 14 when a Korean War Veteran took me up in an old L-5, spotter aircraft. It was the same type of aircraft he flew during that conflict and he really knew how to handle that bird! I was scared to death!! Anything that could be at the same time as scary, magnificent, thrilling, exciting, and wonderful had to be something I wanted to do for the rest of my life!! With SOLO FLIGHT, my partner Sid Meier and his software guys, have brought to you some of that same exhilaration I feel every time I advance the throttles for takeoff in my A-37 Dragonfly.

When we started on SOLO FLIGHT, I told Sid it had to be as realistic in the feel of flying as it was in the fancy graphics he could put on the screen. I would gladly give up pretty colors and fancy building pictures for proper glide ratios, good stick feel, emergency procedures, and fun. The first week of development, I rented a C-172, and took Sid out to teach him to fly. Since I have taught more than 200 Air Force Lieutenants to fly, one brilliant software guru was a snap! SOLO FLIGHT is the result of much good design, much hard work, many rejections of the product by me because it didn't feel like flying, and a great desire to bring you the easiest to learn, MOST FUN, most like flying, most tested by real pilots, Primary Flight Training Simulator on the market today!!!

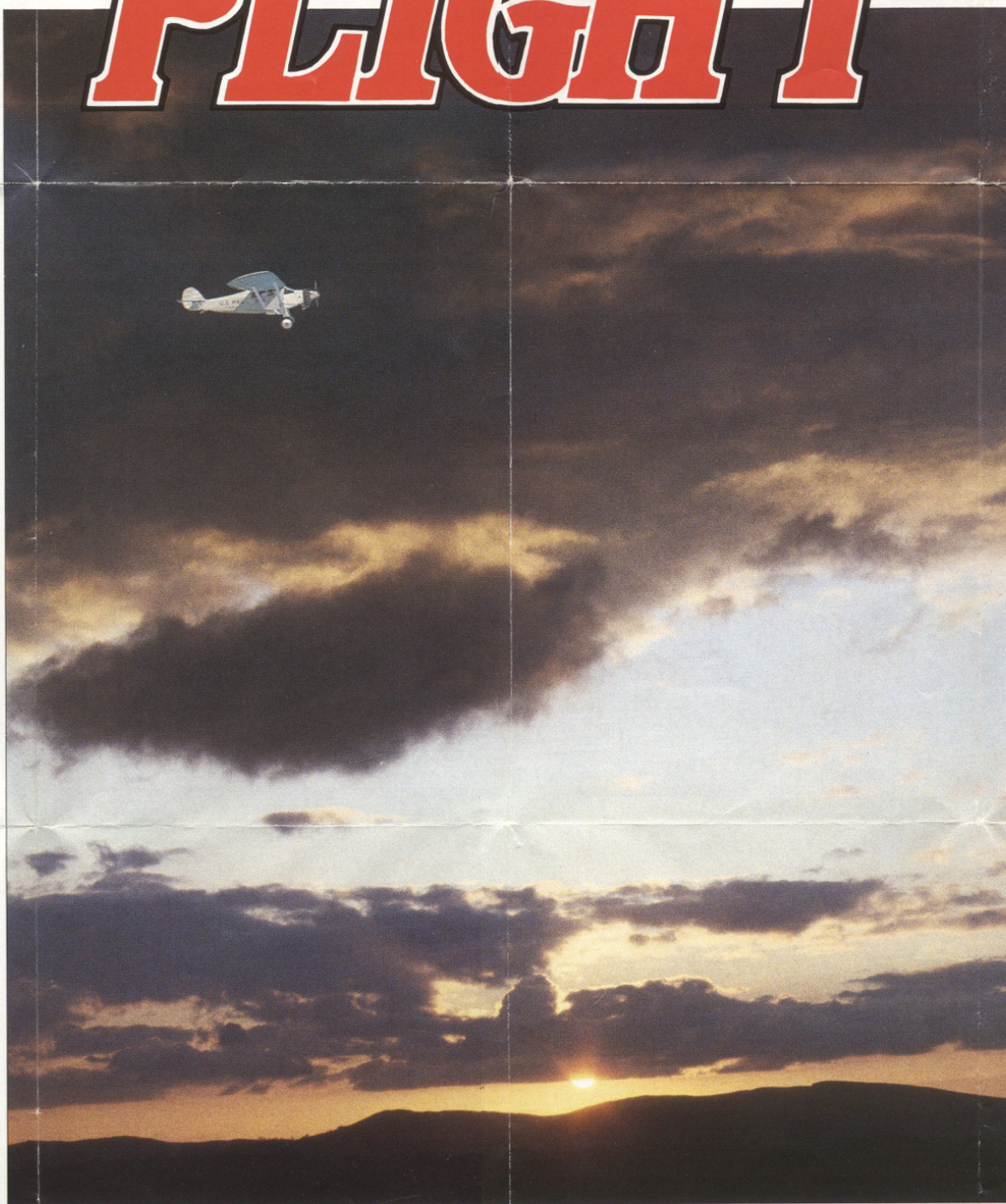
Special thanks to all the play testers including the 103rd TASS of the PA Air National Guard and for the software guys who made it possible. We are very proud of their achievements in SOLO FLIGHT. I'd say more but I know you are anxious to get airborne and so am I.

Bill Jr. is one of SOLO FLIGHT's greatest fans. At 12 and with considerably fewer flying hours than Dad's 3000 hours he is also one of the best SOLO FLIGHT Pilots around. Today, we are going to practice our SFO's (Simulated Flame Out Landings). We take turns climbing each other to various heights above the airfield, cutting the engines, and seeing if we can make the field. then after that little warmup, we'll be ready for the real challenge — the MAIL PILOT GAME — we are going tough — the COMMAND level in COLORADO! We will have great fun with SOLO FLIGHT today and I know you will too!! GOOD FLYING TO YOU!!



FIGHTER PILOT U.S.A.F. RESERVE
PRESIDENT MICROPROSE SOFTWARE

Solo FLIGHT



MICRO PROSE

THE WORLD'S FOREMOST SIMULATION SOFTWARE PRODUCER

Introduction

SOLO FLIGHT IS AN EXCITING, REAL-TIME FLIGHT SIMULATOR. You experience the fun and challenge of learning to fly a classic light aircraft design.

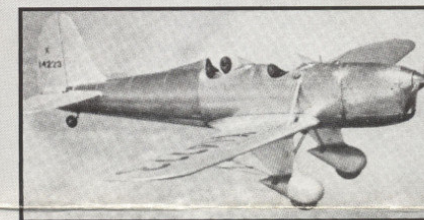
SOLO FLIGHT is a **Primary Flight Trainer** simulation, with training objectives similar to those of the T-37 "Tweet" flown by the USAF since 1962. Both novice and experienced pilots can learn or improve their skills in everything from basic flying maneuvers such as slow flight and normal VFR (Visual Flight Rules) landings, to dangerous bad weather and instrument flight.

SOLO FLIGHT includes an historical simulation game **Mail Pilot**, based on solo air-mail flying of the 1930's. As you hop from airfield to airfield, you'll face all the dangers of real cross-country flying, including deteriorating ceilings, changing cross-winds, mechanical failures, maybe even an overheating engine! Mail Pilot will put all your flying skills to the test.

Your aircraft in SOLO FLIGHT is based on the famous monoplanes of the late 1920's and early 1930's, notably the RYAN S-T series. These were similar to the "Spirit of St. Louis" flown by Charles Lindbergh across the Atlantic in 1927. The simulation reduces slightly some of the more dangerous characteristics of these famous planes, as well as adding a few more instruments to aid flight and navigation.

So, load your computer and get ready for a flying adventure with SOLO FLIGHT. Have fun!

SPEECH SYNTHESIS is an added bonus in the C-64 version of SOLO FLIGHT. An on-board instructor talks you through a learning flight, and you actually hear radio messages. Text read-outs are included for computers without a speaker.



Loading the Simulation

REMEMBER, SOLO FLIGHT, is JOYSTICK controlled and you MUST have a JOYSTICK to enjoy the simulation!!

Commodore 64/128 Disk

Turn on your disk drive and computer as described by the manufacturer. (For the C-128, establish the C-64 mode as described by the manufacturer.) Then place your diskette into your drive. Type: LOAD "*", 8, 1. The program will boot automatically. Leave the disk in the drive.

IMPORTANT: Put the JOYSTICK in PORT #2 (TWO) — The Port toward the rear of the machine. Otherwise you will not be able to control the aircraft.

Commodore 64 Cassette

1. Insert side 1 of the cassette into datasette.
2. Hold down the SHIFT key and press RUN.
3. Press PLAY on the datasette.
4. Insert joystick into port #2 (TWO).
5. Once the game has loaded you will be presented with a series of options screen.
6. After making your selections you will be prompted to insert side 2. Rewind fully.
7. Press PLAY and hit any key.



Atari 400/600/800/1200/XL/XE Series

REQUIRES: 48K RAM

REMOVE all cartridges.

Place the disk in your disk drive and turn on the computer. The program will boot automatically. Leave the disk in the drive.

IMPORTANT: After the simulation has loaded, you will be shown the first option screen with a demo timer counting down at the bottom of the screen. You must start the simulation by pressing the **START** key (see computer chart) **before** the demo timer reaches 0. If the demo timer reaches 0, the simulation will begin in demo mode and you will not be able to control the aircraft!

Credits

SOFTWARE AND PROJECT IMPLEMENTATION

Sid Meier

PRODUCT CONCEPT & ORIGINAL ATARI PRODUCT

Sid Meier

PRODUCT CONVERSIONS

C-64 Version 1 — Grant Irani

C-64 Version 2 — John Kutcher

Atari Version — Edward N. Hill, Jr.

DOCUMENTATION

George Geary, Bill Stealey, Sid Meier, Arnold Hendrick

Portions produced using copyrighted products of Monarch Data Systems and Drive Technology, Ltd.

Software Speech™ by Electronic Speech Systems of Berkeley, CA.

Software Authors!!

MicroProse is always searching for new people, ideas and products, so we can bring the most challenging and fun products to our customers. If you are working on or have a good idea for quality entertainment, educational, or utility software, call or write to us!! We would like to get you on our team and make you a MicroProse partner!!

©Copyright 1985 by MicroProse Software, 120 Lakefront Drive, Hunt Valley, MD 21030, (301) 667-1151

Manufactured in the UK under licence by US Gold Ltd., Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

Commodore 64 and Atari are registered trademarks of Commodore Business Machines Inc., Atari Inc.